
NSScriptingComparisonMethods Protocol Reference

Interapplication Communication





Apple Inc.
© 2009 Apple Inc.
All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

Apple, the Apple logo, Cocoa, Mac, and Mac OS are trademarks of Apple Inc., registered in the United States and other countries.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY

DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

NSScriptingComparisonMethods Protocol Reference 5

Overview 5

Tasks 5

 Performing Comparisons 5

Instance Methods 6

 scriptingBeginsWith: 6

 scriptingContains: 6

 scriptingEndsWith: 7

 scriptingIsEqualTo: 7

 scriptingIsGreaterThan: 7

 scriptingIsGreaterThanOrEqualTo: 7

 scriptingIsLessThan: 8

 scriptingIsLessThanOrEqualTo: 8

Document Revision History 9

Index 11

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)

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

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

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.

- (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.

- (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.

- (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.

- (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.

- (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.

- (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.

- (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.

- (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
2009-11-13	Updated optional status of protocol methods.
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

Document Revision History

Index

S

- scriptingBeginsWith: <NSObject> instance method [6](#)
- scriptingContains: <NSObject> instance method [6](#)
- scriptingEndsWith: <NSObject> instance method [7](#)
- scriptingIsEqualTo: <NSObject> instance method [7](#)
- scriptingIsGreaterThan: <NSObject> instance method [7](#)
- scriptingIsGreaterThanOrEqualTo: <NSObject> instance method [7](#)
- scriptingIsLessThan: <NSObject> instance method [8](#)
- scriptingIsLessThanOrEqualTo: <NSObject> instance method [8](#)