
NSScriptingComparisonMethods Protocol Reference

Interapplication Communication



2006-05-23



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NSScriptingComparisonMethods Protocol Reference

(informal protocol)

Framework	/System/Library/Frameworks/Foundation.framework
Companion guide	Cocoa Scripting Guide
Declared in	NSScriptWhoseTests.h

Overview

This informal protocol defines a set of methods useful for comparing script objects.

Often the correct way to compare two objects for scripting is different from the correct way to compare objects programmatically. This informal protocol defines a set of methods that can be implemented to perform a comparison appropriate for scripting that is independent of other methods for doing comparisons.

Cocoa scripting uses these scripting comparison methods, if available, in the process of evaluating specifier tests. If the first object being tested implements the appropriate method for the comparison operation, it will be used. If the first object doesn't implement the appropriate method but the second object implements the inverse, the inverted comparison is performed. For example, instead of determining whether object one is less than object two, Cocoa determines whether object two is greater than object one (but only for the operations `isEqual`, `isLessThan`, `isEqualOrLessThan`, `isLessThan`, `isGreaterThan`, `isEqualOrGreaterThan`, or `isGreaterThan`). If neither of the objects implements the appropriate method, Cocoa falls back on similar comparison operators in the protocol `NSComparisonMethods` (but again, only for the operations `isEqual`, `isLessThan`, `isEqualOrLessThan`, `isLessThan`, `isGreaterThan`, `isEqualOrGreaterThan`, or `isGreaterThan`).

Cocoa provides default implementations of these scripting comparison methods for `NSString` and `NSAttributedString`. You should define implementations of these methods for any of your scriptable objects that need to perform comparisons for scripting purposes that are different than the comparisons provided by `NSComparisonMethods`. If none require different comparison methods, you can implement only the methods you need from `NSScriptingComparisonMethods`.

Tasks

Performing Comparisons

- `scriptingBeginsWith`: (page 6) *required method*

Returns YES if, in a scripting comparison, the compared object matches the beginning of *object*. A default implementation is provided for `NSString` and `NSAttributedString`. (required)

- [scriptingContains:](#) (page 6) *required method*
Returns YES if, in a scripting comparison, the compared object contains *object*. A default implementation is provided for NSString and NSAttributedString. (required)
- [scriptingEndsWith:](#) (page 7) *required method*
Returns YES if, in a scripting comparison, the compared object matches the end of *object*. A default implementation is provided for NSString and NSAttributedString. (required)
- [scriptingIsEqualTo:](#) (page 7) *required method*
Returns YES if, in a scripting comparison, the compared object is equal to *object*. A default implementation is provided for NSString and NSAttributedString. (required)
- [scriptingIsGreaterThan:](#) (page 7) *required method*
Returns YES if, in a scripting comparison, the compared object is greater than *object*. A default implementation is provided for NSString and NSAttributedString. (required)
- [scriptingIsGreaterThanOrEqualTo:](#) (page 7) *required method*
Returns YES if, in a scripting comparison, the compared object is greater than or equal to *object*. A default implementation is provided for NSString and NSAttributedString. (required)
- [scriptingIsLessThan:](#) (page 8) *required method*
Returns YES if, in a scripting comparison, the compared object is less than *object*. A default implementation is provided for NSString and NSAttributedString. (required)
- [scriptingIsLessThanOrEqualTo:](#) (page 8) *required method*
Returns YES if, in a scripting comparison, the compared object is less than or equal to *object*. A default implementation is provided for NSString and NSAttributedString. (required)

Instance Methods

scriptingBeginsWith:

Returns YES if, in a scripting comparison, the compared object matches the beginning of *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingBeginsWith:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingContains:

Returns YES if, in a scripting comparison, the compared object contains *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingContains:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingEndsWith:

Returns YES if, in a scripting comparison, the compared object matches the end of *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingEndsWith:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingIsEqualTo:

Returns YES if, in a scripting comparison, the compared object is equal to *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingIsEqualTo:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingIsGreaterThan:

Returns YES if, in a scripting comparison, the compared object is greater than *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingIsGreaterThan:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingIsGreaterThanOrEqualTo:

Returns YES if, in a scripting comparison, the compared object is greater than or equal to *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingIsGreaterThanOrEqualTo:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingIsLessThan:

Returns YES if, in a scripting comparison, the compared object is less than *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingIsLessThan:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

scriptingIsLessThanOrEqualTo:

Returns YES if, in a scripting comparison, the compared object is less than or equal to *object*. A default implementation is provided for NSString and NSAttributedString. (required)

- (BOOL)scriptingIsLessThanOrEqualTo:(id)*object*

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptWhoseTests.h

Document Revision History

This table describes the changes to *NSScriptingComparisonMethods Protocol Reference*.

Date	Notes
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

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