

# Objective-C, some useful predefined classes

Fabrice.Kordon@lip6.fr



# As an introduction...

## Useful for programming

- Reference (optimized) implementation

## Which classes?

- NSArray
  - ▶ Ordered collection
- NSDictionary
  - ▶ A dictionnaire (association key/value)
- NSSet
  - ▶ Unordered collection



## Immutable and mutable versions

- Dedicated memory management



# NSArray by examples

```
NSArray *col;  
  
col = [NSArray arrayWithObjects:@"blue", @"white", @"red", nil];  
  
NSLog(@"number of colors %lu", (unsigned long)[col count]);  
  
NSLog(@"Third color : %@", [col objectAtIndex:2]);
```



# NSMutableArray

 Access similar to NSArray

 A few more methods for update

```
NSMutableArray *col = [NSMutableArray array];  
[col addObject:@"blue"];  
[col addObject:@"red"];  
[col insertObject:@"white" atIndex:1];  
[col removeObjectAtIndex:0];
```



# NSDictionary by examples

5

```
NSDictionary *col = [NSDictionary  
    dictionaryWithObjectsAndKeys:@"0000FF", @"blue",  
    @"FFFFFF", @"white",  
    @"FF0000", @"red",  
    nil];  
  
NSLog(@"RVB for white : %@",  
    [col valueForKey:@"white"]);  
NSLog(@"color for #0000FF : %@",  
    [col allKeysForObject:@"0000FF"]);
```



# NSMutableDictionary

 Access similar to NSDictionary

 A few more methods for update

```
NSMutableDictionary *col = [NSMutableDictionary dictionary];  
[col setObject:@"blue" forKey:@"0000FF"];  
[col removeObjectForKey:@"000000"];  
[col removeAllObjects];
```



# NSSet by examples



## Only one occurrence of each object

🔊 Order not preserved

```
NSSet *set = [NSSet setWithObjects:@"toto", @"titi",
                                @"tata", nil];
NSLog(@"One random : %@", [set anyObject]);
NSLog(@"There are %d element(s)", (int)[set count]);
if ([set member:@"Rominet"] == nil) {
    NSLog(@"Titi can rest");
} else {
    NSLog(@"Alert, Sylvester arrives!");
}
```

```
NSArray *table = [set allObjects];
NSLog(@"Who are they ? %@", [table description]);
```



# NSMutableSet

```
NSMutableSet *mset = [NSMutableSet setWithCapacity:3];  
[mset addObject:@"titi"];  
[mset addObject:@"Rominet"];  
if ([mset member:@"Rominet"] == nil) {  
    NSLog(@"Titi can rest");  
} else {  
    NSLog(@"Alert, Sylvester arrives!");  
}  
[mset removeObject:@"Rominet"];  
if ([mset member:@"Rominet"] == nil) {  
    NSLog(@"Titi can rest");  
} else {  
    NSLog(@"Alert, Sylvester arrives!");  
}
```





# As a conclusion...

You have many more...

Useful bases



Similar to the «Standard Template Library» in C++

