



EOControl Framework

API Reference



TITLEPAGE

EOQualifier.QualifierVariableSubstitutionException

Inherits from: RuntimeException

Package: com.webobjects.eocontrol

Class Description

Documentation for this class is forthcoming.

Method Types

All methods

EOQualifier.QualifierVariableSubstitutionException

Constructors

EOQualifier.QualifierVariableSubstitutionException

```
public EOQualifier.QualifierVariableSubstitutionException(  
    EOQualifier anEOQualifier,  
    String aString)
```

EOKeyValueUnarchiver.Delegate

Package: com.webobjects.eocontrol

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

unarchiverObjectForReference

INTERFACE EOKeyValueUnarchiver.Delegate

Instance Methods

unarchiverObjectForReference

```
public abstract Object unarchiverObjectForReference(  
    EOKeyValueUnarchiver anEOKeyValueUnarchiver,  
    Object anObject)
```

EOKeyValueArchiving.FinishInitialization

Package: com.webobjects.eocontrol

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

`finishInitializationWithKeyValueUnarchiver`

INTERFACE EOKeyValueArchiving.FinishInitialization

Instance Methods

finishInitializationWithKeyValueUnarchiver

```
public abstract void  
    finishInitializationWithKeyValueUnarchiver(EOKeyValueUnarchiver anEOKeyValueUnarchiver)
```

EOKeyValueArchiving.Awaking

Package: com.webobjects.eocontrol

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

awakeFromKeyValueUnarchiver

INTERFACE EOKeyValueArchiving.Awaking

Instance Methods

awakeFromKeyValueUnarchiver

```
public abstract void  
    awakeFromKeyValueUnarchiver(EOKeyValueUnarchiver anEOKeyValueUnarchiver)
```

EOKeyValueArchiving

Package: com.webobjects.eocontrol

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

`encodeWithKeyValueArchiver`

Instance Methods

encodeWithKeyValueArchiver

```
public abstract void encodeWithKeyValueArchiver(EOKeyValueArchiver anEOKeyValueArchiver)
```

INTERFACE EOKeyValueArchiving

EOKeyValueArchiver.Delegate

Package: com.webobjects.eocontrol

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

referenceToEncodeForObject

INTERFACE EOKeyValueArchiver.Delegate

Instance Methods

referenceToEncodeForObject

```
public abstract Object referenceToEncodeForObject(  
    EOKeyValueArchiver anEOKeyValueArchiver,  
    Object anObject)
```

EOEditingContext.MessageHandler

Package: com.webobjects.eocontrol

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

`editingContextPresentErrorMessage`

`editingContextShouldContinueFetching`

INTERFACE `EOEditingContext.MessageHandler`

Instance Methods

`editingContextPresentErrorMessage`

```
public abstract void editingContextPresentErrorMessage(  
    EOEditingContext anEOEditingContext,  
    String aString)
```

`editingContextShouldContinueFetching`

```
public abstract boolean editingContextShouldContinueFetching(  
    EOEditingContext anEOEditingContext,  
    int anInt,  
    int anInt,  
    EOObjectStore anEOObjectStore)
```

EOEditingContext.Editor

Package: `com.webobjects.eocontrol`

Interface Description

Documentation for this interface is forthcoming.

Method Types

All methods

`editingContextWillSaveChanges`

`editorHasChangesForEditingContext`

Instance Methods

editingContextWillSaveChanges

```
public abstract void editingContextWillSaveChanges(EOEditingContext anEOEditingContext)
```

editorHasChangesForEditingContext

```
public abstract boolean  
    editorHasChangesForEditingContext(EOEditingContext anEOEditingContext)
```

Apple Computer, Inc.
© 1999 Apple Computer, 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 Computer, Inc., except to make a backup copy of any documentation provided on CD-ROM.

The Apple logo is a trademark of Apple Computer, 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 book. Apple retains all intellectual property rights associated with the technology described in this book. This book is intended to assist application developers to develop applications only for Apple-labeled or Apple-licensed computers.

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

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

Apple, the Apple logo, Macintosh, and WebObjects are trademarks of Apple Computer, Inc., registered in the United States and other countries. Enterprise Objects is a trademark of Apple Computer, Inc.

NeXT, the NeXT logo, OPENSTEP, Enterprise Objects Framework, Objective-C, and WEBSOCKET are trademarks of NeXT Software, Inc.

Adobe, Acrobat, and PostScript are trademarks of Adobe Systems Incorporated or its subsidiaries and may be registered in certain jurisdictions.

Helvetica and Palatino are registered trademarks of Linotype-Hell AG and/or its subsidiaries.

ITC Zapf Dingbats is a registered trademark of International Typeface Corporation.

ORACLE is a registered trademark of Oracle Corporation, Inc.

SYBASE is a registered trademark of Sybase, Inc.

UNIX is a registered trademark in the United States and other countries, licensed exclusively through X/Open Company Limited.

Windows NT is a trademark of Microsoft Corporation.

All other trademarks mentioned belong to their respective owners.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this manual, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS MANUAL IS SOLD “AS IS,” AND YOU, THE PURCHASER, 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 MANUAL, 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.

COPYRIGHT PAGE

The EOControl Framework

Package: `com.webobjects.eocontrol`

Introduction

The EOControl framework defines one of the layers of the Enterprise Objects Framework architecture—the control layer. It provides an infrastructure for enterprise objects that is independent of your application’s user interface and its storage mechanism. The control layer dynamically manages the interaction between enterprise objects, the access layer, and the interface layer by:

- Tracking changes to enterprise objects
- Prompting the user interface to change when object values change
- Prompting the database to change when changes to objects are committed
- Managing undo in the object graph
- Managing uniquing (the mechanism by which Enterprise Objects Framework uniquely identifies enterprise objects and maintains their mapping to stored data in the database)

FRAMEWORK The EOControl Framework

The control layer's major areas of responsibility and the key classes involved are described in the following table:

Responsibility	Classes
“Tracking Enterprise Objects Changes”	EOObserverCenter
	EODelayedObserverQueue
	EODelayedObserver
	EOObserverProxy
	EOObserving (interface)
“Object Storage Abstraction”	EOObjectStore
	EOCooperatingObjectStore
	EOObjectStoreCoordinator
	EOGlobalID
	EOKeyGlobalID
	EOTemporaryGlobalID
Query specification	EOFetchSpecification
	EOQualifier
	EOSortOrdering
Interaction with enterprise objects	EOEnterpriseObject (basic enterprise object behavior)
	EOClassDescription (validation support)
	EOGenericRecord
	EOCustomObject
Simple source of objects (for display groups)	EODataSource
	EODetailDataSource

The following sections describe each responsibility in greater detail.

Tracking Enterprise Objects Changes

EOControl provides four classes and an interface that form an efficient, specialized mechanism for tracking changes to enterprise objects and for managing the notification of those changes to interested observers. EOObserverCenter is the central manager of change notification. It records observers and the objects they observe, and it distributes notifications when the observable objects change. Observers implement the EOObserving interface, which defines one method, `objectWillChange`. Observable objects (generally enterprise objects) invoke their `willChange` method before altering their state, which causes all observers to receive an `objectWillChange` message.

The other three classes add to the basic observation mechanism. EODelayedObserverQueue alters the basic, synchronous change notification mechanism by offering different priority levels, which allows observers to specify the order in which they're notified of changes. EODelayedObserver is an abstract superclass for objects that observe other objects (such as the EOInterface layer's EOAssociation classes). Finally, EOObserverProxy is a subclass of EODelayedObserver that forwards change messages to a target object, allowing objects that don't inherit from EODelayedObserver to take advantage of this mechanism.

The major observer in Enterprise Objects Framework is EOEditingContext, which implements its `objectWillChange` method to record a snapshot for the object about to change, register undo operations in an NSUndoManager, and record the changes needed to update objects in its EOObjectStore. Because some of these actions—such as examining the object's new state—can only be performed after the object has changed, an EOEditingContext sets up a delayed message to itself, which it gets at the end of the run loop. Observers that only need to examine an object after it has changed can use the delayed observer mechanism, described in the EODelayedObserver and EODelayedObserverQueue class specifications.

Object Storage Abstraction

The control layer provides an infrastructure that's independent of your application's storage mechanism (typically a database) by defining an API for an “intelligent” repository of objects, whether it's based on external data or whether it manages objects entirely in memory. EOObjectStore is an abstract class that defines that basic API, setting up the framework for constructing and registering enterprise objects, servicing object faults, and committing changes made in an EOEditingContext. Subclasses of EOObjectStore implement the API in terms of their specific storage mechanism.

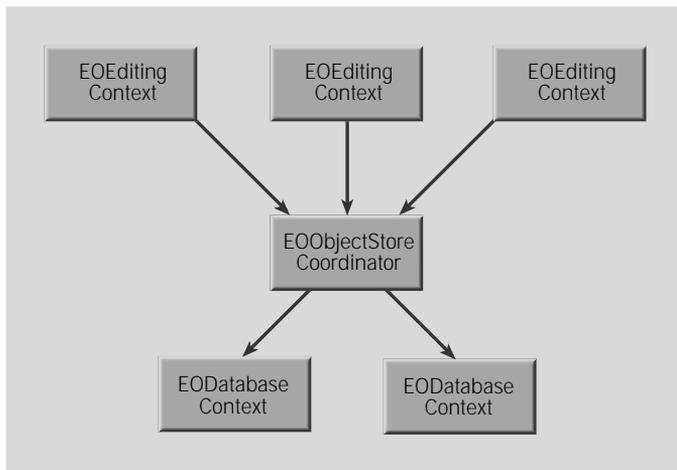
Subclasses of EOObjectStore

EOEditingContext is the principal subclass of EOObjectStore and is used for managing objects in memory. For stores based on external data, there are several subclasses.

EOCooperatingObjectStore defines stores that work together to manage data from several distinct sources (such as different databases). The access layer's EODatabaseContext is actually a subclass of this class. A group of cooperating stores is managed by another subclass of EOObjectStore, EOObjectStoreCoordinator. If you're defining a subclass of EOObjectStore, it's probably one based on an external data repository, and it should therefore inherit from EOCooperatingObjectStore so as to work well with an EOObjectStoreCoordinator—though this isn't required.

EODatabaseContext provides objects from relational databases and is therefore provided by Enterprise Objects Framework's access layer. It is the class that defines the interaction between the control and access layers. Database contexts and other object stores based on external data are often shared by several editing contexts to conserve database connections.

Object store subclasses cooperate with one another as illustrated in the following:



Note: Note that EOCooperatingObjectStore, EOObjectStoreCoordinator, and EODatabaseContext are not provided by Java Client

Registering Enterprise Objects

An object store identifies its objects in two ways:

- By reference for identification within a specific editing context
- By global ID for universal identification of the same record among multiple stores.

A global ID is defined by three classes: EOGlobalID, EOKeyGlobalID, and EOTemporaryGlobalID. EOGlobalID is an abstract class that forms the basis for uniquing in Enterprise Objects Framework. EOKeyGlobalID is a concrete subclass of EOGlobalID whose instances represent persistent IDs based on the access layer's EOModel information: an entity and the primary key values for the object being identified. An EOTemporaryGlobalID object is used to identify a newly created enterprise object before it's saved to an external store. For more information, see the EOGlobalID class specification.

Servicing Faults

For external repositories, an object store might delay fetching an object's data, instead creating an empty enterprise object (called a fault). When a fault is accessed (sent a message), it triggers its object store to fetch its data and fill the fault with its data. This preserves both the object's reference and its EOGlobalID, while saving the cost of fetching data that might not be used. Faults are typically created for the destinations of relationships for objects that are explicitly fetched. See the EOFaultHandler class specification for more information.

EOAggregateEvent

Inherits from: EOEvent

Package: com.webobjects.eocontrol

Class Description

An instance of the EOAggregateEvent class is used to aggregate into one event multiple EOEvent objects that have the same aggregate signature. This one aggregate event is typically used in a WOEventDisplay page in a WebObjects application to display the sum of all of the aggregated events' durations.

Instance Methods

addEvent

```
public void addEvent(EOEvent event)
```

Adds `event` to the set of events that the receiver aggregates.

CLASS EOAggregateEvent

comment

```
public String comment()
```

Description forthcoming.

description

```
public String description()
```

Description forthcoming.

displayComponentName

```
public String displayComponentName()
```

Description forthcoming.

duration

```
public long duration()
```

Description forthcoming.

durationWithoutSubevents

```
public long durationWithoutSubevents()
```

Description forthcoming.

events

```
public NSArray events()
```

Returns the set of events that the receiver aggregates. In the typical scenario, an EOAggregateEvent always has at least one event—the event for which the event logging system created the aggregate event.

Instance Methods

addEvent

```
public void addEvent(EOEvent anEOEvent)
```

Description forthcoming.

comment

```
public String comment()
```

Description forthcoming.

description

```
public String description()
```

Description forthcoming.

displayComponentName

```
public String displayComponentName()
```

Description forthcoming.

duration

```
public long duration()
```

Description forthcoming.

CLASS EOAggregateEvent

durationWithoutSubevents

```
public long durationWithoutSubevents()
```

Description forthcoming.

events

```
public NSArray events()
```

Description forthcoming.

info

```
public Object info()
```

Description forthcoming.

signatureOfType

```
public String signatureOfType(int anInt)
```

Description forthcoming.

subevents

```
public NSArray subevents()
```

Description forthcoming.

title

```
public String title()
```

Description forthcoming.

EOAndQualifier

Inherits from:	EOQualifier
Implements:	NSCoding, EOKeyValueArchiving
Package:	com.webobjects.eocontrol

Class Description

EOAndQualifier is a subclass of EOQualifier that contains multiple qualifiers. EOAndQualifier implements the EOQualifierEvaluation interface, which defines the method `evaluateWithObject` for in-memory evaluation. When an EOAndQualifier object receives an `evaluateWithObject` message, it evaluates each of its qualifiers until one of them returns `false`. If one of its qualifiers returns `false`, the EOAndQualifier object returns `false` immediately. If all of its qualifiers return `true`, the EOAndQualifier object returns `true`.

Interfaces Implemented

EOQualifierEvaluation

evaluateWithObject

NSCoding

classForCoder

decodeObject

encodeWithCoder

EOKeyValueArchiving

decodeWithKeyUnarchiver

encodeWithKeyArchiver

Constructors

EOAndQualifier

```
public EOAndQualifier(NSArray qualifiers)
```

Creates a new EOAndQualifier. If `qualifiers` is provided, the new EOAndQualifier is initialized with the EOQualifier objects in `qualifiers`.

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCoder.

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

Instance Methods

addQualifierKeysToSet

```
public void addQualifierKeysToSet(NSMutableSet aSet)
```

Description forthcoming.

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to `NSCoding`.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to `EOKeyValueArchiving`.

evaluateWithObject

```
public boolean evaluateWithObject(NSKeyValueCodingAdditions anObject)
```

Returns `true` if `anObject` satisfies the qualifier, `false` otherwise. When an `EOAndQualifier` object receives an `evaluateWithObject` message, it evaluates each of its qualifiers until one of them returns `false`. If any of its qualifiers returns `false`, the `EOAndQualifier` object returns `false` immediately. If all of its qualifiers return `true`, the object returns `true`. This method can throw one of several possible exceptions if an error occurs. If your application allows users to construct arbitrary qualifiers (such as through a user interface), you may want to write code to catch any exceptions and properly respond to errors (for example, by displaying a panel saying that the user typed a poorly formed qualifier).

qualifiers

```
public NSArray qualifiers()
```

Returns the receiver's qualifiers.

qualifierWithBindings

```
public EOQualifier qualifierWithBindings(  
    NSDictionary,  
    boolean)
```

Description forthcoming.

CLASS EOAndQualifier

toString

```
public String toString()
```

Returns a String representation of the receiver.

validateKeysWithRootClassDescription

```
public void validateKeysWithRootClassDescription(  
    EOClassDescription classDesc)
```

Description forthcoming.

CLASS EOAndQualifier

EOArrayDataSource

Inherits from:	EODataSource
Implements:	Serializable
Package:	com.webobjects.eocontrol

Class Description

EOArrayDataSource is a concrete subclass of EODataSource that can be used to provide enterprise objects to a display group (EODisplayGroup from EOInterface or WODisplayGroup from WebObjects) without having to fetch them from the database. In an EOArrayDataSource, objects are maintained in an in-memory NSArray.

EOArrayDataSource can fetch, insert, and delete objects—operations it performs directly with its array. It can also provide a detail data source.

Constructors

EOArrayDataSource

```
public EOArrayDataSource(  
    EOClassDescription classDescription,  
    EOEditingContext editingContext)
```

Creates and returns an EOArrayDataSource object where `classDescription` contains information about the objects provided by the EOArrayDataSource and `editingContext` is the EOArrayDataSource's editing context. Either argument may be `null`.

Instance Methods

classDescriptionForObjects

```
public EOClassDescription classDescriptionForObjects()
```

Description forthcoming.

createObject

```
public Object createObject()
```

Description forthcoming.

dataSourceQualifiedByKey

```
public EODataSource dataSourceQualifiedByKey(String aString)
```

Description forthcoming.

CLASS EOArrayDataSource

deleteObject

```
public void deleteObject(Object anObject)
```

Description forthcoming.

editingContext

```
public EOEditingContext editingContext()
```

Description forthcoming.

fetchObjects

```
public NSArray fetchObjects()
```

Description forthcoming.

insertObject

```
public void insertObject(Object anObject)
```

Description forthcoming.

qualifyWithRelationshipKey

```
public void qualifyWithRelationshipKey(  
    String aString,  
    Object anObject)
```

Description forthcoming.

setArray

```
public void setArray(foundation.NSArray array)
```

Sets the receiver's array of objects to `array`.

CLASS EOArrayDataSource

EOClassDescription

Inherits from:	Object
Implements:	Serializable
Package:	com.webobjects.eocontrol

Class Description

The EOClassDescription class provides a mechanism for extending classes by giving them access to metadata not available in the run-time system. This is achieved as follows:

- EOClassDescription provides a bridge between enterprise objects and the metadata contained in an external source of information, such as an EOModel (EOAccess). It defines a standard API for accessing the information in an external source. It also manages the registration of EOClassDescription objects in your application.
- The EOEnterpriseObject interface declares several EOClassDescription-related methods that define basic enterprise objects behavior, such as undo and validation. The EOCustomObject and EOGenericRecord classes implement the EOEnterpriseObject interface. An enterprise object class can either accept the default implementations by subclassing from EOCustomObject or it can provide its own implementation by overriding. This is discussed in more detail in the section [“EOClassDescription.Concepts”](#) (page 57).

Enterprise Objects Framework implements a default subclass of EOClassDescription in EOAccess, EOEntityClassDescription. EOEntityClassDescription extends the behavior of enterprise objects by deriving information about them (such as NULL constraints and referential integrity rules) from an associated EOModel.

CLASS EOClassDescription

For more information on using EOClassDescription, see the sections

- [“How Does It Work?”](#) (page 57)
- [“Using EOClassDescription”](#) (page 58)
- [“EOEntityClassDescription”](#) (page 60)
- [“The EOClassDescription’s Delegate”](#) (page 61)

Constants

EOClassDescription defines the following `int` constants:

Constant	Description
<code>DeleteRuleNullify</code>	When the source object is deleted, any references a destination object has to the source are removed or “nullified.” For example, suppose a department has a to-many relationship to multiple employees. When the department is deleted, any back references an employee has to the department are set to <code>null</code> .

CLASS EOClassDescription

Constant	Description
DeleteRuleCascade	When the source object (department) is deleted, any destination objects (employees) are also deleted.
DeleteRuleDeny	If the source object (department) has any destination objects (employees), a delete operation is refused.
DeleteRuleNoAction	<p>When the source object is deleted, its relationship is ignored and no action is taken to propagate the deletion to destination objects.</p> <p>This rule is useful for tuning performance. To perform a deletion, Enterprise Objects Framework fires all the faults of the deleted object and then fires any to-many faults that point back to the deleted object. For example, suppose you have a simple application based on the sample Movies database. Deleting a Movie object has the effect of firing a to-one fault for the Movie's studio relationship, and then firing the to-many movies fault for that studio. In this scenario, it would make sense to set the delete rule <code>DeleteRuleNoAction</code> for Movie's studio relationship. However, you should use this delete rule with great caution since it can result in dangling references in your object graph.</p>

EOClassDescription also defines string constants for the names of the notifications it posts. For more information, see the section [“Notifications”](#) (page 54).

Method Types

Managing EOClassDescriptions

- `invalidateClassDescriptionCache`
- `registerClassDescription`

Getting EOClassDescriptions

- `classDescriptionForClass`
- `classDescriptionForEntityName`

CLASS EOClassDescription

Creating new object instances

`createInstanceWithEditingContext`

Propagating delete

`propagateDeleteForObject`

Returning information from the EOClassDescription

`entityName`

`attributeKeys`

`classDescriptionForDestinationKey`

`toManyRelationshipKeys`

`toOneRelationshipKeys`

`inverseForRelationshipKey`

`ownsDestinationObjectsForRelationshipKey`

`deleteRuleForRelationshipKey`

Performing validation

`validateObjectForDelete`

`validateObjectForSave`

`validateValueForKey`

Providing default characteristics for key display

`defaultFormatterForKey`

`defaultFormatterForKeyPath`

`displayNameForKey`

Handling newly inserted and newly fetched objects

`awakeObjectFromFetch`

`awakeObjectFromInsertion`

Setting the delegate

`classDelegate`

`setClassDelegate`

CLASS EOClassDescription

Getting an object's description

`userPresentableDescriptionForObject`

Getting fetch specifications

`fetchSpecificationNamed`

Static Methods

classDelegate

`public static Object classDelegate()`

Returns the delegate for the EOClassDescription class (as opposed to EOClassDescription instances).

See Also: `setClassDelegate`

classDescriptionForClass

`public static EOClassDescription classDescriptionForClass(Class aClass)`

Invoked by the default implementations of the EOEnterpriseObject interface method `classDescription` to return the EOClassDescription for `aClass`. It's generally not safe to use this method directly—for example, individual EOGenericRecord instances can have different class descriptions. If a class description for `aClass` isn't found, this method posts an `ClassDescriptionNeededForClassNotification` on behalf of the receiver's class, allowing an observer to register a an EOClassDescription.

classDescriptionForEntityName

`public static EOClassDescription classDescriptionForEntityName(String entityName)`

Returns the EOClassDescription registered under `entityName`.

CLASS EOClassDescription

invalidateClassDescriptionCache

```
public static void invalidateClassDescriptionCache()
```

Flushes the EOClassDescription cache. Because the EOModel objects in an application supply and register EOClassDescriptions on demand, the cache continues to be repopulated as needed after you invalidate it. (The EOModel class is defined in EOAccess.)

You'd use this method when a provider of EOClassDescriptions (such as an EOModel) has newly become available, or is about to go away. However, you should rarely need to directly invoke this method unless you're using an external source of information other than an EOModel.

registerClassDescription

```
public static void registerClassDescription(  
    EOClassDescription description,  
    Class class)
```

Registers an EOClassDescription object for `class` in the EOClassDescription cache. You should rarely need to directly invoke this method unless you're using an external source of information other than an EOModel (EOAccess).

setClassDelegate

```
public static void setClassDelegate(Object delegate)
```

Sets the delegate for the EOClassDescription class (as opposed to EOClassDescription instances) to `delegate`. For more information on the class delegate, see the EOClassDescription.ClassDelegate interface specification.

See Also: `classDelegate`

Instance Methods

attributeKeys

```
public NSArray attributeKeys()
```

Overridden by subclasses to return an array of attribute keys (Strings) for objects described by the receiver. “Attributes” contain immutable data (such as Numbers and Strings), as opposed to “relationships” that are references to other enterprise objects. For example, a class description that describes Movie objects could return the attribute keys “title,” “dateReleased,” and “rating.”

EOClassDescription’s implementation of this method simply returns.

See Also: `entityName`, `toOneRelationshipKeys`, `toManyRelationshipKeys`

awakeObjectFromFetch

```
public void awakeObjectFromFetch(  
    EOEnterpriseObject object,  
    EOEditingContext anEditingContext)
```

Overridden by subclasses to perform standard post-fetch initialization for `object` in `anEditingContext`. EOClassDescription’s implementation of this method does nothing.

awakeObjectFromInsertion

```
public void awakeObjectFromInsertion(  
    EOEnterpriseObject object,  
    EOEditingContext anEditingContext)
```

Assigns empty arrays to to-many relationship properties of newly inserted enterprise objects. Can be overridden by subclasses to propagate inserts for the newly inserted `object` in `anEditingContext`. More specifically, if `object` has a relationship (or relationships) that propagates the object’s primary key and if no object yet exists at the destination of that relationship, subclasses should create the new object at the destination of the relationship. Use this method to put default values in your enterprise object.

CLASS EOClassDescription

classDescriptionForDestinationKey

```
public EOClassDescription classDescriptionForDestinationKey(String detailKey)
```

Overridden by subclasses to return the class description for objects at the destination of the to-one relationship identified by *detailKey*. For example, the statement:

```
movie.classDescriptionForDestinationKey("studio")
```

might return the class description for the Studio class. EOClassDescription's implementation of this method returns `null`.

clientAttributeKeys

```
public NSArray clientAttributeKeys()
```

Returns an array containing the names of the attributes that are bound to the client-side class that corresponds to the receiver's entity.

clientToManyRelationshipKeys

```
public NSArray clientToManyRelationshipKeys()
```

Returns an array containing the names of the to-many relationships that are bound to the client-side class that corresponds to the receiver's entity.

clientToOneRelationshipKeys

```
public NSArray clientToOneRelationshipKeys()
```

Returns an array containing the names of the to-one relationships that are bound to the client-side class that corresponds to the receiver's entity.

CLASS EOClassDescription

createInstanceWithEditingContext

```
public EOEnterpriseObject createInstanceWithEditingContext(  
    EOEditingContext anEditingContext,  
    EOGlobalID globalID)
```

Overridden by subclasses to create an object of the appropriate class in `anEditingContext` with `globalID`. In typical usage, both of the method's arguments are `null`. To create the object, the subclass should pass `anEditingContext`, itself, and `globalID` to the appropriate constructor. Implementations of this method should return an autoreleased object. Enterprise Objects Framework uses this method to create new instances of objects when fetching existing enterprise objects or inserting new ones in an interface layer `EODisplayGroup`. `EOClassDescription`'s implementation of this method returns `null`.

defaultFormatterForKey

```
public java.text.Format defaultFormatterForKey(String key)
```

Returns the default `NSFormatter` to use when parsing values for assignment to `key`. `EOClassDescription`'s implementation returns `null`. The access layer's `EOEntityClassDescription`'s implementation returns an `NSFormatter` based on the Java value class specified for `key` in the associated model file. Code that creates a user interface, like a wizard, can use this method to assign formatters to user interface elements.

defaultFormatterForKeyPath

```
public java.text.Format defaultFormatterForKeyPath(String keyPath)
```

Similar to `defaultFormatterForKey`, except this method traverses `keyPath` and returns the formatter for the key at the end of the path (using `defaultFormatterForKey`).

deleteRuleForRelationshipKey

```
public int deleteRuleForRelationshipKey(String relationshipKey)
```

Overridden by subclasses to return a delete rule indicating how to treat the destination of the given relationship when the receiving object is deleted. The delete rule is one of:

- `DeleteRuleCascade`
- `DeleteRuleDeny`

CLASS EOClassDescription

- DeleteRuleNullify
- DeleteRuleNoAction

EOClassDescription's implementation of this method returns the delete rule EODeleteRuleNullify. In the common case, the delete rule for an enterprise object is defined in its EOModel. (The EOModel class is defined in EOAccess.)

See Also: propagateDeleteWithContext (EOEnterpriseObject)

displayNameForKey

```
public String displayNameForKey(String key)
```

Returns the default string to use in the user interface when displaying *key*. By convention, lowercase words are capitalized (for example, "revenue" becomes "Revenue"), and spaces are inserted into words with mixed case (for example, "firstName" becomes "First Name"). This method is useful if you're creating a user interface from only a class description, such as with a wizard or a Direct To Web application.

entityName

```
public String entityName()
```

Overridden by subclasses to return a unique type name for objects of this class. For example, the access layer's EOEntityClassDescription returns its EOEntity's name. EOClassDescription's implementation of this method returns `null`.

See Also: attributeKeys, toOneRelationshipKeys, toManyRelationshipKeys

fetchSpecificationNamed

```
public EOFetchSpecification fetchSpecificationNamed(String name)
```

Overridden by subclasses to return the fetch specification associated with *name*. For example, the access layer's EOEntityClassDescription returns the fetch specification in its EOEntity named *name* (if any). EOClassDescription's implementation returns `nil`.

CLASS EOClassDescription

finalize

```
public void finalize() throws Throwable
```

Description forthcoming.

inverseForRelationshipKey

```
public String inverseForRelationshipKey(String relationshipKey)
```

Overridden by subclasses to return the name of the relationship pointing back at the receiver from the destination of the relationship specified by *relationshipKey*. For example, suppose an Employee object has a relationship called department to a Department object, and Department has a relationship called employees back to Employee. The statement:

```
employee.inverseForRelationshipKey("department");
```

returns the string "employees".

EOClassDescription's implementation of this method returns *null*.

ownsDestinationObjectsForRelationshipKey

```
public boolean ownsDestinationObjectsForRelationshipKey(String relationshipKey)
```

Overridden by subclasses to return *true* or *false* to indicate whether the objects at the destination of the relationship specified by *relationshipKey* should be deleted if they are removed from the relationship (and not transferred to the corresponding relationship of another object). For example, an Invoice object owns its line items. If a LineItem object is removed from an Invoice it should be deleted since it can't exist outside of an Invoice. EOClassDescription's implementation of this method returns *false*. In the common case, this behavior for an enterprise object is defined in its EOModel. (The EOModel class is defined in EOAccess.)

CLASS EOClassDescription

propagateDeleteForObject

```
public void propagateDeleteForObject(  
    EOEnterpriseObject object,  
    EOEditingContext anEditingContext)
```

Propagates a delete operation for `object` in `anEditingContext`, according to the delete rules specified in the `EOModel`. This method is invoked whenever a delete operation needs to be propagated, as indicated by the delete rule specified for the corresponding `EOEntity`'s relationship key. (The `EOModel` and `EOEntity` classes are defined in `EOAccess`.) For more discussion of delete rules, see the `EOEnterpriseObject` interface specification.

See Also: `deleteRuleForRelationshipKey`

superClassDescription

```
public EOClassDescription superClassDescription()
```

Description forthcoming.

toManyRelationshipKeys

```
public NSArray toManyRelationshipKeys()
```

Overridden by subclasses to return the keys for the to-many relationship properties of the receiver. To-many relationship properties contain arrays of enterprise objects. `EOClassDescription`'s implementation of this method returns `null`.

See Also: `entityName`, `toOneRelationshipKeys`, `attributeKeys`

toOneRelationshipKeys

```
public NSArray toOneRelationshipKeys()
```

Overridden by subclasses to return the keys for the to-one relationship properties of the receiver. To-one relationship properties are other enterprise objects. `EOClassDescription`'s implementation of this method returns `null`.

See Also: `entityName`, `toManyRelationshipKeys`, `attributeKeys`

CLASS EOClassDescription

toString

```
public String toString()
```

Returns a String representation of the receiver.

userPresentableDescriptionForObject

```
public String userPresentableDescriptionForObject(EOEnterpriseObject anObject)
```

Returns a short (no longer than 60 characters) description of `anObject` based on its data. This method enumerates `anObject`'s `attributeKeys` and returns each attribute's value, separated by commas and with the default formatter applied for numbers and dates.

validateObjectForDelete

```
public void validateObjectForDelete(EOEnterpriseObject object)
    throws NSValidation.ValidationException
```

Overridden by subclasses to determine whether it's permissible to delete `object`. Subclasses should complete normally if the delete operation should proceed, or throw an exception containing a user-presentable (localized) error message if not. `EOClassDescription`'s implementation of this method completes normally.

validateObjectForSave

```
public void validateObjectForSave(EOEnterpriseObject object)
    throws NSValidation.ValidationException
```

Overridden by subclasses to determine whether the values being saved for `object` are acceptable. Subclasses should complete normally if the values are acceptable and the save operation should proceed, or throw exception containing a user-presentable (localized) error message if not. `EOClassDescription`'s implementation of this method completes normally.

CLASS EOClassDescription

validateValueForKey

```
public Object validateValueForKey(  
    Object value,  
    String key)  
    throws NSValidation.ValidationException
```

Overridden by subclasses to validate `value`. Subclasses should return `null` if the value is acceptable, or throw an exception containing a user-presentable (localized) error message if not. Implementations can replace `value` by returning a new value. EOClassDescription's implementation of this method returns `null`.

An enterprise object performs custom attribute specific validation with a method of the form `validateKey`. See the EOValidation interface specification for more information.

Notifications

The following notifications are declared by EOClassDescription and posted by enterprise objects in your application.

ClassDescriptionNeededForClassNotification

```
public static final String ClassDescriptionNeededForClassNotification
```

One of the EOClassDescription-related methods in the EOEnterpriseObject interface to extend the behavior of enterprise objects is `classDescription`. The first time an enterprise object receives a `classDescription` message (for example, when changes to the object are being saved to the database), it posts `ClassDescriptionNeededForClassNotification` to notify observers that a class description is needed. The observer then locates the appropriate class description and registers it in the application. By default, EOModel objects are registered as observers for this notification and register EOClassDescriptions on demand.

Notification Object	Enterprise object class
userInfo Dictionary	None

CLASS EOClassDescription

ClassDescriptionNeededForEntityNameNotification

```
public static final String ClassDescriptionNeededForEntityNameNotification
```

When `classDescriptionForEntityName` is invoked for a previously unregistered entity name, this notification is broadcast with the requested entity name as the object of the notification. By default, EOModel objects are registered as observers for this notification and register EOClassDescriptions on demand.

Notification Object	Entity name (String)
userInfo Dictionary	None

CLASS EOClassDescription

EOClassDescription.Concepts

How Does It Work?

As noted above, Enterprise Objects Framework implements a default subclass of `EOClassDescription` in `EOAccess`, `EOEntityClassDescription`. In the typical scenario in which an enterprise object has a corresponding model file, a particular operation (such as validating a value) results in the broadcast of an `EOClassDescriptionNeeded...` notification (an `ClassDescriptionNeededForClassNotification` or an `ClassDescriptionNeededForEntityNameNotification`). When an `EOModel` object receives such a notification, it registers the metadata (class description) for the `EOEntity` on which the enterprise object is based. (`EOModel` and `EOEntity` are defined in `EOAccess`.)

An enterprise object takes advantage of the metadata registered for it by using the `EOClassDescription`-related methods defined in the `EOEnterpriseObject` interface (and implemented in `EOCustomObject` and `EOGenericRecord`). Primary among these methods is `classDescription`, which returns the class description associated with the enterprise object. Through this class description the enterprise object has access to all of the information relating to its entity in a model file.

In addition to methods that return information based on an enterprise object's class description, the `EOClassDescription`-related methods the `EOEnterpriseObject` interface defines include methods that are automatically invoked when a particular operation occurs. These include validation methods and methods that are invoked whenever an enterprise object is inserted or fetched.

All of this comes together in your running application. When a user tries to perform a particular operation on an enterprise object (such as attempting to delete it), the `EOEditingContext` sends these validation messages to your enterprise object, which in turn (by default) forwards them to its `EOClassDescription`. Based on the result, the operation is either accepted or refused. For example, referential integrity constraints in your model might state that you can't delete a department object that has employees. If a user attempts to delete a department that has employees, an exception is returned and the deletion is refused.

Using EOClassDescription

For the most part, you don't need to programmatically interact with `EOClassDescription`. It extends the behavior of your enterprise objects transparently. However, there are two cases in which you do need to programmatically interact with it:

- When you override `EOClassDescription`-related `EOEnterpriseObject` methods in an enterprise object class. These methods are used to perform validation and to intervene when enterprise objects based on `EOModels` are created and fetched. (The `EOModel` class is defined in `EOAccess`.) For objects that don't have `EOModels`, you can override a different set of `EOEnterpriseObject` methods; this is described in more detail in the section “Working with Objects That Don't Have `EOModels`” on page 59.
- When you create a subclass of `EOClassDescription`

Overriding Methods in an Enterprise Object

As described above, `EOEnterpriseObject` defines several `EOClassDescription`-related methods. It's common for enterprise object classes to override the following methods to either perform validation, to assign default values (`awakeFromInsertion`), or to provide additional initialization to newly fetched objects (`awakeFromFetch`):

- `validateForSave`
- `validateForDelete`
- `validateForInsert`
- `validateForUpdate`
- `awakeFromInsertion:`

OTHER REFERENCE EOClassDescription.Concepts

- awakeFromFetch
- userPresentableDescription

For example, an enterprise object class can implement a `validateForSave` method that checks the values of `salary` and `jobLevel` properties before allowing the values to be saved to the database:

```
public void validateForSave() throw EOValidation.Exception {
    if (salary > 1500 && jobLevel < 2) {
        throw new EOValidation.Exception(
            "The salary is too high for that position!");
    }
    // pass the check on to the EOClassDescription
    super.validateForSave();
}
```

For more discussion of this subject, see the chapter “Designing Enterprise Objects” in the *Enterprise Objects Framework Developer’s Guide*, and the `EOEnterpriseObject` interface specification.

Working with Objects That Don’t Have EOModels

Although an `EOModel` is the most common source of an `EOClassDescription` for a class, it isn’t the only one. Objects that don’t have an `EOModel` can implement `EOClassDescription` methods directly as instance methods, and the rest of the Framework will treat them just as it does enterprise objects that have this information provided by an external `EOModel`.

There are a few reasons you might want to do this. First of all, if your object implements the methods `entityName`, `attributeKeys`, `toOneRelationshipKeys`, and `toOneRelationshipKeys`, `EOEditingContexts` can snapshot the object and thereby provide undo for it.

Secondly, you might want to implement `EOClassDescription`’s validation or referential integrity methods to add these features to your classes.

Implementing `EOClassDescription` methods on a per-class basis in this way is a good alternative to creating a subclass of `EOClassDescription`.

Creating a Subclass of EOClassDescription

You create a subclass of EOClassDescription when you want to use an external source of information other than an EOModel to extend your objects. Another possible scenario is if you've added information to an EOModel (such as in its user dictionary) and you want that information to become part of your class description—in that case, you'd probably want to create a subclass of the access layer's EOEntityClassDescription.

When you create a subclass of EOClassDescription, you only need to implement the methods that have significance for your subclass.

If you're using an external source of information other than an EOModel, you need to decide when to register class descriptions, which you do by invoking the method `registerClassDescription`. You can either register class descriptions in response to a EOClassDescriptionNeeded... notification (an `ClassDescriptionNeededForClassNotification` or an `ClassDescriptionNeededForEntityNameNotification`), or you can register class descriptions at the time you initialize your application (in other words, you can register all potential class descriptions ahead of time). The default implementation in Enterprise Objects Framework is based on responding to the EOClassDescriptionNeeded... notifications. When an EOModel receives one of these notifications, it supplies a class description for the specified class or entity name by invoking `registerClassDescription`.

EOEntityClassDescription

There are only three methods in EOClassDescription that have meaningful implementations (that is, that don't either return `null` or simply return without doing anything):

`invalidateClassDescriptionCache`, `registerClassDescription`, and `propagateDeleteForObject`. The default behavior of the rest of the methods in Enterprise Objects Framework comes from the implementation in the access layer's EOClassDescription subclass EOEntityClassDescription. For more information, see the EOEntityClassDescription class specification.

The EOClassDescription's Delegate

You can assign a delegate to the EOClassDescription class. EOClassDescription sends the message `shouldPropagateDeleteForObject` to its delegate when delete propagation is about to take place for a particular object. The delegate can either allow or deny the operation for a specified relationship key. For more information, see the method description for `shouldPropagateDeleteForObject`.

EODataSource.Concepts

Creating a Subclass

The job of an `EODataSource` is to provide objects that share a set of properties so that they can be managed uniformly by its client, such as an `EODisplayGroup` (defined in `EOInterface`) or a `WODisplayGroup` (defined in `WebObjects`). Typically, these objects are all of the same class or share a superclass that defines the common properties managed by the client. All that's needed, however, is that every object have the properties expected by the client. For example, if an `EODataSource` provides `Member` and `Guest` objects, they can be implemented as subclasses of a more general `Customer` class, or they can be independent classes defining the same properties (`lastName`, `firstName`, and `address`, for example). You typically specify the kind of objects an `EODataSource` provides when you initialize it. Subclasses usually define a constructor whose arguments describe the objects. The `EODatabaseDataSource` constructor, for example, uses an `EOEntity` to describe the set of objects. Another subclass might use an `EOClassDescription`, a class or superclass for the objects, or even a collection of existing instances.

A subclass can provide two other pieces of information about its objects, using methods declared by `EODataSource`. First, if your subclass keeps its objects in an `EOEditingContext`, it should override the `editingContext` method to return that `EOEditingContext`. It doesn't have to use an `EOEditingContext`, though, in which case it can just use the default implementation of `editingContext`, which returns `null`. Keep in mind, however, the amount of work `EOEditingContexts` do for you, especially when you use `EODisplayGroups`. For example, `EODisplayGroups` depend on change notifications from `EOEditingContexts` to update changes in the objects displayed. If your subclass or its clients depend on change notification, you should use an `EOEditingContext` for object storage and change notification. If you don't use one, you'll have to implement that functionality yourself. For more information, see these class specifications:

OTHER REFERENCE `EODataSource`. Concepts

- `EOObjectStore`
- `EOEditingContext`
- `EODisplayGroup` (`EOInterface`)
- `EODelayedObserverQueue`
- `EODelayedObserver`

The other piece of information—also optional—is an `EOClassDescription` for the objects. `EODataSource` uses an `EOClassDescription` by default when creating new objects. Your subclass should override `classDescriptionForObjects` to return the class description if it uses one and if it's providing objects of a single superclass. Your subclass can either record an `EOClassDescription` itself, or get it from some other object, such as an `EOEntity` or from the objects it provides (through the `EOEnterpriseObject` method `classDescription`, which is implemented by `EOCustomObject` and `EOGenericRecord`). If your `EODataSource` subclass doesn't use an `EOClassDescription` at all it, can use the default implementation of `classDescriptionForObjects`, which returns `null`.

Manipulating Objects

A concrete subclass of `EODataSource` must at least provide objects by implementing `fetchObjects`. If it supports insertion of new objects, it should implement `insertObject`, and if it supports deletion it should also implement `deleteObject`. An `EODataSource` that implements its own store must define these methods from scratch. An `EODataSource` that uses another object as a store can forward these messages to that store. For example, an `EODatabaseDataSource` turns these three requests into `objectsWithFetchSpecification`, `insertObject`, and `deleteObject` messages to its `EOEditingContext`.

Implementing Master-Detail Data Sources

An `EODataSource` subclass can also implement a pair of methods that allow it to be used in master-detail configurations. The first method, `dataSourceQualifiedByKey`, should create and return a new data source, set up to provide objects of the destination class for a relationship in a master-detail setup. In a master-detail setup, changes to the detail apply to the objects in the master; for example, adding an object to the detail also adds it to the relationship of the master object. The standard `EODetailDataSource` class works well for this purpose, so you can simply implement `dataSourceQualifiedByKey` to create and return one of these. Once you have a detail `EODataSource`, you can set the master object by sending the detail a `qualifyWithRelationshipKey` message. The detail then uses the master object in evaluating the relationship and applies inserts and deletes to that master object.

Another kind of paired EODataSource setup, called master-peer, is exemplified by the EODatabaseDataSource class. In a master-peer setup, the two EODataSources are independent, so that changes to one don't affect the other. Inserting into the "peer," for example, does not update the relationship property of the master object. See that class description for more information.

OTHER REFERENCE EODataSource.Concepts

EODelayedObserver.Concepts

Creating a Subclass of EODelayedObserver

EODelayedObserver implements the basic `objectWillChange` method to simply enqueue the receiver on an `EODelayedObserverQueue`. Regardless of how many of these messages the receiver gets during the run loop, it receives a single `subjectChanged` message from the queue—at the end of the run loop. In this method the delayed observer can check for changes and take whatever action is necessary. Subclasses should record objects they're interested in and examine them in `subjectChanged`. An `EOAssociation` (`EOInterface`) for example, examines each of the `EODisplayGroups` (`EOInterface`) it's bound to in order to find out what has changed. Another kind of subclass might record each changed object for later examination by overriding `objectWillChange`, but it must be sure to invoke `super`'s implementation when doing so.

The rest of `EODelayedObserver`'s methods have meaningful, if static, default implementations. `EODelayedObserverQueue` sends change notifications according to the priority of each enqueued observer. `EODelayedObserver`'s implementation of the `priority` method returns `ObserverPriorityThird`. Your subclass can override it to return a higher or lower priority, or to have a settable priority. The other method a subclass might override is `observerQueue`, which returns a default `EODelayedObserverQueue` normally shared by all `EODelayedObservers`. Because sharing a single queue keeps all `EODelayedObserver`'s synchronized according to their priority, you should rarely override this method, doing so only if your subclass is involved in a completely independent system.

A final method, `discardPendingNotification`, need never be overridden by subclasses, but must be invoked when a delayed observer is done observing changes. This prevents observers from being sent change notifications after they've been finalized.

OTHER REFERENCE EODelayedObserver.Concepts

EODelayedObserverQueue. Concepts

Enqueuing a Delayed Observer

The `enqueueObserver` method records an `EODelayedObserver` for later change notification. However, enqueuing is usually performed automatically by an `EODelayedObserver` in its `objectWillChange` method. Hence, it's typically enough that an object being observed invoke `willChange` as needed. For example, in Java Client and Application Kit applications, an `EODisplayGroup` (`EOInterface`) does this (among many other things) on receiving an `ObjectsChangedInEditingContextNotification` from its `EOEditingContext`.

Although you can create individual `EODelayedObserverQueues`, you typically use the single instance provided by the static method `defaultObserverQueue`. Using separate queues bypasses the prioritization mechanism, which may cause problems between the objects using the separate queues. If you do use separate queues, your `EODelayedObserver` subclasses should record a designated `EODelayedObserverQueue` that they always use, and implement `observerQueue` to return that object.

If you need to remove an enqueued observer, you can do so using the `dequeueObserver` method. `EODelayedObserver` also defines the `discardPendingNotification` method, which removes the receiver from its designated queue.

Change Notification

The actual process of change notification is initiated by the `enqueueObserver` messages that line observers up to receive notifications. Regardless of how many times `enqueueObserver` is invoked for a particular observer, that observer is only put in the queue once. The first observer enqueued during the run loop also sets up the `EODelayedObserverQueue` to receive a message at the end of the run loop. `EODelayedObserver` sets up this delayed invocation in `NSRunLoop.DefaultRunLoopMode`, but you can change the mode or add additional modes in which delayed invocation occurs using

`notifyObserversUpToPriority` cycles through the queue of `EODelayedObservers` in priority order, from `ObserverPriorityFirst` to the priority given, sending each observer a `subjectChanged` message. Each time, it returns to the earliest priority (rather than continuing through the queue) in case the message resulted in another `EODelayedObserver` with a earlier priority being enqueued. This guarantees an optimal delivery of change notifications.

Observer Proxies

It may not always be possible for a custom observer class to inherit from `EODelayedObserver`. To aid such objects in participating in delayed change notifications, the Framework defines a subclass of `EODelayedObserver`, `EOObserverProxy`, which implements its `subjectChanged` method to invoke an action method of your custom object. You create an `EOObserverProxy`, providing the “real” observer, the action method to invoke, and the priority at which the `EOObserverProxy` should be enqueued. Then, instead of registering the custom object as an observer of objects, you register the proxy (using `EOObserverCenter`’s `addObserver`). When the proxy receives an `objectWillChange` message, it enqueues itself for delayed change notification, receives the `subjectChanged` message from the `EODelayedObserverQueue`, and then sends the action message to the “real” observer.

EOEditingContext.Concepts

Other Classes That Participate in Object Graph Management

EOEditingContexts work in conjunction with instances of other classes to manage the object graph. Two other classes that play a significant role in object graph management are NSUndoManager and EOObserverCenter. NSUndoManager objects provide a general-purpose undo stack. As a client of NSUndoManager, EOEditingContext registers undo events for all changes made the enterprise objects that it watches.

EOObserverCenter provides a notification mechanism for an observing object to find out when another object is about to change its state. “Observable” objects (typically all enterprise objects) are responsible for invoking their `willChange` method prior to altering their state (in a “set” method, for instance). Objects (such as instances of EOEditingContext) can add themselves as observers to the objects they care about in the EOObserverCenter. They then receive a notification (as an `objectWillChange` message) whenever an observed object invokes `willChange`.

The `objectWillChange` method is defined in the EOObserving interface. EOEditingContext implements the EOObserving interface. For more information about the object change notification mechanism, see the EOObserving interface specification.

Programmatically Creating an EOEditingContext

Typically, an EOEditingContext is created automatically for your application as a by product of some other operation. For example, the following operations result in the creation of network of objects that include an EOEditingContext:

- Running the EOF Wizard in Project Builder to create an OpenStep application with a graphical user interface
- Dragging an entity from EOModeler into a nib file in Interface Builder
- Accessing the default editing context of a WebObjects WOSession in a WebObjects application

Under certain circumstances, however, you may need to create an EOEditingContext programmatically—for example, if you’re writing an application that doesn’t include a graphical interface. To create an EOEditingContext, do this:

```
EOEditingContext editingContext = new EOEditingContext();
```

This creates an editing context that’s connected to the default EOObjectStoreCoordinator. You can change this default setting by initializing an EOEditingContext with a particular parent EOObjectStore. This is useful if you want your EOEditingContext to use a different EOObjectStoreCoordinator than the default, or if your EOEditingContext is nested. For example, the following code excerpt initializes `childEditingContext` with a parent object store `parentEditingContext`:

```
EOEditingContext parentEditingContext; // Assume this exists.
EOEditingContext childEditingContext = new EOEditingContext(parentEditingContext);
```

For more discussion of working programmatically with EOEditingContexts, see the chapter “Application Configurations” in the *Enterprise Objects Framework Developer’s Guide*.

Accessing An Editing Context’s Adaptor Level Objects

You can use an EOEditingContext with any EOObjectStore. However, in a typical configuration, you use an EOEditingContext with the objects in the access layer. To access an EOEditingContext’s adaptor level objects, you get the editing context’s

OTHER REFERENCE EOEditingContext.Concepts

EObjectStoreCoordinator from the editing context, you get an EODatabaseContext (EOAccess) from the object store coordinator, and you get the adaptor level objects from there. The following code demonstrates the process.

```
EOEditingContext editingContext; // Assume this exists.
String entityName;             // Assume this exists.
EOFetchSpecification fspec;
EObjectStoreCoordinator rootStore;
com.webobjects.eoaccess.EODatabaseContext dbContext;
com.webobjects.eoaccess.EOAdaptor adaptor;
com.webobjects.eoaccess.EOAdaptorContext adContext;

fspec = new EOfetchSpecification(entityName, null, null);
rootStore = (EObjectStoreCoordinator)editingContext.rootObjectStore();
dbContext = (EODatabaseContext)rootStore.objectStoreForFetchSpecification(fspect);
adaptor = dbContext.database().adaptor();
adContext = dbContext.adaptorContext();
```

This example first creates a fetch specification, providing just the entity name as an argument. Of course, you can use a fetch specification that has non-null values for all of its arguments, but only the entity name is used by the EObjectStore objectStoreForFetchSpecification method. Next, the example gets the editing context's EObjectStoreCoordinator using the EOEditingContext method rootObjectStore. rootObjectStore returns an EObjectStore and not an EObjectStoreCoordinator, because it's possible to substitute a custom object store in place of an object store coordinator. Similarly, the EObjectStoreCoordinator method objectStoreForFetchSpecification returns an EOCooperatingObjectStore instead of an access layer EODatabaseContext because it's possible to substitute a custom cooperating object store in place of a database context. If your code performs any such substitutions, you should alter the above code example to match your custom object store's API. See the class specifications for EObjectStore, EObjectStoreCoordinator, and EOCooperatingObjectStore for more information.

An EOEditingContext's EObjectStoreCoordinator can have more than one set of database and adaptor level objects. Consequently, to get a database context from the object store coordinator, you have to provide information that the coordinator can use to choose the correct database

OTHER REFERENCE EOEditingContext.Concepts

context. The code example above provides an EOFetchSpecification using the method `objectStoreForFetchSpecification`, but you could specify different criteria by using one of the following `EOObjectStoreCoordinator` methods instead:

Method	Description
<code>cooperatingObjectStores</code>	Returns an array of the <code>EOObjectStoreCoordinator</code> 's cooperating object stores.
<code>objectStoreForGlobalID</code>	Returns the cooperating object store for the enterprise object identified by the provided <code>EOGlobalID</code> .
<code>objectStoreForObject</code>	Returns the cooperating object store for the provided enterprise object.

After you have the `EODatabaseContext`, you can get the corresponding `EOAdaptor` and `EOAdaptorContext` as shown above. (`EODatabaseContext`, `EOAdaptor`, and `EOAdaptorContext` are all defined in `EOAccess`.)

Using EOEditingContexts in Different Configurations

The fundamental relationship an `EOEditingContext` has is to its parent `EOObjectStore`, which creates the object graph the `EOEditingContext` monitors. `EOObjectStore` is an abstract class that defines a source and sink of objects for an `EOEditingContext`. The `EOObjectStore` is responsible for constructing and registering objects, servicing object faults, and committing changes made in an `EOEditingContext`.

You can augment the basic configuration of an `EOEditingContext` and its parent `EOObjectStore` in several different ways. For example, multiple `EOEditingContexts` can share the same `EOObjectStore`, one `EOEditingContext` can act as an `EOObjectStore` for another, and so on. The most commonly used scenarios are described in the following sections.

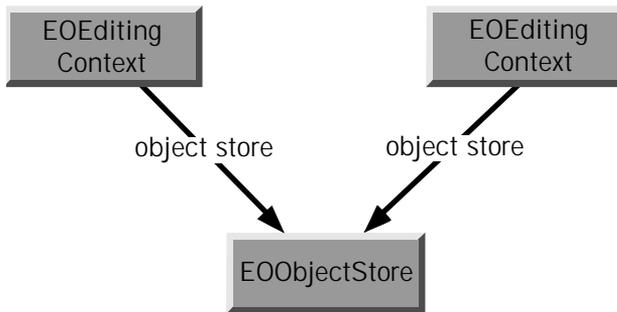
Peer EOEditingContexts

One or more “peer” `EOEditingContexts` can share a single `EOObjectStore` (Figure 0-1). Each `EOEditingContext` has its own object graph—so, for example, a given `Employee` row in a database can have separate object instances in each `EOEditingContext`. Changes to an object in

OTHER REFERENCE EOEditingContext.Concepts

one EOEditingContext don't affect the corresponding object in another EOEditingContext until all changes are successfully committed to the shared object store. At that time the objects in all EOEditingContexts are synchronized with the committed changes. This arrangement is useful when an application allows the user to edit multiple independent “documents.”

Figure 0-1 Peer EOEditingContexts

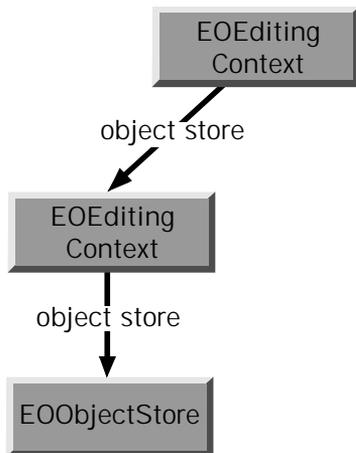


Nested EOEditingContexts

EOEditingContext is a subclass of EOObjectStore, which gives its instances the ability to act as EOObjectStores for other EOEditingContexts. In other words, EOEditingContexts can be nested (Figure 0-2), thereby allowing a user to make edits to an object graph in one EOEditingContext and then discard or commit those changes to another object graph (which, in turn, may commit them to an external store). This is useful in a “drill down” style of user interface where changes in a nested dialog can be okayed (committed) or canceled (rolled back) to the previous panel.

OTHER REFERENCE EOEditingContext.Concepts

Figure 0-2 Nested EOEditingContexts



When an object is fetched into a nested EOEditingContext, it incorporates any uncommitted changes that were made to it in its parent EOEditingContext. For example, suppose that in one panel you have a list of employees that allows you to edit salaries, and that the panel includes a button to display a nested panel where you can edit detail information. If you edit the salary in the parent panel, you see the modified salary in the nested panel, not the old (committed) salary from the database. Thus, conceptually, nested EOEditingContexts fetch through their parents.

EOEditingContext overrides several of EObjectStore's methods:

- arrayFaultWithSourceGlobalID
- faultForGlobalID
- invalidateAllObjects
- invalidateObjectsWithGlobalIDs
- objectsForSourceGlobalID
- objectsWithFetchSpecification
- refaultObject
- saveChangesInEditingContext

OTHER REFERENCE EOEditingContext.Concepts

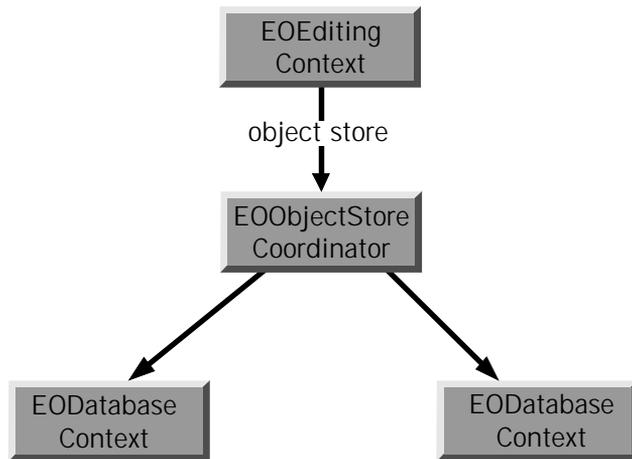
These methods are generally used when an EOEditingContext acts as an EObjectStore for another EOEditingContext. For more information, see the individual method descriptions. For information on setting up this configuration for interfaces loaded from nib files, see the method description for `setDefaultParentObjectStore`.

For a description of how to implement nested EOEditingContexts, see the chapter “Application Configurations” in the *Enterprise Objects Framework Developer’s Guide*.

Getting Data from Multiple Sources

An EOEditingContext’s object graph can contain objects from more than one external store (Figure 0-3). In this scenario, the object store is an EObjectStoreCoordinator, which provides the abstraction of a single object store by redirecting operations to one or more EObjectStoreCoordinator objects.

Figure 0-3 An EOEditingContext Containing Objects from Multiple Sources



In writing an application, it’s likely that you’ll use combinations of the different scenarios described in the above sections.

Fetching Objects

The most common way to explicitly fetch objects from an external store in an Enterprise Objects Framework application is to use EOEditingContext's `objectsWithFetchSpecification` method. This method takes a fetch specification and returns an array of objects. A fetch specification includes the name of the entity for which you want to fetch objects, the qualifier (query) you want to use in the fetch, and the sort order in which you want the objects returned (if any).

Managing Changes in Your Application

EOEditingContext provides several methods for managing the changes made to objects in your application. You can use these methods to get information about objects that have changed, to selectively undo and redo changes, and to discard all changes made to objects before these changes are committed to the database. These methods are described in the following sections.

Getting Information About Changed Objects

An EOEditingContext maintains information about three different kinds of changes to objects in its object graph: insertions, deletions, and updates. After these changes have been made and before they're committed to the database, you can find out which objects have changes in each of these categories by using the `insertedObjects`, `deletedObjects`, and `updatedObjects` methods. Each method returns an array containing the objects that have been inserted, deleted, and updated, respectively. The `hasChanges` method returns `true` or `false` to indicate whether any of the objects in the object graph have been inserted, deleted, or updated.

Undo and Redo

EOEditingContext includes the `undo`, `redo`, and `revert` methods for managing changes to objects in the object graph. `undo` asks the EOEditingContext's NSUndoManager to reverse the latest changes to objects in the object graph. `redo` asks the NSUndoManager to reverse the latest undo operation. `revert` clears the undo stack, discards all insertions and deletions, and restores updated objects to their last committed (saved) values.

EOEditingContext's undo support is arbitrarily deep; you can undo an object repeatedly until you restore it to the state it was in when it was first created or fetched into its editing context. Even after saving, you can undo a change. To support this feature, the NSUndoManager can keep a lot of data in memory.

For example, whenever an object is removed from a relationship, the corresponding editing context creates a snapshot of the modified, source object. The snapshot, which has a reference to the removed object, is referenced by the editing context and by the undo manager. The editing context releases the reference to the snapshot when the change is saved, but the undo manager doesn't. It continues holding the snapshot, so it can undo the deletion if requested.

If the typical usage patterns for your application generate a lot of change processing, you might want to limit the undo feature to keep its memory usage in check. For example, you could clear an undo manager whenever its editing context saves. To do so, simply send the undo manager a `removeAllActions` message (or a `removeAllActionsWithTarget` message with the editing context as the argument). If your application doesn't need undo at all, you can avoid any undo overhead by setting the editing context's undo manager to `null` with `setUndoManager`.

Saving Changes

The `saveChanges` method commits changes made to objects in the object graph to an external store. When you save changes, EOEditingContext's lists of inserted, updated, and deleted objects are flushed.

Upon a successful save operation, the EOEditingContext's parent EOObjectStore broadcasts an `ObjectsChangedInStoreNotification`. Peers of the saved EOEditingContext receive this notification and respond by synchronizing their objects with the committed versions. See also

Methods for Managing the Object Graph

EOEditingContext provides methods for managing the enterprise objects in the context's object graph. This section describes these methods, as well as other techniques you can use to manage the object graph.

At different points in your application, you might want to do the following:

- Break reference cycles between enterprise objects
- Discard changes that have been made to enterprise objects
- Make sure that when you refetch objects from the database, any changed database values are used instead of the original values
- Discard the view of objects cached in memory
- Work with objects across multiple editing contexts

These scenarios are discussed in the following sections.

Breaking Reference Cycles

When you are using Java APIs to access Objective-C Enterprise Objects Framework classes, you have to take into consideration the way objects are deallocated on the Objective-C side of the Java Bridge. This means that you might still need to break reference cycles to help keep your application's memory usage in check.

You use the EOEditingContext methods `refaultObjects` and `refaultObject` to break reference cycles between your enterprise objects. For example, suppose you have an Employee object that has a to-one relationship to its Department, and the Department object in turn has an array of Employee objects. This circular reference constitutes a reference cycle, which you can break using the `refault...` methods. Note that reference cycles are automatically broken if the EOEditingContext is finalized.

You should use the `refault...` methods with caution, since refaulting an object doesn't remove the object snapshot from the undo stack. Objects that have been newly inserted or deleted should not be refaulted. In general, it's safer to use `refaultObjects` than it is to use `refaultObject` since

OTHER REFERENCE EOEditingContext.Concepts

`refaultObjects` only refaults objects that haven't been inserted, deleted or updated. The method `refaultObject` doesn't make this distinction, so you should only use it when you're sure you know what you're doing.

If you want to reset your `EOEditingContext` and free all of its objects, do the following:

```
EOEditingContext editingContext;    // Assume this exists.
EOEditingContext.revert();          // Discard uncommitted changes.
EOEditingContext.refaultObjects();
```

Note that you must remove any other references to enterprise objects in the `EOEditingContext` for them to actually be freed. For example, to clear a display group that references a list of enterprise objects, you'd do something like the following:

```
displayGroup.setObjectArray(null);
```

Using the `invalidate...` methods (described below) also has the effect of breaking reference cycles, but these methods have a more far-reaching effect. It's not recommended that you use them simply to break reference cycles.

Discarding Changes to Enterprise Objects

`EOEditingContext` provides different techniques for discarding changes to enterprise objects. These techniques are as follows:

- Perform a simple `undo`, which reverses the latest uncommitted changes applied to objects in the object graph.
- Invoke the `EOEditingContext` method `revert`, which removes everything from the undo stack, discards all insertions and deletions, and restores updated objects to their last committed values. If you just want to discard uncommitted changes but you don't want to sacrifice the original values from the database cached in memory, use the `revert` method.

A different approach is to use the `invalidate...` methods, described in [“Discarding the View of Objects Cached in Memory”](#) (page 82).

Refreshing Objects

One characteristic of an object graph is that it represents an internally consistent view of your application's data. By default, when you refetch data, Enterprise Objects Framework maintains the integrity of your object graph by not overwriting your object values with database values

that have been changed by someone else. But what if you want your application to see those changes? You can accomplish this by using the `EOFetchSpecification` method `setRefreshesRefetchedObjects`. Invoking `setRefreshesRefetchedObjects` with the argument `true` causes existing objects to be overwritten with fetched values that have been changed. Alternatively, you can use the `EODatabaseContext` (`EOAccess`) delegate method `databaseContextShouldUpdateCurrentSnapshot`.

Normally, when you set an `EOFetchSpecification` to refresh using `setRefreshesRefetchedObjects`, it only refreshes the objects you're fetching. For example, if you refetch employees, you don't also refetch the employees' departments. However, if you also set the fetch specification to prefetch relationships, the refetch is propagated for all of the fetched objects' relationships that are specified with `setPrefetchingRelationshipKeyPaths`.

Refreshing refetched objects only affects the objects you specify. If you want to refetch your entire object graph, you can use the `EOEditingContext` `invalidate...` methods, described below.

Discarding the View of Objects Cached in Memory

As described in the section [“Discarding Changes to Enterprise Objects”](#) (page 81), you can use `undo` or `revert` to selectively discard the changes you've made to enterprise objects. Using these methods preserves the original cache of values fetched from the database. But what if you want to flush your in-memory object view all together—in the most likely scenario, to see changes someone else has made to the database? You can invalidate your enterprise objects using the `invalidateAllObjects` method or the `invalidateObjectsWithGlobalIDs` method. (You can also use the method `refetch`, which simply invokes `invalidateAllObjects`). Unlike fetching with the `EOFetchSpecification` method `setRefreshesRefetchedObjects` set to `true` (described above), the `invalidate...` methods result in the refetch of your entire object graph.

The effect of the `invalidateAllObjects` method depends on how you use it. For example, if you send `invalidateAllObjects` to an `EOEditingContext`, it sends `invalidateObjectsWithGlobalIDs` to its parent object store with all the globalIDs for the objects registered in it. If the `EOEditingContext` is nested, its parent object store is another `EOEditingContext`; otherwise its parent object store is typically an `EOObjectStoreCoordinator`. Regardless, the message is propagated down the object store hierarchy. Once it reaches the `EOObjectStoreCoordinator`, it's propagated to the `EODatabaseContext(s)`. The `EODatabaseContext` discards the row snapshots for these globalIDs and sends an `ObjectsChangedInStoreNotification`, thereby refaulting all the enterprise objects in the object graph. The next time you access one of these objects, it's refetched from the database.

Sending `invalidateAllObjects` to an `EOEditingContext` affects not only that context's objects, but objects with the same globalIDs in other `EOEditingContexts`. For example, suppose `editingContext1` has `objectA` and `objectB`, and `editingContext2` has `objectA`, `objectB`, and `objectC`. When you

OTHER REFERENCE EOEditingContext.Concepts

send `invalidateAllObjects` to `editingContext1`, `objectA` and `objectB` are refaulted in both `editingContext1` and `editingContext2`. However, `objectC` in `editingContext2` is left intact since `editingContext1` doesn't have an `objectC`.

If you send `invalidateAllObjects` directly to the `EOObjectStoreCoordinator`, it sends `invalidateAllObjects` to all of its `EODatabaseContexts`, which then discard all of the snapshots in your application and refault every single enterprise object in all of your `EOEditingContexts`.

The `invalidate...` methods are the only way to get rid of a database lock without saving your changes.

Working with Objects Across Multiple EOEditingContexts

Any time your application is using more than one `EOEditingContext` as described in the section [“Using EOEditingContexts in Different Configurations”](#) (page 74), it's likely that one editing context will need to access objects in another.

On the face of it, it may seem like the most reasonable solution would be for the first editing context to just get the desired object in the second editing context and modify the object directly. But this would violate the cardinal rule of keeping each editing context's object graph internally consistent. Instead of modifying the second editing context's object, the first editing context needs to get its own copy of the object. It can then modify its copy without affecting the original. When it saves changes, they're propagated to the original object, down the object store hierarchy. The method that you use to give one editing context its own copy of an object that's in another editing context is `faultForGlobalID`.

For example, suppose you have a nested editing context configuration in which a user interface displays a list of objects—this maps to the parent editing context. From the list, the user can select an object to inspect and modify in a “detail view”—this maps to the child editing context. To give the child its own copy of the object to modify in the detail view, you would do something like the following:

```
EOEditingContext childEC, parentEC; // Assume these exist.
Object origObject;                // Assume this exists.
Object newObject;

newObject = childEC.faultForGlobalID(parentEC.globalIDForObject(origObject, childEC));
```

where `origObject` is the object the user selected for inspection from the list.

The child can make changes to `newObject` without affecting `origObject` in the parent. Then when the child saves changes, `origObject` is updated accordingly.

Updates from the Parent EOObjectStore

When changes are successfully saved in an `EOObjectStore`, it broadcasts an `ObjectsChangedInStoreNotification`. An `EOEditingContext` receiving this notification synchronizes its objects with the committed values by refaulting objects needing updates so the new values are retrieved from the `EOObjectStore` the next time they are needed. However, locally uncommitted changes to objects in the `EOEditingContext` are by default reapplied to the objects, in effect preserving the uncommitted changes in the object graph. After the update, the uncommitted changes remain uncommitted, but the committed snapshots have been updated to reflect the values in the `EOObjectStore`.

You can control this process by implementing two delegate methods. Before any updates have occurred, the delegate method `editingContextShouldMergeChangesForObject` is invoked for each of the objects that has both uncommitted changes and an update in the `EOObjectStore`. If the delegate returns `true`, the uncommitted changes are merged with the update (the default behavior). If it returns `false`, then the object is invalidated (and refaulted) without preserving any uncommitted changes. As a side effect, the delegate might cache information about the object (globalID, snapshot, etc.) so that a specialized merging behavior could be implemented. At this point, the delegate should not make changes to the object because it is about to be invalidated. However, the delegate method `editingContextDidMergeChanges` is invoked after all of the updates for the `ObjectsChangedInStoreNotification` have been completed, including the merging of all uncommitted changes. By default, it does nothing, but this delegate method might perform the customized merging behavior based on whatever information was cached in `editingContextShouldMergeChangesForObject` for each of the objects that needed an update. See the interface `EOEnterpriseObject` for the descriptions of the methods `changesFromSnapshot` and `reapplyChangesFromDictionary`, which might be useful for implementing custom merging behaviors.

General Guidelines for Managing the Object Graph

When you fetch objects into your application, you create a graph of objects instantiated from database data. From that point on, your focus should be on working with the object graph—not on interacting with your database. This distinction is an important key to working with Enterprise Objects Framework.

You don't have to worry about the database...

One of the primary benefits of Enterprise Objects Framework is that it insulates you from having to worry about database details. Once you've defined the mapping between your database and your enterprise objects in a model file, you don't need to think about issues such as foreign key propagation, how object deletions are handled, how operations in the object graph are reflected in your database tables, and so on.

This can be illustrated by considering the common scenario in which one object has a relationship to another. For example, suppose an Employee has a relationship to a Department. In the object graph, this relationship is simply expressed as an Employee object having an instance variable for its Department object. The Department object might in turn have an instance variable that's an array of Employee objects. When you manipulate relationships in the object graph (for example, by moving an Employee to a different Department), Enterprise Objects Framework changes the appropriate relationship references. For example, moving an Employee to a different Department changes the Employee's department instance variable and adds the Employee to the new Department's employee array. When you save your changes to the database, Enterprise Objects Framework knows how to translate these object graph manipulations into database operations.

...but you do have to worry about the object graph

As described above, you generally don't need to concern yourself with how changes to the object graph are saved to the database. However, you do need to concern yourself with managing the object graph itself. Since the object graph is intended to represent an internally consistent view of your application's data, one of your primary considerations should be maintaining its consistency. For example, suppose you have a relationship from Employee to Project, and from Employee to Manager. When you create a new Employee object, you must make sure that it has relationships to the appropriate Projects and to a Manager.

Just as you need to maintain the internal consistency of an EOEditingContext's object graph, you should never directly modify the objects in one EOEditingContext from another EOEditingContext. If you do so, you risk creating major synchronization problems in your application. If you need to access the objects in one EOEditingContext from another, use the method `faultForGlobalID`, as described in [“Working with Objects Across Multiple EOEditingContexts”](#) (page 83). This gives the receiving EOEditingContext its own copy of the object, which it can modify without affecting the original. Then when it saves its changes, the original is updated accordingly.

One of the implications of needing to maintain the consistency of your object graph is that you should never copy an enterprise object (though you can snapshot its properties), since this would be in conflict with uniquing. Uniquing dictates that an EOEditingContext can have one and only one copy of a particular object. For more discussion of uniquing, see the chapter “Behind the Scenes” in the *Enterprise Objects Framework Developer’s Guide*. Similarly, your enterprise objects shouldn’t override the `equals` method. Enterprise Objects Framework relies on this method checking implementation which checks instance equality rather than value equality.

Using EOEditingContext to Archive Custom Objects in WebObjects Framework

In WebObjects, applications that use the Enterprise Objects Framework must enlist the help of the EOEditingContext to archive enterprise objects. The primary reason is so that the EOEditingContext can keep track, from one transaction to the next, of the objects it manages. But using an EOEditingContext for archiving also benefits your application in these other ways:

- During archiving, an EOEditingContext stores only as much information about its enterprise objects as is needed to reconstitute the object graph at a later time. For example, unmodified objects are stored as simple references (by globalID) that will allow the EOEditingContext to recreate the object from the database. Thus, your application can store state very efficiently by letting an EOEditingContext archive your enterprise objects.
- During unarchiving, an EOEditingContext can recreate individual objects in the graph only as they are needed by the application. This approach can significantly improve application performance.

An enterprise object (like any other object that uses the OpenStep archiving scheme) makes itself available for archiving by declaring that it implements the NSCoding interface, by implementing the interface’s method `encodeWithCoder` and by providing a constructor that takes an NSCoder object.

The enterprise object simply passes on responsibility for archiving and unarchiving itself to the EOEditingContext class, by invoking the `encodeObjectWithCoder` and `initWithCoder` static methods. The EOEditingContext takes care of the rest. For more discussion of `encodeWithCoder` and the corresponding constructor, see the NSCoding interface specification in the *Foundation Framework Reference*.

OTHER REFERENCE EOEditingContext.Concepts

EOEditingContext includes two additional methods that affect the archiving and unarchiving of objects: `setUsesContextRelativeEncoding` and `usesContextRelativeEncoding`. When you use context relative encoding, it means that enterprise objects that archive themselves using the `EOEditingContext encodeObjectWithCoder` method archive their current state (that is, all of their class properties) only if they (the objects) are marked as inserted or updated in the EOEditingContext. Otherwise, they archive just their `globalID`'s since their state matches what's stored in the database and can be retrieved from there. If `usesContextRelativeEncoding` returns `false`, it means the current state will always be archived, even if the enterprise object is unmodified. The default is `false` for AppKit applications, and `true` for WebObjects applications.

EOEventCenter.Concepts

Event Logging Overview

The event logging system defined by EOEventCenter and EOEvent allow the measurement of the length of certain *instrumented* operations. An EOEvent keeps information (such as duration and type) about a logged event, and an EOEventCenter manages those events. EOEvent is an abstract class whose subclasses are responsible for defining the events they track. For example, there are (private) subclasses for Sybase adaptor events, editing context events, WOApplication events, and so on. To enable event logging in an application, simply open the WOEventSetup page as described in [“WOEventSetup page”](#) (page 89) and enable logging for the event classes you want to see.

In addition to the framework support, the WOExtensions framework provides components for using the feature. WOEventSetup is a page you use to configure event logging, and WOEventDisplay is a page the displays event information. Both pages can be accessed in any WebObjects 4.5 application with a direct action.

WOEventSetup page

The page used to set up the logging properties is accessed through a direct action named “WOEventSetup”. So for example, you can access the WOEventSetup page for an application named “MyApp” with a URL such as the following:

OTHER REFERENCE EOEventCenter.Concepts

<http://myhost:aPort/cgi-bin/WebObjects/MyApp.woa/wa/WOEventSetup>

On the WOEventSetup page, you can see all families of events that are registered for the application. Since the event classes are registered dynamically as the program executes, it is a good idea to “warm up” an application before accessing WOEventSetup.

The page lists the registered event classes, their subcategories, and a description of the kinds of events that can be logged. For instance, the EOEditingContext event class logs events for the `saveChanges` and `objectsWithFetchSpecification` methods. Logging for each class can be enabled and disabled with the corresponding check box; it isn't possible to disable individual subcategories of an event class.

The logging mechanism is extremely fast and memory efficient. A standard 300MHz G3 can log more than 300,000 events per second, so event logging overhead is negligible compared to the time required to generate dynamic web pages.

User Defaults

In addition to the configuration you can do on the WOEventSetup page, the event logging system uses user defaults to additionally configure event logging behavior. The user defaults are:

- **EOEventLoggingEnabled**, a boolean value that specifies whether or not to log registered event classes by default.
- **EOEventLoggingLimit**, an integer value that specifies the number of events to log before suspending logging.

WOEventDisplay page

The page that displays collected events, WOEventDisplay, is also accessed through a direct action. For example, you can access the WOEventSetup page for an application named “MyApp” with a URL such as the following:

<http://myhost:aPort/cgi-bin/WebObjects/MyApp.woa/wa/WOEventDisplay>

On this page, you can view events in four different ways:

- *Raw root events.* In this view, all events at the root level (events without an encompassing event) are displayed. WOEventDisplay shows each event individually, which means that it's possible for an event to appear multiple times if the thread of execution crossed its point more than once.
- *Aggregated root events.* This view is similar to the raw root event view, except that multiple identical events are aggregated, and their combined time is displayed. In addition, the "Calls" column shows how many times an event was executed (in other words, how many events contributed to the displayed aggregate event).
- *Events grouped by page and component.* In this view, the first level of display shows only page names. By expanding a page, you get a list of components in that page. Expanding a component shows all the events within that component. This means that even events which were collected "deep" within a component are shown immediately below the component name. All identical events are aggregated as in the aggregated root event view for easier reading. It's possible to traverse the component event hierarchy by expanding the hyperlinks within a component.

Note that since a page is also a component, a page with no dynamic subcomponents seems as if it's nested one level too deep. This is the correct behavior.

- *Events grouped by page only.* This display is similar to the grouped by page and component view, except the events do not have a by-component subgrouping.

In any of these displays, if an event or event group has subevents, it can be expanded by clicking the hyperlink or triangle image.

Each view orders events by duration (in milliseconds) from the longest to the shortest. Aggregation induces rounding errors, which are a maximum of 1ms per event. In other words, an aggregate event consisting of ten events has at most 1ms deviation from the actual run time; however, manually adding ten individual events as displayed in the table might have up to a 10ms deviation. Therefore, any displayed sum is always more accurate than adding up the durations of individual events. Also note that the sub-events of an event branch doesn't necessarily add up to the duration of the branch event—the branch event's duration might be larger. This because the parent event generally consists of more than just calling the methods causing the sub-events.

Custom Event Logging

To define and log custom events, you create an event class, you define the event's categories and subcategories, you register the event class with the WOEvent center, and you instrument the portions of code you want to log. This section describes these steps.

To create a custom event:

1. Create a subclass of EOEvent or an appropriate subclass.

For example, to log events for a custom adaptor you've written, say MyAdaptor, create an EOEvent subclass named MyAdaptorEvent. Your subclass doesn't usually have to override any of the inherited methods, but you can customize the default behavior. For more information, see the EOEvent class specification.

2. Create a description file for your event and add it to your project's Resources folder.

An event's description file defines the event categories and subcategories used in the WOEventDisplay page. The file's contents is a dictionary in plist format. For the MyAdaptorEvent class, the file's name is MyAdaptorEvent.description, and it might look like the following:

```
{
    EOEventGroupName = "MyAdaptor Event";
    connect = "Connect";
    openChannel = "Open Channel";
    evaluateExpression = "Evaluate Expression";
    fetchRow = "Fetch Row";
    commitTransaction = "Commit Transaction";
}
```

For more information, see the `eventTypeDescriptions` method description in the EOEvent class specification.

3. Register the event class with the EOEventCenter.

Typically you register an event class in the `initialize` method of the class whose code you're instrumenting—MyAdaptor in this example.

```
static Class MyAdaptorEventLoggingClass = Nil;
```

```

static NSString *connectEvent = @"connect";
static NSString *openChannelEvent = @"openChannel";
static NSString *evaluateExpressionEvent = @"evaluateExpression";
static NSString *fetchRowEvent = @"fetchRow";
static NSString *commitTransactionEvent = @"commitTransaction";

+ (void)initialize {
    [EOEventCenter registerEventClass:[MyAdaptorEvent class]
                        classPointer:&MyAdaptorEventLoggingClass];
}

```

As in this example, you might want to define string constants for the keys in your event's description dictionary.

4. Instrument the methods.

In any method you want to instrument, add the following code, substituting the appropriate event key. This code instruments the “connect” event of MyAdaptorEvent.

```

MyAdaptorEvent *event = nil;

// Setup and start logging
if (MyAdaptorEventLoggingClass) {
    event = EONewEventOfClass(MyAdaptorEventLoggingClass, connectEvent);
    EOMarkStartOfEvent(event, nil);
}

// Code to be timed goes here.

// Finish logging.
if(event) {
    EOMarkEndOfEvent(event);
}

```

The second argument to `EONewEventOfClass` is an event key corresponding with an entry in the `.description` file. The corresponding value is used in the Title column of the `WOEventDisplay` page. If the argument isn't a key in the description dictionary, `EONewEventOfClass` uses the argument instead.

For more information on the methods used in this example, see the appropriate method descriptions in the `EOEventCenter` class specification.

OTHER REFERENCE EOEventCenter.Concepts

EOQualifier.Concepts

Creating a Qualifier

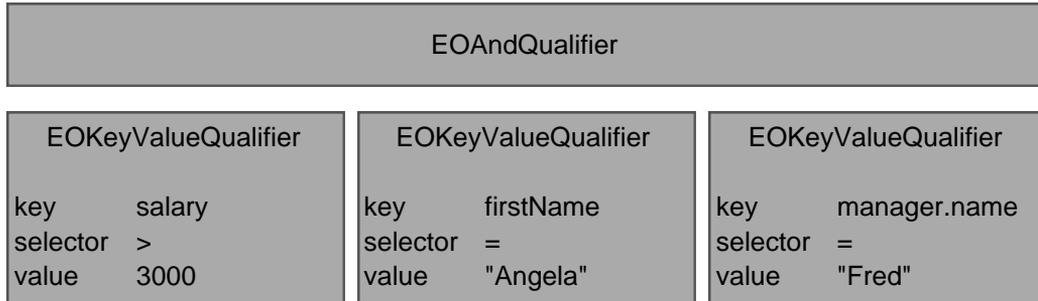
As described above, there are several EOQualifier subclasses, each of which represents a different semantic. However, in most cases you simply create a qualifier using the EOQualifier static method `qualifierWithQualifierFormat`., as follows:

```
EOQualifier qual = Qualifier.qualifierWithQualifierFormat("lastName = 'Smith'", null);
```

The qualifier or group of qualifiers that result from such a statement is based on the contents of the format string you provide. For example, giving the format string “lastName = 'Smith'” as an argument to `qualifierWithQualifierFormat` returns an EOKeyValueQualifier object. But you don't normally need to be concerned with this level of detail.

The format strings you use to create a qualifier can be compound logical expressions, such as “firstName = 'Fred' AND age < 20”. When you create a qualifier, compound logical expressions are translated into a tree of EOQualifier nodes. Logical operators such as AND and OR become EOAndQualifiers and EOOrQualifiers, respectively. These qualifiers conjoin (AND) or disjoin (OR) a group of sub-qualifiers. This is illustrated in Figure 0-1, in which the format string “salary > 300 AND firstName = 'Angela' AND manager.name = 'Fred'” has been translated into a tree of qualifiers.

Figure 0-1 EOQualifier Tree for 'salary > 300 AND firstName = "Angela" AND manager.name = "Fred"'



The `qualifierWithQualifierFormat` method can't be used to create an instance of `EOSQLQualifier`. This is because `EOSQLQualifier` uses a non-structured syntax. It also requires an entity. To create an instance of `EOSQLQualifier`, you'd use a statement such as the following:

```
EOQualifier myQual = new EOSQLQualifier(myEntity, myFormatString);
```

Constructing Format Strings

As described above, you typically create a qualifier from a format string by using `qualifierWithQualifierFormat`. This method takes as an argument a format string somewhat like that used with the standard C `printf()` function. The format string can embed strings, numbers, and other objects using the conversion specification `%@`. The second argument to

OTHER REFERENCE EOQualifier Concepts

`qualifierWithQualifierFormat` is an array that contains the value or result to substitute for any %@ conversion specifications. This allows qualifiers to be built dynamically. The following table lists the conversion specifications you can use in a format string and their corresponding data types.

Conversion Specification	Expected Value or Result
%@	It can either be an object whose <code>toString</code> (or <code>description</code>) method returns a key (in other words, a <code>String</code>), or a value object such as an <code>String</code> , <code>Number</code> , <code>java.util.CalendarDate</code> , and so on.
%%	Results in a literal % character.

Conversion Specification	Expected Value or Result
%s	A constant C string (<code>const char *</code>).
%d	An <code>int</code> .
%f	A <code>float</code> or <code>double</code> .
%@	An <code>id</code> argument. The behavior of this conversion specification depends on its position. It can either be an object whose <code>description</code> method returns a key (in other words, an <code>NSString</code>), or a value such as an <code>NSString</code> , <code>NSNumber</code> , <code>NSDate</code> , and so on.
%%	Results in a literal % character.

If you use an unrecognized character in a conversion specification (for example, %x), an exception is thrown.

For example, suppose you have an `Employee` entity with the properties `empID`, `firstName`, `lastName`, `salary`, and `department` (representing a to-one relationship to the employee's department), and a `Department` entity with properties `deptID`, and `name`. You could construct simple qualifier strings like the following:

```
lastName = 'Smith'  
salary > 2500  
department.name = 'Personnel'
```

The following examples build qualifiers similar to the qualifier strings described above, but take the specific values from already-fetched enterprise objects:

OTHER REFERENCE EOQualifier.Concepts

```
Employee anEmployee;    // Assume this exists.
Department aDept;      // Assume this exists.
EOQualifier myQualifier;
NSMutableArray args = new MutableVector();

args.addObject("lastName");
args.addObject(anEmployee.lastName());
myQualifier = EOQualifier.qualifierWithQualifierFormat("%@ = %@", args);

args.removeAllObjects();
args.addObject("salary");
args.addObject(anEmployee.salary());
myQualifier = EOQualifier.qualifierWithQualifierFormat("%@ > %f", args);

args.removeAllElements();
args.addElement("department.name");
args.addElement(aDept.name());
myQualifier = EOQualifier.qualifierWithQualifierFormat("%@ = %@", args);
```

The enterprise objects here implement methods for directly accessing the given attributes: `lastName` and `salary` for `Employee` objects, and `name` for `Department` objects. Note that unlike a string literal, the `%@` conversion specification is never surrounded by single quotes:

```
// For a literal string value such as Smith, you use single quotes.
EOQualifier.qualifierWithQualifierFormat("lastName = 'Smith'", null);

// For the conversion specification %@, you don't use quotes
args.removeAllElements();
args.addElement("Jones");
EOQualifier.qualifierWithQualifierFormat("lastName = %@", args);
```

Typically format strings include only two data types: strings and numbers. Single-quoted or double-quoted strings correspond to `String` objects in the argument array, non-quoted numbers correspond to `Numbers`, and non-quoted strings are keys. You can get around this limitation by performing explicit casting.

The operators you can use in constructing qualifiers are `=`, `==`, `!=`, `<`, `>`, `<=`, `>=`, “like”, and “`caseInsensitiveLike`”. The `like` and `caseInsensitiveLike` operators can be used with wildcards to perform pattern matching, as described in “Using Wildcards and the like Operator” on page 99.

Checking for NULL Values

To construct a qualifier that fetches rows matching NULL, use either of the approaches shown in the following example:

```
NSMutableArray args = new NSMutableArray();

// Approach 1
EOQualifier.qualifierWithQualifierFormat("bonus = nil", null);

// Approach 2
args.addElement(NullValue.nullValue());
EOQualifier.qualifierWithQualifierFormat("bonus = %@", args);
```

Using Wildcards and the like Operator

When you use the `like` or `caseInsensitiveLike` operator in a qualifier expression, you can use the wildcard characters `*` and `?` to perform pattern matching, for example:

```
@lastName like 'Jo*'
```

matches Jones, Johnson, Jolsen, Josephs, and so on.

The `?` character just matches a single character, for example:

```
@lastName like 'Jone?'
```

matches Jones.

The asterisk character (`*`) is only interpreted as a wildcard in expressions that use the `like` or `caseInsensitiveLike` operator. For example, in the following statement, the character `*` is treated as a literal value, not as a wildcard:

```
lastName = 'Jo*'
```

Using Selectors in Qualifier Expressions

The format strings you use to initialize a qualifier can include methods. The parser recognizes an unquoted string followed by a colon (such as `myMethod:`) as a method. For example:

```
point1 isInside: area  
firstName isAnagramOfString: "Computer"
```

Methods specified in a qualifier are parsed and applied only in memory; that is, they can't be used in to qualify fetches in a database.

Using EOQualifier's Subclasses

You rarely need to explicitly create an instance of `EOAndQualifier`, `EOOrQualifier`, or `EONotQualifier`. However, you may want to create instances of `EOKeyValueQualifier` and `EOKeyComparisonQualifier`. The primary advantage of this is that it lets you exercise more control over how the qualifier is constructed.

If you want to explicitly create a qualifier subclass, you can do it using code such as the following excerpt, which uses `EOKeyValueQualifier` to select all objects whose "isOut" key is equal to 1 (meaning `true`). In the excerpt, the qualifier is used to filter an in-memory array.

```
// Create the qualifier  
EOQualifier qual = new EOKeyValueQualifier("isOut", EOQualifier.QualifierOperatorEqual,  
    new Integer(1));
```

```
// Filter an array and return it  
return Qualifier.filteredVectorWithQualifier(allRentals(), qual);
```

`filteredArrayWithQualifier` is a method that returns an array containing objects from the provided array that match the provided qualifier.

Creating Subclasses

A custom subclass of EOQualifier must implement the EOQualifierEvaluation interface if they are to be evaluated in memory.

OTHER REFERENCE EO Qualifier. Concepts

OTHER REFERENCE EO Qualifier. Concepts

EOCooperatingObjectStore

Inherits from:	EOObjectStore
Implements:	NSLocking
Package:	com.webobjects.eocontrol

Class Description

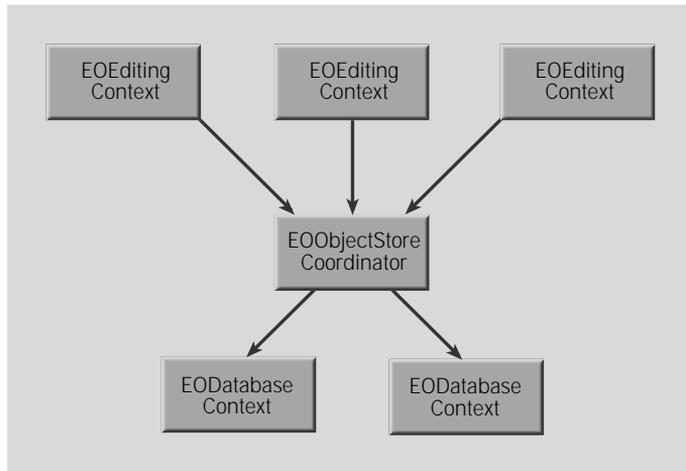
EOCooperatingObjectStore is a part of the control layer's object storage abstraction. It is an abstract class that defines the basic API for object stores that work together to manage data from several distinct data repositories.

For more general information on the object storage abstraction, see [“Object Storage Abstraction”](#) (page 23) in the introduction to the EOControl Framework.

The interaction between EOCooperatingObjectStores is managed by another class, EOObjectStoreCoordinator. The EOObjectStoreCoordinator communicates changes to its EOCooperatingObjectStores by passing them an EOEditingContext. Each cooperating store examines the modified objects in the editing context and determines if it's responsible for handling the changes. When a cooperating store has changes that need to be handled by another store, it communicates the changes to the other store back through the coordinator.

For relational databases, Enterprise Objects Framework provides a concrete subclass of EOCooperatingObjectStore, EODatabaseContext (EOAccess). A database context represents a single connection to a database server, fetching and saving objects on behalf of one or more editing contexts. However, a database context and an editing context don't interact with each other directly—a coordinator acts as a mediator between them.

CLASS EOCooperatingObjectStore



Interfaces Implemented

NSLocking

lock

unlock

Method Types

Committing or discarding changes

commitChanges

ownsGlobalID

rollbackChanges

CLASS EOCooperatingObjectStore

prepareForSaveWithCoordinator

recordChangesInEditingContext

recordUpdateForObject

Returning information about objects

valuesForKeys

Determining if the EOCooperatingObjectStore is responsible for an operation

ownsObject

ownsGlobalID

handlesFetchSpecification

Constructors

EOCooperatingObjectStore

```
public EOCooperatingObjectStore()
```

Description forthcoming.

Instance Methods

commitChanges

```
public abstract void commitChanges()
```

Overridden by subclasses to commit the transaction. Throws an exception if an error occurs; the error message indicates the nature of the problem.

See Also: ownsGlobalID, commitChanges, saveChangesInEditingContext (EOObjectStoreCoordinator)

CLASS EOCooperatingObjectStore

handlesFetchSpecification

```
public abstract boolean handlesFetchSpecification(EOFetchSpecification fetchSpecification)
```

Overridden by subclasses to return `true` if the receiver is responsible for fetching the objects described by `fetchSpecification`. For example, `EODatabaseContext` (`EOAccess`) determines whether it's responsible based on `fetchSpecification`'s entity name.

See Also: `ownsGlobalID`, `ownsObject`

lock

```
public abstract void lock()
```

Conformance to `NSLocking`.

ownsGlobalID

```
public abstract boolean ownsGlobalID(EOGlobalID globalID)
```

Overridden by subclasses to return `true` if the receiver is responsible for fetching and saving the object identified by `globalID`. For example, `EODatabaseContext` (`EOAccess`) determines whether it's responsible based on the entity associated with `globalID`.

See Also: `handlesFetchSpecification`, `ownsObject`

ownsObject

```
public abstract boolean ownsObject(EOEnterpriseObject anEO)
```

Overridden by subclasses to return `true` if the receiver is responsible for fetching and saving `anEO`. For example, `EODatabaseContext` (`EOAccess`) determines whether it's responsible based on the entity associated with `anEO`.

See Also: `ownsGlobalID`, `handlesFetchSpecification`

CLASS EOCooperatingObjectStore

performChanges

```
public abstract void performChanges()
```

Overridden by subclasses to transmit changes to the receiver's underlying database. Raises an exception if an error occurs; the error message indicates the nature of the problem.

See Also: `commitChanges`, `rollbackChanges`, `saveChangesInEditingContext` (`EOObjectStoreCoordinator`)

prepareForSaveWithCoordinator

```
public abstract void prepareForSaveWithCoordinator(  
    EOObjectStoreCoordinator coordinator,  
    EOEditingContext anEditingContext)
```

Overridden by subclasses to notify the receiver that a multi-store save operation overseen by `coordinator` is beginning for `anEditingContext`. For example, the receiver might prepare primary keys for newly inserted objects so that they can be handed out to other EOCooperatingObjectStores upon request. The receiver should be prepared to receive the messages `recordChangesInEditingContext` and `recordUpdateForObject`.

After performing these methods, the receiver should be prepared to receive the possible messages `ownsGlobalID` and then `commitChanges` or `rollbackChanges`.

recordChangesInEditingContext

```
public abstract void recordChangesInEditingContext()
```

Overridden by subclasses to instruct the receiver to examine the changed objects in the receiver's EOEditingContext, record any operations that need to be performed, and notify the receiver's EOObjectStoreCoordinator of any changes that need to be forwarded to other EOCooperatingObjectStores.

See Also: `prepareForSaveWithCoordinator`, `recordUpdateForObject`

CLASS EOCooperatingObjectStore

recordUpdateForObject

```
public abstract void recordUpdateForObject(  
    EOEnterpriseObject anEO,  
    NSDictionary changes)
```

Overridden by subclasses to communicate from one EOCooperatingObjectStore to another (through the EOObjectStoreCoordinator) that *changes* need to be made to an *anEO*. For example, an insert of an object in a relationship property might require changing a foreign key property in an object owned by another EOCooperatingObjectStore. This method is primarily used to manipulate relationships.

See Also: prepareForSaveWithCoordinator, recordChangesInEditingContext

rollbackChanges

```
public abstract void rollbackChanges()
```

Overridden by subclasses to roll back changes to the underlying database. Raises one of several possible exceptions if an error occurs; the error message should indicate the nature of the problem.

See Also: commitChanges, ownsGlobalID, saveChangesInEditingContext (**EOObjectStoreCoordinator**)

unlock

```
public abstract void unlock()
```

Conformance to NSLocking.

valuesForKeys

```
public abstract NSDictionary valuesForKeys(  
    NSArray keys,  
    EOEnterpriseObject anEO)
```

Overridden by subclasses to return values (as identified by *keys*) held by the receiver that augment properties in *anEO*. For instance, an EODatabaseContext (EOAccess) stores foreign keys for the objects it owns (and primary keys for new objects). These foreign and primary keys may well not be defined as properties of the object. Other database contexts can find out these keys

CLASS EOCooperatingObjectStore

by sending the database context that owns the object a `valuesForKeys` message. Note that you use this for properties that are `not` stored in the object, so using key-value coding directly on the object won't always work.

CLASS EOCooperatingObjectStore

EOCustomObject

Inherits from:	Object
Implements:	EOEnterpriseObject EODeferredFaulting (EOEnterpriseObject) EOKeyValueCodingAdditions (EOEnterpriseObject) EORelationshipManipulation (EOEnterpriseObject) EOValidation (EOEnterpriseObject) EOFaulting (EODeferredFaulting) EOKeyValueCoding (EOKeyValueCodingAdditions) NSKeyValueCoding (EOKeyValueCoding) NSInlineObservable
Package:	com.webobjects.eocontrol

Class Description

The EOCustomObject class provides a default implementation of the EOEnterpriseObject interface. If you need to create a custom enterprise object class, you can subclass EOCustomObject and inherit the Framework's default implementations. Some of the methods are for subclasses to implement or override, but most are meant to be used as defined by EOCustomObject. For information on which methods you should implement in your subclass, see the EOEnterpriseObject interface specification.

EOCustomObject's method implementations are described in the specification for the interface that declares them. For example, you can find a description of how EOCustomObject implements `valueForKey` (introduced in the EOKeyValueCoding interface) in the specification for

CLASS EOCustomObject

EOKeyValueCoding, and you can find a description of how EOCustomObject implements `classDescription` (introduced in the EOEnterpriseObject interface) in the specification for EOEnterpriseObject.

The only methods provided in EOCustomObject that aren't defined in the EOEnterpriseObject interface are the following three static methods:

- `canAccessFieldsDirectly`
- `shouldUseStoredAccessors`

You would never invoke these methods, rather, they are provided in EOCustomObject to demonstrate the additional API your custom enterprise objects can implement. Similarly, EOCustomObject's constructors are not meant to be invoked; you would never create an instance of EOCustomObject. Rather, EOCustomObject provides the constructors to demonstrate the constructors your custom enterprise objects should implement.

Interfaces Implemented

EOKeyValueCoding and NSKeyValueCoding

storedValueForKey

takeStoredValueForKey

takeValueForKey

valueForKey

EOKeyValueCodingAdditions

takeValuesFromDictionary

valuesForKeys

EORelationshipManipulation

addObjectToBothSidesOfRelationshipWithKey

addObjectToPropertyWithKey

removeObjectFromBothSidesOfRelationshipWithKey

removeObjectFromPropertyWithKey

EOValidation

validateForDelete

validateForInsert

validateForSave

validateForUpdate

EOEnterpriseObject

allPropertyKeys

attributeKeys

CLASS EOCustomObject

awakeFromFetch
awakeFromInsertion
changesFromSnapshot
classDescription
classDescriptionForDestinationKey
clearProperties
deleteRuleForRelationshipKey
editingContext
entityName
eoDescription
eoShallowDescription
inverseForRelationshipKey
invokeRemoteMethod
isToManyKey:
ownsDestinationObjectsForRelationshipKey
propagateDeleteWithEditingContext
reapplyChangesFromDictionary
snapshot
toManyRelationshipKeys
toOneRelationshipKeys
updateFromSnapshot
userPresentableDescription
willChange

EOFaulting

clearFault

CLASS EOCustomObject

```
faultHandler  
isFault  
turnIntoFault  
willRead
```

Constructors

EOCustomObject

```
public EOCustomObject()
```

Description forthcoming.

```
public EOCustomObject(  
    EOEditingContext anEOEditingContext,  
    EOClassDescription anEOClassDescription,  
    EOGlobalID anEOGlobalID)
```

You would never create an instance of EOCustomObject; rather, your subclasses can create constructors of this same form. A subclass's constructors should create a new object and initialize it with the arguments provided.

See Also: `createInstanceWithEditingContext` (**EOClassDescription**)

Static Methods

canAccessFieldsDirectly

```
public static boolean canAccessFieldsDirectly()
```

Subclasses implement this method to return `false` if the key-value coding methods should never access the corresponding instance variable directly on finding no accessor method for a property. You don't have to implement this method if the default behavior of accessing instance variables directly is correct for your objects.

See Also: `valueForKey`, `takeValueForKey`

shouldUseStoredAccessors

```
public static boolean shouldUseStoredAccessors()
```

Subclasses implement this method to return `false` if the stored value methods (`storedValueForKey` and `takeStoredValueForKey`) should not use private accessor methods in preference to public accessors. Returning `false` causes the stored value methods to use the same accessor method-instance variable search order as the corresponding basic key-value coding methods (`valueForKey` and `takeValueForKey`). You don't have to implement this method if the default stored value search order is correct for your objects.

usesDeferredFaultCreation

```
public static boolean usesDeferredFaultCreation()
```

Conformance to `EODeferredFaulting`.

Instance Methods

addObjectToBothSidesOfRelationshipWithKey

```
public void addObjectToBothSidesOfRelationshipWithKey(  
    EORelationshipManipulation anEORelationshipManipulation,  
    String aString)
```

Description forthcoming.

addObjectToPropertyWithKey

```
public void addObjectToPropertyWithKey(  
    Object anObject,  
    String aString)
```

Description forthcoming.

allPropertyKeys

```
public NSArray allPropertyKeys()
```

Description forthcoming.

attributeKeys

```
public NSArray attributeKeys()
```

Description forthcoming.

awakeFromClientUpdate

```
public void awakeFromClientUpdate(EOEditingContext anEOEditingContext)
```

Description forthcoming.

CLASS EOCustomObject

awakeFromFetch

```
public void awakeFromFetch(EOEditingContext anEOEditingContext)
```

Description forthcoming.

awakeFromInsertion

```
public void awakeFromInsertion(EOEditingContext anEOEditingContext)
```

Description forthcoming.

changesFromSnapshot

```
public NSDictionary changesFromSnapshot(NSDictionary aNSDictionary)
```

Description forthcoming.

classDescription

```
public EOClassDescription classDescription()
```

Description forthcoming.

classDescriptionForDestinationKey

```
public EOClassDescription classDescriptionForDestinationKey(String aString)
```

Description forthcoming.

clearFault

```
public void clearFault()
```

Description forthcoming.

CLASS EOCustomObject

clearProperties

```
public void clearProperties()
```

Description forthcoming.

deleteRuleForRelationshipKey

```
public int deleteRuleForRelationshipKey(String aString)
```

Description forthcoming.

editingContext

```
public EOEditingContext editingContext()
```

Description forthcoming.

entityName

```
public String entityName()
```

Description forthcoming.

eoDescription

```
public String eoDescription()
```

Description forthcoming.

eoShallowDescription

```
public String eoShallowDescription()
```

Description forthcoming.

CLASS EOCustomObject

faultHandler

```
public EOFaultHandler faultHandler()
```

Description forthcoming.

handleQueryWithUnboundKey

```
public Object handleQueryWithUnboundKey(String aString)
```

Description forthcoming.

handleTakeValueForUnboundKey

```
public void handleTakeValueForUnboundKey(  
    Object anObject,  
    String aString)
```

Description forthcoming.

inverseForRelationshipKey

```
public String inverseForRelationshipKey(String aString)
```

Description forthcoming.

invokeRemoteMethod

```
public Object invokeRemoteMethod(String methodName, Class[] argumentTypes, Object[] arguments)
```

Description forthcoming.

isFault

```
public boolean isFault()
```

Description forthcoming.

CLASS EOCustomObject

isToManyKey

```
public boolean isToManyKey(String aString)
```

Description forthcoming.

ownsDestinationObjectsForRelationshipKey

```
public boolean ownsDestinationObjectsForRelationshipKey(String aString)
```

Description forthcoming.

prepareValuesForClient

```
public void prepareValuesForClient()
```

Description forthcoming.

propagateDeleteWithEditingContext

```
public void propagateDeleteWithEditingContext(EOEditingContext anEOEditingContext)
```

Description forthcoming.

readResolve

```
protected Object readResolve()
```

Description forthcoming.

reapplyChangesFromDictionary

```
public void reapplyChangesFromDictionary(NSDictionary anSDictionary)
```

Description forthcoming.

CLASS EOCustomObject

removeObjectFromBothSidesOfRelationshipWithKey

```
public void removeObjectFromBothSidesOfRelationshipWithKey(  
    EORelationshipManipulation anEORelationshipManipulation,  
    String aString)
```

Description forthcoming.

removeObjectFromPropertyWithKey

```
public void removeObjectFromPropertyWithKey(  
    Object anObject,  
    String aString)
```

Description forthcoming.

snapshot

```
public NSDictionary snapshot()
```

Description forthcoming.

storedValueForKey

```
public Object storedValueForKey(String aString)
```

Description forthcoming.

takeStoredValueForKey

```
public void takeStoredValueForKey(  
    Object anObject,  
    String aString)
```

Description forthcoming.

CLASS EOCustomObject

takeValueForKey

```
public void takeValueForKey(  
    Object anObject,  
    String aString)
```

Description forthcoming.

takeValueForKeyPath

```
public void takeValueForKeyPath(  
    Object anObject,  
    String aString)
```

Description forthcoming.

takeValuesFromDictionary

```
public void takeValuesFromDictionary(NSDictionary aNSDictionary)
```

Description forthcoming.

toManyRelationshipKeys

```
public NSArray toManyRelationshipKeys()
```

Description forthcoming.

toOneRelationshipKeys

```
public NSArray toOneRelationshipKeys()
```

Description forthcoming.

toString

```
public String toString()
```

Description forthcoming.

CLASS EOCustomObject

turnIntoFault

```
public void turnIntoFault(EOFaultHandler anEOFaultHandler)
```

Description forthcoming.

unableToSetNullForKey

```
public void unableToSetNullForKey(String aString)
```

Description forthcoming.

updateFromSnapshot

```
public void updateFromSnapshot(NSDictionary aNSDictionary)
```

Description forthcoming.

userPresentableDescription

```
public String userPresentableDescription()
```

Description forthcoming.

validateClientUpdate

```
public void validateClientUpdate()
```

Description forthcoming.

validateForDelete

```
public void validateForDelete()
```

Description forthcoming.

CLASS EOCustomObject

validateForInsert

```
public void validateForInsert()
```

Description forthcoming.

validateForSave

```
public void validateForSave()
```

Description forthcoming.

validateForUpdate

```
public void validateForUpdate()
```

Description forthcoming.

validateTakeValueForKeyPath

```
public Object validateTakeValueForKeyPath(  
    Object anObject,  
    String aString)
```

Description forthcoming.

validateValueForKey

```
public Object validateValueForKey(  
    Object anObject,  
    String aString)
```

Description forthcoming.

valueForKey

```
public Object valueForKey(String aString)
```

Description forthcoming.

CLASS EOCustomObject

valueForKeyPath

```
public Object valueForKeyPath(String aString)
```

Description forthcoming.

valuesForKeys

```
public NSDictionary valuesForKeys(NSArray aNSArray)
```

Description forthcoming.

willChange

```
public void willChange()
```

Description forthcoming.

willRead

```
public void willRead()
```

Description forthcoming.

willReadRelationship

```
public Object willReadRelationship(Object object)
```

Description forthcoming.

EODataSource

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

EODataSource is an abstract class that defines a basic API for providing enterprise objects. It exists primarily as a simple means for a display group (EODisplayGroup from EOInterface or WODisplayGroup from WebObjects) or other higher-level class to access a store of objects. EODataSource defines functional implementations of very few methods; concrete subclasses, such as EODatabaseDataSource (defined in EOAccess) and EODetailDataSource, define working data sources by implementing the others. EODatabaseDataSource, for example, provides objects fetched through an EOEditingContext, while EODetailDataSource provides objects from a relationship property of a master object. For information on creating your own EODataSource subclass, see the section [“Creating a Subclass”](#) (page 63).

An EODataSource provides its objects with its `fetchObjects` method. `insertObject` and `deleteObject` add and remove individual objects, and `createObject` instantiates a new object. Other methods provide information about the objects, as described below.

Method Types

Accessing the objects

`fetchObjects`

Inserting and deleting objects

`createObject`

`insertObject`

`deleteObject`

Creating detail data sources

`dataSourceQualifiedByKey`

`qualifyWithRelationshipKey`

Accessing the editing context

`editingContext`

Accessing the class description

`classDescriptionForObjects`

Constructors

EODataSource

`public EODataSource()`

Description forthcoming.

Instance Methods

classDescriptionForObjects

```
public EOClassDescription classDescriptionForObjects()
```

Implemented by subclasses to return an EOClassDescription that provides information about the objects provided by the receiver. EODataSource's implementation returns `null`.

createObject

```
public Object createObject()
```

Creates a new object, inserts it in the receiver's collection of objects if appropriate, and returns the object. Returns `null` if the receiver can't create the object or can't insert it. You should invoke `insertObject` after this method to actually add the new object to the receiver.

As a convenience, EODataSource's implementation sends the receiver's EOClassDescription a `createInstanceWithEditingContext` message to create the object. If this succeeds and the receiver has an EOEditingContext, it sends the EOEditingContext an `insertObject` message to register the new object with the EOEditingContext (note that this does *not* insert the object into the EODataSource). Subclasses that don't use EOClassDescriptions or EOEditingContexts should override this method *without* invoking `super`'s implementation.

See Also: `classDescriptionForObjects`, `editingContext`

dataSourceQualifiedByKey

```
public abstract EODataSource dataSourceQualifiedByKey(String relationshipKey)
```

Implemented by subclasses to return a detail EODataSource that provides the destination objects of the relationship named by `relationshipKey`. The detail EODataSource can be qualified using `qualifyWithRelationshipKey` to set a specific master object (or to change the relationship key). EODataSource's implementation merely throws an exception; subclasses shouldn't invoke `super`'s implementation.

CLASS EDataSource

deleteObject

```
public abstract void deleteObject(Object anObject)
```

Implemented by subclasses to delete `anObject`. `EDataSource`'s implementation merely throws an exception; subclasses shouldn't invoke `super`'s implementation.

editingContext

```
public EOEditingContext editingContext()
```

Implemented by subclasses to return the receiver's `EOEditingContext`. `EDataSource`'s implementation returns `null`.

fetchObjects

```
public NSArray fetchObjects()
```

Implemented by subclasses to fetch and return the objects provided by the receiver. `EDataSource`'s implementation returns `null`.

insertObject

```
public abstract void insertObject(Object object)
```

Implemented by subclasses to insert `object`. `EDataSource`'s implementation merely throws an exception; subclasses shouldn't invoke `super`'s implementation.

qualifyWithRelationshipKey

```
public abstract void qualifyWithRelationshipKey(  
    String key,  
    Object sourceObject)
```

Implemented by subclasses to qualify the receiver, a detail `EDataSource`, to display destination objects for the relationship named `key` belonging to `sourceObject`. `key` should be the same as the key specified in the `dataSourceQualifiedByKey` message that created the receiver. If `sourceObject` is `null`, the receiver qualifies itself to provide no objects. `EDataSource`'s implementation merely throws an exception; subclasses shouldn't invoke `super`'s implementation.

EODelayedObserver

Inherits from:	Object
Implements:	EOObserving
Package:	com.webobjects.eocontrol

Class Description

The EODelayedObserver class is a part of EOControl’s change tracking mechanism. It is an abstract superclass that defines the basic functionality for coalescing change notifications for multiple objects and postponing notification according to a prioritized queue. For an overview of the general change tracking mechanism, see [“Tracking Enterprise Objects Changes”](#) (page 23) in the introduction to the EOControl Framework.

EODelayedObserver is primarily used to implement the interface layer’s associations and wouldn’t ordinarily be used outside the scope of a Java Client or Application Kit application (not in a command line tool or WebObjects application, for example). See the EODelayedObserverQueue class specification for general information.

You would never create an instance of EODelayedObserver. Instead, you use subclasses—typically EOAssociations (EOInterface). For information on creating your own EODelayedObserver subclass, see [“Creating a Subclass of EODelayedObserver”](#) (page 67).

Constants

EODelayedObserver defines the following `int` constants to represent the priority of a notification in the queue:

<code>ObserverPriorityImmediate</code>	<code>ObserverPriorityFourth</code>
<code>ObserverPriorityFirst</code>	<code>ObserverPriorityFifth</code>
<code>ObserverPrioritySecond</code>	<code>ObserverPrioritySixth</code>
<code>ObserverPriorityThird</code>	<code>ObserverPriorityLater</code>

EODelayedObserver also defines the following `int` constant to identify the number of defined priorities (8 by default).

- `ObserverNumberOfPriorities`

Interfaces Implemented

EObservering

`objectWillChange`

Method Types

Change notification

`subjectChanged`

`objectWillChange`

CLASS EODelayedObserver

Canceling change notification

`discardPendingNotification`

Getting the queue and priority

`observerQueue`

`priority`

Constructors

EODelayedObserver

```
public EODelayedObserver()
```

Description forthcoming.

Instance Methods

discardPendingNotification

```
public void discardPendingNotification()
```

Sends a `dequeueObserver` message to the receiver's `EODelayedObserverQueue` to clear it from receiving a change notification. A subclass of `EODelayedObserver` should invoke this method when its done observing changes.

See Also: `observerQueue`

CLASS EODelayedObserver

objectWillChange

```
public void objectWillChange(Object anObject)
```

Implemented by EODelayedObserver to enqueue the receiver on its EODelayedObserverQueue. Subclasses shouldn't need to override this method; if they do, they must be sure to invoke `super`'s implementation.

See Also: `observerQueue`, `enqueueObserver` (EODelayedObserverQueue), `objectWillChange` (EObserving)

observerQueue

```
public EODelayedObserverQueue observerQueue()
```

Overridden by subclasses to return the receiver's designated EODelayedObserverQueue. EODelayedObserver's implementation returns the default EODelayedObserverQueue.

See Also: `defaultObserverQueue` (EODelayedObserverQueue)

priority

```
public int priority()
```

Overridden by subclasses to return the receiver's change notification priority, one of:

- `ObserverPriorityImmediate`
- `ObserverPriorityFirst`
- `ObserverPrioritySecond`
- `ObserverPriorityThird`
- `ObserverPriorityFourth`
- `ObserverPriorityFifth`
- `ObserverPrioritySixth`
- `ObserverPriorityLater`

EODelayedObserver's implementation returns `ObserverPriorityThird`. See the EODelayedObserverQueue class specification for more information on priorities.

subjectChanged

```
public abstract void subjectChanged()
```

Implemented by subclasses to examine the receiver's observed objects and take whatever action is necessary. `EODelayedObserver`'s implementation does nothing.

CLASS EODelayedObserver

EODelayedObserverQueue

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

The EODelayedObserverQueue class is a part of EOControl's change tracking mechanism. An EODelayedObserverQueue collects change notifications for observers of multiple objects and notifies them of the changes *en masse* during the application's run loop, according to their individual priorities. For an overview of the general change tracking mechanism, see "[Tracking Enterprise Objects Changes](#)" (page 23) in the introduction to the EOControl Framework.

EODelayedObserverQueue's style of notification is particularly useful for coalescing and prioritizing multiple changes; the interface layer's EOAssociation classes use it extensively to update Java Client and Application Kit user interfaces, for example. Instead of being told that an object will change, an EODelayedObserver is told that it did change, with a `subjectChanged` message, as described in the EODelayedObserver class specification. Delayed observation is thus not useful for comparing old and new states, but only for examining the new state. Delayed observation also isn't ordinarily used outside the scope of a Java Client or Application Kit application (in a command line tool or WebObjects application, for example).

The motivation for a delayed change notification mechanism arises mainly from issues in observing multiple objects. Any single change to an observed object typically requires the observer to update some state or perform an action. When many such objects change, it makes no sense to recalculate the new state and perform the action for each object. EODelayedObserverQueue allows these changes to be collected into a single notification. It further orders change notifications according to priorities, allowing observers to be updated in

CLASS EODelayedObserverQueue

sequence according to dependencies among them. For example, an EOMasterDetailAssociation (EOInterface), which must update its detail EODisplayGroup (EOInterface) according to the selection in the master *before* any redisplay occurs, has an earlier priority than the default for EOAssociations. This prevents regular EOAssociations from redisplaying old values and then displaying the new values after the EOMasterDetailAssociation updates.

For more information on using EODelayedObserverQueues, see the sections

- [“Enqueuing a Delayed Observer”](#) (page 69)
- [“Change Notification”](#) (page 70)
- [“Observer Proxies”](#) (page 70)

Constants

EODelayedObserverQueue defines the following `int` constant:

Constant	Description
<code>FlushDelayedObserversRunLoopOrdering</code>	Determines when to notify delayed observers during end of event processing.

Method Types

Constructors

`EODelayedObserverQueue`

Getting the default queue

`defaultObserverQueue`

Enqueuing and dequeuing observers

`enqueueObserver`

CLASS EODelayedObserverQueue

`dequeueObserver`

Sending change notifications

`notifyObserversUpToPriority`

Constructors

EODelayedObserverQueue

```
public EODelayedObserverQueue()
```

Creates and returns a new `EODelayedObserverQueue` with `NSRunLoop.DefaultRunLoopMode` as its only run loop mode.

Static Methods

defaultObserverQueue

```
public static EODelayedObserverQueue defaultObserverQueue()
```

Returns the `EODelayedObserverQueue` that `EODelayedObservers` use by default.

Instance Methods

dequeueObserver

```
public void dequeueObserver(EODelayedObserver anObserver)
```

Removes `anObserver` from the receiver.

See Also: `enqueueObserver`

CLASS EODelayedObserverQueue

enqueueObserver

```
public void enqueueObserver(EODelayedObserver anObserver)
```

Records `anObserver` to be sent `subjectChanged` messages. If `anObserver`'s priority is `ObserverPriorityImmediate`, it's immediately sent the message and not enqueued. Otherwise `anObserver` is sent the message the next time `notifyObserversUpToPriority` is invoked with a priority later than or equal to `anObserver`'s. Does nothing if `anObserver` is already recorded.

The first time this method is invoked during the run loop with an observer whose priority isn't `ObserverPriorityImmediate`, it registers the receiver to be sent a `notifyObserversUpToPriority` message at the end of the run loop, using `FlushDelayedObserversRunLoopOrdering` and the receiver's run loop modes. This causes enqueued observers up to a priority of `ObserverPrioritySixth` to be notified automatically during each pass of the run loop.

When `anObserver` is done observing changes, it should invoke `discardPendingNotification` to remove itself from the queue.

See Also: `dequeueObserver`, `priority (EODelayedObserver)`, `discardPendingNotification (EODelayedObserver)`,

notifyObserversUpToPriority

```
public void notifyObserversUpToPriority(int priority)
```

Sends `subjectChanged` messages to all of the receiver's enqueued observers whose priority is `priority` or earlier. This method cycles through the receiver's enqueued observers in priority order, sending each a `subjectChanged` message and then returning to the very beginning of the queue, in case another observer with an earlier priority was enqueued as a result of the message.

`EODelayedObserverQueue` invokes this method automatically as needed during the run loop, with a `priority` of `ObserverPrioritySixth`.

See Also: `enqueueObserver`, `priority (EODelayedObserver)`

EODetailDataSource

Inherits from:	EODataSource
Implements:	EOKeyValueArchiving Serializable
Package:	com.webobjects.eocontrol

Class Description

EODetailDataSource defines a data source for use in master-detail configurations, where operations in the detail data source are applied directly to properties of a master object. EODetailDataSource implements the standard `fetchObjects`, `insertObject`, and `deleteObject` methods to operate on a relationship property of its master object, so it works for any concrete subclass of EODataSource, including another EODetailDataSource (for a chain of three master and detail data sources).

To set up an EODetailDataSource programmatically, you typically create it by sending a `dataSourceQualifiedByKey` message to the master data source, then establish the master object with a `qualifyWithRelationshipKey` message. The latter method records the name of a relationship for a particular object to resolve in `fetchObjects` and to modify in `insertObject`, and `deleteObject`. These three methods then manipulate the relationship property of the master object to perform the operations requested. See the individual method descriptions for more information.

Method Types

Constructors

EODetailDataSource

Qualifying instances

qualifyWithRelationshipKey

Examining instances

masterDataSource

detailKey

masterObject

Accessing the master class description

masterClassDescription

setMasterClassDescription

Accessing the objects

fetchObjects

Inserting and deleting objects

insertObject

deleteObject

Accessing the master editing context

editingContext

Constructors

EODetailDataSource

```
public EODetailDataSource(  
    EOClassDescription masterClassDescription,  
    String relationshipKey)
```

Creates and returns a new EODetailDataSource object. The new data source's `masterObject` is associated with `masterClassDescription`, and `relationshipKey` is assigned to the new data source's `detailKey`. The constructor invokes `qualifyWithRelationshipKey` specifying `relationshipKey` as the relationship key and null as the object.

See Also: `masterClassDescription`

```
public EODetailDataSource(  
    EODataSource masterDataSource,  
    String relationshipKey)
```

Creates and returns a new EODetailDataSource object. The new data source provides destination objects for the relationship named by `relationshipKey` from a `masterObject` in `masterDataSource`.

See Also: `masterDataSource`

Static Methods

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

Instance Methods

classDescriptionForObjects

```
public EOClassDescription classDescriptionForObjects()
```

Description forthcoming.

dataSourceQualifierByKey

```
public EODataSource dataSourceQualifiedByKey(String aKey)
```

Description forthcoming.

deleteObject

```
public void deleteObject(Object anObject)
```

Sends a `removeObjectFromPropertyWithKey` message (defined in the `EORelationshipManipulation` interface) to the master object with `anObject` and the receiver's detail key as the arguments. Throws an exception if there's no master object or no detail key set.

detailKey

```
public String detailKey()
```

Returns the name of the relationship for which the receiver provides objects, as provided to the constructor when the receiver was created or as set in `qualifyWithRelationshipKey`. If none has been set yet, returns `null`.

editingContext

```
public EOEditingContext editingContext()
```

Returns the `EOEditingContext` of the master object, or `null` if there isn't one.

CLASS EODetailDataSource

encodeWithKeyValueUnarchiver

```
public void encodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

fetchObjects

```
public NSArray fetchObjects()
```

Sends `valueForKey` (defined in the `NSKeyValueCoding` interface) to the master object with the receiver's detail key as the argument, constructs an array for the returned object or objects, and returns it. Returns an empty array if there's no master object, or returns an array containing the master object itself if no detail key is set.

insertObject

```
public void insertObject(Object anObject)
```

Sends an `addObjectToBothSidesOfRelationshipWithKey` message (defined in the `EORelationshipManipulation` interface) to the master object with `anObject` and the receiver's detail key as the arguments. Throws an exception if there's no master object or no detail key set.

masterClassDescription

```
public EOClassDescription masterClassDescription()
```

Returns the `EOClassDescription` of the receiver's master object.

See Also: `setMasterClassDescription`, `EODetailDataSource` constructor

masterDataSource

```
public EODataSource masterDataSource()
```

Returns the receiver's master data source.

See Also: `detailKey`, `EODetailDataSource` constructor

CLASS EODetailDataSource

masterObject

```
public Object masterObject()
```

Returns the object in the master data source for which the receiver provides objects. You can change this with a `qualifyWithRelationshipKey` message.

See Also: `detailKey`

qualifyWithRelationshipKey

```
public void qualifyWithRelationshipKey(  
    String relationshipKey,  
    Object masterObject)
```

Configures the receiver to provide objects based on the relationship of `masterObject` named by `relationshipKey`. `relationshipKey` can be different from the one provided to the constructor, which changes the relationship the receiver operates on. If `masterObject` is `null`, this method causes the receiver to return an empty array when sent a `fetchObjects` message.

See Also: `detailKey`

setDetailKey

```
public void setDetailKey(String detailKey)
```

Description forthcoming.

setMasterClassDescription

```
public void setMasterClassDescription(EOClassDescription classDescription)
```

Assigns `classDescription` as the `EOClassDescription` for the receiver's master object.

See Also: `masterClassDescription`

EOEditingContext

Inherits from:	EOObjectStore
Implements:	EOObserving NSDisposable NSLocking EOKeyValueArchiving Serializable
Package:	com.webobjects.eocontrol

Class at a Glance

An EOEditingContext object manages a graph of enterprise objects in an application; this object graph represents an internally consistent view of one or more external stores (most often a database).

Principal Attributes

- Set of enterprise objects managed by the EOEditingContext
- Parent EOObjectStore
- Set of EOEditor objects messaged by the EOEditingContext
- A message handler

Commonly Used Methods

<code>objectsWithFetchSpecification</code>	Fetches objects from an external store.
<code>insertObject</code>	Registers a new object to be inserted into the parent <code>EOObjectStore</code> when changes are saved.
<code>deleteObject</code>	Registers that an object should be removed from the parent <code>EOObjectStore</code> when changes are saved.
<code>lockObject</code>	Attempts to lock an object in the external store.
<code>hasChanges</code>	Returns <code>true</code> if any of the receiver has any pending changes to the parent <code>EOObjectStore</code> .
<code>saveChanges</code>	Commits changes made in the receiver to the parent <code>EOObjectStore</code> .
<code>objectForGlobalID</code>	Given a <code>globalID</code> , returns its associated object.
<code>globalIDForObject</code>	Given an object, returns its <code>globalID</code> .
<code>setDelegate</code>	Sets the receiver's delegate.
<code>parentObjectStore</code>	Returns the receiver's parent <code>EOObjectStore</code> .
<code>rootObjectStore</code>	Returns the receiver's root <code>EOObjectStore</code> .

Class Description

An `EOEditingContext` object represents a single “object space” or document in an application. Its primary responsibility is managing a graph of enterprise objects. This `object graph` is a group of related business objects that represent an internally consistent view of one or more external stores (usually a database).

All objects fetched from an external store are registered in an editing context along with a global identifier (`EOGlobalID`) that's used to uniquely identify each object to the external store. The editing context is responsible for watching for changes in its objects (using the `EOObserving`

CLASS `EOEditingContext`

interface) and recording snapshots for object-based undo. A single enterprise object instance exists in one and only one editing context, but multiple copies of an object can exist in different editing contexts. Thus object uniquing is scoped to a particular editing context.

For more information on `EOEditingContext`, see the sections:

- [“Other Classes That Participate in Object Graph Management”](#) (page 71)
- [“Programmatically Creating an `EOEditingContext`”](#) (page 72)
- [“Using `EOEditingContexts` in Different Configurations”](#) (page 74)
- [“Fetching Objects”](#) (page 78)
- [“Managing Changes in Your Application”](#) (page 78)
- [“Methods for Managing the Object Graph”](#) (page 80)
- [“General Guidelines for Managing the Object Graph”](#) (page 84)
- [“Using `EOEditingContext` to Archive Custom Objects in `WebObjects Framework`”](#) (page 86)

Constants

`EOEditingContext` defines the following `int` constant to specifies the order in which editing contexts perform end of event processing in `processRecentChanges`.

- `EditingContextFlushChangesRunLoopOrdering`

Messages with lower order numbers are processed before messages with higher order numbers. In an application built with the Application Kit, the constant order value schedules the editing context to perform its processing before the undo stack group is closed or window display is updated.

`EOEditingContext` also defines `String` constants for the names of the notifications it posts. See the section [“Notifications”](#) (page 179) for more information.

Interfaces Implemented

EOObserving

objectWillChange

NSLocking

lock

unlock

Method Types

Constructors

EOEditingContext

Committing or discarding changes

saveChanges

refaultObjects

refetch

invalidateAllObjects

Registering changes

deleteObject

insertObject

insertObjectWithGlobalID

objectWillChange

processRecentChanges

CLASS EOEditingContext

Checking changes

deletedObjects

insertedObjects

updatedObjects

hasChanges

Object registration and snapshotting

forgetObject

recordObject

committedSnapshotForObject

currentEventSnapshotForObject

objectForGlobalID

globalIDForObject

registeredObjects

Timestamping snapshots

defaultFetchTimestampLag

setDefaultFetchTimestampLag

fetchTimestamp

setFetchTimestamp

Locking objects

lockObject

lockObjectWithGlobalID

isObjectLockedWithGlobalID

setLocksObjectsBeforeFirstModification

locksObjectsBeforeFirstModification

Undoing operations

redo

undo

CLASS EOEditingContext

setUndoManager

undoManager

Accessing the shared editing context

sharedEditingContext

setSharedEditingContext

Deletion and Validation Behavior

setPropagatesDeletesAtEndOfEvent

propagatesDeletesAtEndOfEvent

setStopsValidationAfterFirstError

stopsValidationAfterFirstError

Returning related object stores

parentObjectStore

rootObjectStore

Managing editors

editors

addEditor

removeEditor

Setting the delegate

setDelegate

delegate

Setting the message handler

setMessageHandler

messageHandler

Invalidating objects

invalidatesObjectsWhenFinalized

Interacting with the server

invokeRemoteMethod

CLASS EOEditingContext

Locking

lock
unlock

Working with raw rows

faultForRawRow

Unarchiving from nib

defaultParentObjectStore
setDefaultParentObjectStore
setSubstitutionEditingContext
substitutionEditingContext

Nested EOEditingContext support

objectsWithFetchSpecification
objectsForSourceGlobalID
arrayFaultWithSourceGlobalID
faultForGlobalID
saveChangesInEditingContext
refaultObject
invalidateObjectsWithGlobalIDs
initializeObject

Archiving and unarchiving objects

encodeObjectWithCoder
initWithCoder
setUsesContextRelativeEncoding
usesContextRelativeEncoding

Constructors

EOEditingContext

```
public EOEditingContext()
```

Creates a new EOEditingContext object with the default parent object store as its parent object store. Shares objects with the default shared editing context (if any) unless you change its shared editing context with `setSharedEditingContext`.

```
public EOEditingContext(EOObjectStore anObjectStore)
```

Creates a new EOEditingContext object with `anObjectStore` as its parent object store. Shares objects with the default shared editing context (if any) unless you change its shared editing context with `setSharedEditingContext`. For more discussion of parent object stores, see [“Other Classes That Participate in Object Graph Management”](#) (page 71).

See Also: `parentObjectStore`, `defaultParentObjectStore`

Static Methods

`decodeWithKeyValueUnarchiver`

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to `EOKeyValueArchiving`.

`defaultFetchTimestampLag`

```
public static long defaultFetchTimestampLag()
```

Returns the default timestamp lag.

CLASS EOEditingContext

defaultParentObjectStore

```
public static EOObjectStore defaultParentObjectStore()
```

Returns the EOObjectStore that is the default parent object store for new editing contexts. Normally this is the EOObjectStoreCoordinator returned from the EOObjectStoreCoordinator static method `defaultCoordinator`.

See Also: `setDefaultParentObjectStore`

encodeObjectWithCoder

```
public static void encodeObjectWithCoder(  
    EOEnterpriseObject object,  
    NSCoder encoder)
```

Invoked by an enterprise object `object` to ask the EOEditingContext to encode `object` using `encoder`. For more discussion of this subject, see [“Using EOEditingContext to Archive Custom Objects in WebObjects Framework”](#) (page 86).

See Also: `initWithCoder`, `setUsesContextRelativeEncoding`, `usesContextRelativeEncoding`

initWithCoder

```
public static Object initWithCoder(  
    EOEnterpriseObject object,  
    NSCoder decoder)
```

Invoked by an enterprise object `object` to ask the EOEditingContext to initialize `object` from data in `decoder`. For more discussion of this subject, see [“Using EOEditingContext to Archive Custom Objects in WebObjects Framework”](#) (page 86).

See Also: `encodeObjectWithCoder`, `setUsesContextRelativeEncoding`, `usesContextRelativeEncoding`

setDefaultFetchTimestampLag

```
public static void setDefaultFetchTimestampLag(long lag)
```

Sets the default timestamp lag for newly instantiated editing contexts to `lag`. The default lag is 3600.0 seconds (one hour).

CLASS EOEditingContext

When a new editing context is initialized, it is assigned a fetch timestamp equal to the current time less the default timestamp lag. Setting the lag to a large number might cause every new editing context to accept very old cached data. Setting the lag to too low a value might degrade performance due to excessive fetching. A negative lag value is treated as 0.0.

setDefaultParentObjectStore

```
public static void setDefaultParentObjectStore(EOObjectStore store)
```

Sets the default parent EOObjectStore to *store*. You use this method before loading a nib file to change the default parent EOObjectStores of the EOEditingContexts in the nib file. The object you supply for *store* can be a different EOObjectStoreCoordinator or another EOEditingContext (if you're using a nested EOEditingContext). After loading a nib with an EOEditingContext substituted as the default parent EOObjectStore, you should restore the default behavior by setting the default parent EOObjectStore to *null*.

A default parent object store is global until it is changed again. For more discussion of this topic, see the chapter “Application Configurations” in the *Enterprise Objects Framework Developer's Guide*.

See Also: `defaultParentObjectStore`

setSubstitutionEditingContext

```
public static void setSubstitutionEditingContext(EOEditingContext anEditingContext)
```

Assigns *anEditingContext* as the EOEditingContext to substitute for the one specified in a nib file you're about to load. Using this method causes all of the connections in your nib file to be redirected to *anEditingContext*. This can be useful when you want an interface loaded from a second nib file to use an existing EOEditingContext. After loading a nib with a substitution EOEditingContext, you should restore the default behavior by setting the substitution EOEditingContext to *null*.

A substitution editing context is global until it is changed again. For more discussion of this topic, see the chapter “Application Configurations” in the *Enterprise Objects Framework Developer's Guide*.

See Also: `substitutionEditingContext`

CLASS EOEditingContext

setUsesContextRelativeEncoding

```
public static void setUsesContextRelativeEncoding(boolean flag)
```

Sets according to `flag` whether `encodeObjectWithCoder` uses context-relative encoding. For more discussion of this subject, see [“Using EOEditingContext to Archive Custom Objects in WebObjects Framework”](#) (page 86).

See Also: `usesContextRelativeEncoding`, `encodeObjectWithCoder`

substitutionEditingContext

```
public static EOEditingContext substitutionEditingContext()
```

Returns the substitution `EOEditingContext` if one has been specified. Otherwise returns `null`.

See Also: `setSubstitutionEditingContext`

usesContextRelativeEncoding

```
public static boolean usesContextRelativeEncoding()
```

Returns `true` to indicate that `encodeObjectWithCoder` uses context relative encoding, `false` otherwise. For more discussion of this subject, see [“Using EOEditingContext to Archive Custom Objects in WebObjects Framework”](#) (page 86).

See Also: `setUsesContextRelativeEncoding`

Instance Methods

addEditor

```
public void addEditor(Object editor)
```

Adds `editor` to the receiver’s set of `EOEditingContext.Editors`. For more explanation, see the method description for `editors` and the `EOEditingContext.Editors` interface specification.

See Also: `removeEditor`

CLASS EOEditingContext

arrayFaultWithSourceGlobalID

```
public NSArray arrayFaultWithSourceGlobalID(  
    EOGlobalID globalID,  
    String name,  
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from EOObjectStore. If the objects associated with the EOGlobalID `globalID` are already registered in the receiver, returns those objects. Otherwise, propagates the message down the object store hierarchy, through the parent object store, ultimately to the associated EODatabaseContext. The EODatabaseContext creates and returns a to-many fault.

When a parent EOEditingContext receives this on behalf of a child EOEditingContext and the EOGlobalID `globalID` identifies a newly inserted object in the parent, the parent returns a copy of its object's relationship array with the member objects translated into objects in the child EOEditingContext.

For more information on faults, see the EOObjectStore, EODatabaseContext (EOAccess), and EOFaultHandler class specifications.

See Also: `faultForGlobalID`

committedSnapshotForObject

```
public NSDictionary committedSnapshotForObject(EOEnterpriseObject object)
```

Returns a dictionary containing a snapshot of `object` that reflects its committed values (that is, its values as they were last committed to the database). In other words, this snapshot represents the state of the object before any modifications were made to it. The snapshot is updated to the newest object state after a save.

See Also: `currentEventSnapshotForObject`

CLASS EOEditingContext

currentEventSnapshotForObject

```
public NSDictionary currentEventSnapshotForObject(EOEnterpriseObject object)
```

Returns a dictionary containing a snapshot of `object` that reflects its state as it was at the beginning of the current event loop. After the end of the current event—upon invocation of `processRecentChanges`—this snapshot is updated to hold the modified state of the object.

See Also: `committedSnapshotForObject`, `processRecentChanges`

delegate

```
public Object delegate()
```

Returns the receiver's delegate.

See Also: `setDelegate`

deleteObject

```
public void deleteObject(EOEnterpriseObject object)
```

Specifies that `object` should be removed from the receiver's parent `EOObjectStore` when changes are committed. At that time, the object will be removed from the uniquing tables.

See Also: `deletedObjects`

deletedObjects

```
public NSArray deletedObjects()
```

Returns the objects that have been deleted from the receiver's object graph.

See Also: `updatedObjects`, `insertedObjects`

dispose

```
public void dispose()
```

Description forthcoming.

CLASS EOEditingContext

editingContextDidForgetObjectWithGlobalID

```
public void editingContextDidForgetObjectWithGlobalID(  
    EOEditingContext context,  
    EOGlobalID gid)
```

See the superclass's method description of `editingContextDidForgetObjectWithGlobalID` in the class specification for `EOObjectStore`.

editors

```
public NSArray editors()
```

Returns the receiver's editors. Editors are special-purpose delegate objects that may contain uncommitted changes that need to be validated and applied to enterprise objects before the `EOEditingContext` saves changes. For example, `EODisplayGroups` (`EOInterface`) register themselves as editors with the `EOEditingContext` of their data sources so that they can save any changes in the key text field. For more information, see the `EOEditingContext.Editors` interface specification and the `EODisplayGroup` class specification.

See Also: `addEditor`, `removeEditor`

encodeWithKeyValueUnarchiver

```
public Object encodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to `EOKeyValueArchiving`.

faultForGlobalID

```
public EOEnterpriseObject faultForGlobalID(  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from `EOObjectStore`. If the object associated with the `EOGlobalID globalID` is already registered in the receiver (or in the receiver's `sharedEditingContext`), this method returns that object. Otherwise, the method propagates the message down the object store hierarchy, through the parent object store, ultimately to the associated `EODatabaseContext`. The `EODatabaseContext` creates and returns a to-one fault.

CLASS EOEditingContext

For example, suppose you want the department object whose `deptID` has a particular value. The most efficient way to get it is to look it up by its `globalID` using `faultForGlobalID`.

If the department object is already registered in the `EOEditingContext`, `faultForGlobalID` returns the object (without going to the database). If not, a fault for this object is created, and the object is fetched only when you trigger the fault.

In a nested editing context configuration, when a parent `EOEditingContext` is sent `faultForGlobalID` on behalf of a child `EOEditingContext` and `globalID` identifies a newly inserted object in the parent, the parent registers a copy of the object in the child.

For more discussion of this method, see the section [“Working with Objects Across Multiple EOEditingContexts”](#) (page 83). For more information on faults, see the `EOObjectStore`, `EODatabaseContext` (`EOAccess`), and `EOFaultHandler` class specifications.

See Also: `arrayFaultWithSourceGlobalID`

faultForRawRow

```
public EOEnterpriseObject faultForRawRow(
    NSDictionary row,
    String entityName)
```

```
public EOEnterpriseObject faultForRawRow(
    NSDictionary row,
    String entityName,
    EOEditingContext context)
```

Returns a fault for the raw row `row` by invoking `faultForRawRow` with `this` as the editing context.

fetchTimestamp

```
public long fetchTimestamp()
```

Returns the receiver's fetch timestamp.

CLASS EOEditingContext

forgetObject

```
public void forgetObject(EOEnterpriseObject object)
```

Removes `object` from the uniquing tables and causes the receiver to remove itself as the object's observer. This method is invoked whenever an object being observed by an `EOEditingContext` is finalized. You should never invoke this method directly. The correct way to remove an object from its editing context is to remove every reference to the object by refaulting any object that references it (using `refaultObjects` or `invalidateAllObjects`). Also note that this method does not have the effect of deleting an object—to delete an object you should either use the `deleteObject` method or remove the object from an owning relationship.

globalIDForObject

```
public EOGlobalID globalIDForObject(EOEnterpriseObject object)
```

Returns the `EOGlobalID` for `object`. All objects fetched from an external store are registered in an `EOEditingContext` along with a global identifier (`EOGlobalID`) that's used to uniquely identify each object to the external store. If `object` hasn't been registered in the `EOEditingContext` or in its `sharedEditingContext` (that is, if no match is found), this method returns `null`. Objects are registered in an `EOEditingContext` using the `insertObject` method, or, when fetching, with `recordObject`.

See Also: `objectForGlobalID`

hasChanges

```
public boolean hasChanges()
```

Returns `true` if any of the objects in the receiver's object graph have been modified—that is, if any objects have been inserted, deleted, or updated.

initializeObject

```
public void initializeObject(  
    EOEnterpriseObject object,  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from `EOObjectStore` to build the properties for the `object` identified by `globalID`. When a parent `EOEditingContext` receives this on behalf of a child `EOEditingContext` (as represented by `anEditingContext`), and the `globalID` identifies an object

CLASS EOEditingContext

instantiated in the parent, the parent returns properties extracted from its object and translated into the child's context. This ensures that a nested context "inherits" modified values from its parent EOEditingContext. If the receiver doesn't have `object`, the request is forwarded the receiver's parent EOObjectStore.

insertedObjects

```
public NSArray insertedObjects()
```

Returns the objects that have been inserted into the receiver's object graph.

See Also: `deletedObjects`, `updatedObjects`

insertObject

```
public void insertObject(EOEnterpriseObject object)
```

Registers (by invoking `insertObjectWithGlobalID`) `object` to be inserted in the receiver's parent EOObjectStore the next time changes are saved. In the meantime, `object` is registered in the receiver with a temporary `globalID`.

See Also: `insertedObjects`, `deletedObjects`, `insertObjectWithGlobalID`

insertObjectWithGlobalID

```
public void insertObjectWithGlobalID(  
    EOEnterpriseObject anEOEnterpriseObject,  
    EOGlobalID anEOGlobalID)
```

Registers a new `object` identified by `globalID` that should be inserted in the parent EOObjectStore when changes are saved. Works by invoking `recordObject`, unless the receiver already contains the object. Sends `object` the message `awakeFromInsertion`. `globalID` must respond `true` to `isTemporary`. When the external store commits `object`, it re-records it with the appropriate permanent `globalID`.

It is an error to insert an object that's already registered in an editing context unless you are effectively undeleting the object by reinserting it.

See Also: `insertObject`

CLASS EOEditingContext

invalidateAllObjects

```
public void invalidateAllObjects()
```

Overrides the implementation inherited from EOObjectStore to discard the values of objects cached in memory and refault them, which causes them to be refetched from the external store the next time they're accessed. This method sends the message `invalidateObjectsWithGlobalIDs` to the parent object store with the globalIDs of all of the objects cached in the receiver. When an EOEditingContext receives this message, it propagates the message down the object store hierarchy. EODatabaseContexts discard their snapshots for invalidated objects and broadcast an `ObjectsChangedInStoreNotification`. (EODatabaseContext is defined in EOAccess.)

The final effect of this method is to refault all objects currently in memory. The next time you access one of these objects, it's refetched from the database.

To flush the entire application's cache of all values fetched from an external store, use a statement such as the following:

```
EOEditingContext.rootObjectStore().invalidateAllObjects();
```

If you just want to discard uncommitted changes but you don't want to sacrifice the values cached in memory, use the EOEditingContext `revert` method, which reverses all changes and clears the undo stack. For more discussion of this topic, see the section [“Methods for Managing the Object Graph”](#) (page 80).

See Also: `refetch`, `invalidateObjectsWithGlobalIDs`

invalidateObjectsWithGlobalIDs

```
public void invalidateObjectsWithGlobalIDs(NSArray globalIDs)
```

Overrides the implementation inherited from EOObjectStore to signal to the parent object store that the cached values for the objects identified by `globalIDs` should no longer be considered valid and that they should be refaulted. Invokes `processRecentChanges` before refaulting the objects. This message is propagated to any underlying object store, resulting in a refetch the next time the objects are accessed. Any related (child or peer) object stores are notified that the objects are no longer valid. All uncommitted changes to the objects are lost. For more discussion of this topic, see the section [“Methods for Managing the Object Graph”](#) (page 80).

See Also: `invalidateAllObjects`

CLASS EOEditingContext

invalidatesObjectsWhenFinalized

```
public boolean invalidatesObjectsWhenFinalized()
```

Returns `true` to indicate that the receiver clears and “booby-traps” all of the objects registered with it when the receiver is finalized, `false` otherwise. The default is `true`. In this method, “invalidate” has a different meaning than it does in the other `invalidate...` methods.

invokeRemoteMethod

```
public Object invokeRemoteMethod(  
    EOEditingContext editingContext,  
    EOGlobalID globalID,  
    String methodName,  
    Class[] argumentTypes  
    Object[] objects)
```

Executes a remote method on the server. This method has the side effect of saving the changes in the receiver to the editing context in the server session. Note that none of the arguments or the result should be enterprise objects: use globalIDs to specify enterprise objects. The `argumentTypes` argument holds the types of the remote method’s (specified by `methodName`) arguments.

isObjectLockedWithGlobalID

```
public boolean isObjectLockedWithGlobalID(  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Returns `true` if the object identified by `globalID` in `anEditingContext` is locked, `false` otherwise. This method works by forwarding the message `isObjectLockedWithGlobalID` to its parent object store.

See Also: `lockObject`, `lockObjectWithGlobalID`, `locksObjectsBeforeFirstModification`

lock

```
public void lock()
```

Locks access to the receiver to prevent other threads from accessing it. If the receiver has a `sharedEditingContext`, the receiver takes a reader lock on it, as well. You should lock an editing context when you are accessing or modifying objects managed by the editing context. The thread-safety provided by Enterprise Objects Framework allows one thread to be active in each

CLASS EOEditingContext

EOEditingContext and one thread to be active in each EODatabaseContext (EOAccess). In other words, multiple threads can access and modify objects concurrently in different editing contexts, but only one thread can access the database at a time (to save, fetch, or fault).

This method creates an NSAutoreleasePool that is released when `unlock` is called. Consequently, objects that have been autoreleased within the scope of a `lock/unlock` pair may not be valid after the `unlock`.

Similarly, when you catch exceptions, you need to retain the local exception before raising because the exception is in the lock's pool.

lockObject

```
public void lockObject(EOEnterpriseObject anObject)
```

Attempts to lock `anObject` in the external store. This method works by invoking `lockObjectWithGlobalID`. Throws an exception if it can't find the `globalID` for `anObject` to pass to `lockObjectWithGlobalID`.

See Also: `isObjectLockedWithGlobalID`, `locksObjectsBeforeFirstModification`

lockObjectWithGlobalID

```
public void lockObjectWithGlobalID(  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from `EOObjectStore` to attempt to lock the object identified by `globalID` in `anEditingContext` in the external store. Throws an exception if unable to obtain the lock. This method works by forwarding the message `lockObjectWithGlobalID` to its parent object store.

See Also: `lockObject`, `isObjectLockedWithGlobalID`, `locksObjectsBeforeFirstModification`

CLASS EOEditingContext

locksObjectsBeforeFirstModification

```
public boolean locksObjectsBeforeFirstModification()
```

Returns true if the receiver locks `object` in the external store (with `lockObject`) the first time `object` is modified.

See Also: `setLocksObjectsBeforeFirstModification`, `isObjectLockedWithGlobalID`, `lockObject`, `lockObjectWithGlobalID`

messageHandler

```
public Object messageHandler()
```

Returns the EOEditingContext's message handler. A message handler is a special-purpose delegate responsible for presenting errors to the user. Typically, an EODisplayGroup (EOInterface) registers itself as the message handler for its EOEditingContext. For more information, see the EOEditingContext.MessageHandler interface specification.

See Also: `setMessageHandler`

objectForGlobalID

```
public EOEnterpriseObject objectForGlobalID(EOGlobalID globalID)
```

Returns the object identified by `globalID`, or null if no object has been registered in the EOEditingContext (or its `sharedEditingContext`) with `globalID`.

See Also: `globalIDForObject`

objectsForSourceGlobalID

```
public NSArray objectsForSourceGlobalID(
    EOGlobalID globalID,
    String name,
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from EOObjectStore to service a to-many fault for a relationship named `name`. When a parent EOEditingContext receives a `objectsForSourceGlobalID` message on behalf of a child editing context and `globalID` matches an object instantiated in the parent, the parent returns a copy of its relationship array and translates its objects into the child

CLASS EOEditingContext

editing context. This ensures that a child editing context “inherits” modified values from its parent. If the receiving editing context does not have the specified object or if the parent’s relationship property is still a fault, the request is forwarded to its parent object store.

objectsWithFetchSpecification

```
public NSArray objectsWithFetchSpecification(EOFetchSpecification fetchSpecification)
```

```
public NSArray objectsWithFetchSpecification(  
    EOFetchSpecification fetchSpecification,  
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from EOObjectStore to fetch objects from an external store according to the criteria specified by `fetchSpecification` and return them in an array. If one of these objects is already present in memory, this method doesn’t overwrite its values with the new values from the database. This method throws an exception if an error occurs; the error message indicates the nature of the problem.

When an EOEditingContext receives this message, it forwards the message to its root object store. Typically the root object store is an EOObjectStoreCoordinator with underlying EODatabaseContexts. In this case, the object store coordinator forwards the request to the appropriate database context based on the entity name in `fetchSpecification`. The database context then obtains an EODatabaseChannel and performs the fetch, registering all fetched objects in `anEditingContext` or in the receiver if `anEditingContext` isn’t provided. (Note that EODatabaseContext and EODatabaseChannel are defined in EOAccess.)

objectWillChange

```
public void objectWillChange(Object object)
```

This method is automatically invoked when any of the objects registered in the receiver invokes its `willChange` method. This method is EOEditingContext’s implementation of the EOObserving protocol.

parentObjectStore

```
public EOObjectStore parentObjectStore()
```

Returns the EOObjectStore from which the receiver fetches and to which it saves objects.

CLASS EOEditingContext

processRecentChanges

```
public void processRecentChanges()
```

Forces the receiver to process pending insertions, deletions, and updates. Normally, when objects are changed, the processing of the changes is deferred until the end of the current event. At that point, an EOEditingContext moves objects to the inserted, updated, and deleted lists, delete propagation is performed, undos are registered, and `ObjectsChangedInStoreNotification` and `ObjectsChangedInEditingContextNotification` are posted. You can use this method to explicitly force changes to be processed. An EOEditingContext automatically invokes this method on itself before performing certain operations such as `saveChanges`. This method does nothing in Java Client applications.

propagatesDeletesAtEndOfEvent

```
public boolean propagatesDeletesAtEndOfEvent()
```

Returns `true` if the receiver propagates deletes at the end of the event in which a change was made, `false` if it propagates deletes only right before saving changes. The default is `true`.

See Also: `setPropagatesDeletesAtEndOfEvent`

recordObject

```
public void recordObject(  
    EOEnterpriseObject object,  
    EOGlobalID globalID)
```

Makes the receiver aware of an object identified by `globalID` existing in its parent object store. EOObjectStores (such as the access layer's EODatabaseContext) usually invoke this method for each object fetched. When it receives this message, the receiver enters the object in its uniquing table and registers itself as an observer of the object.

CLASS EOEditingContext

redo

```
public void redo()
```

Sends `editingContextWillSaveChanges` messages to the receiver's editors, and sends a `redo` message to the receiver's `NSUndoManager`, asking it to reverse the latest undo operation applied to objects in the object graph.

See Also: `undo`

refaultObject

```
public void refaultObject(  
    EOEnterpriseObject anObject,  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Overrides the implementation inherited from `EOObjectStore` to refault the enterprise object object identified by `globalID` in `anEditingContext`. This method should be used with caution since refaulting an object does not remove the object snapshot from the undo stack. Objects that have been newly inserted or deleted should not be refaulted.

The main purpose of this method is to break reference cycles between enterprise objects. For example, suppose you have an `Employee` object that has a to-one relationship to its `Department`, and the `Department` object in turn has an array of `Employee` objects. You can use this method to break the reference cycle. Note that reference cycles are automatically broken if the `EOEditingContext` is finalized. For more discussion of this topic, see the section [“Methods for Managing the Object Graph”](#) (page 80).

See Also: `invalidateObjectsWithGlobalIDs`

refaultObjects

```
public void refaultObjects()
```

Refaults all objects cached in the receiver that haven't been inserted, deleted, or updated. Invokes `processRecentChanges`, then invokes `refaultObject` for all objects that haven't been inserted, deleted, or updated. For more discussion of this topic, see the section [“Methods for Managing the Object Graph”](#) (page 80) in the class description.

CLASS EOEditingContext

refetch

```
public void refetch()
```

Sends `editingContextWillSaveChanges` messages to the receiver's editors, and invokes the `invalidateAllObjects` method.

registeredObjects

```
public NSArray registeredObjects()
```

Returns the enterprise objects managed by the receiver.

removeEditor

```
public void removeEditor(Object anObject)
```

Unregisters `editor` from the receiver. For more discussion of `EOEditors`, see the `editors` method description and the `EOEditingContext.Editors` interface specification.

See Also: `addEditor`

reset

```
public void reset()
```

Forgets all objects and makes them unusable. This method also resets the `fetchTimestamp` as if the editing context were just initialized.

revert

```
public void revert()
```

Sends `editingContextWillSaveChanges` messages to the receiver's editors, and removes everything from the undo stack, discards all insertions and deletions, and restores updated objects to their last committed values. Does not refetch from the database. Note that `revert` doesn't automatically

CLASS `EOEditingContext`

cause higher level display groups (WebObject's `WODisplayGroups` or the interface layer's `EODisplayGroups`) to refetch. Display groups that allow insertion and deletion of objects need to be explicitly synchronized whenever this method is invoked on their `EOEditingContext`.

See Also: `invalidateAllObjects`

rootObjectStore

```
public EOObjectStore rootObjectStore()
```

Returns the `EOObjectStore` at the base of the object store hierarchy (usually an `EOObjectStoreCoordinator`).

saveChanges

```
public void saveChanges()
```

Sends `editingContextWillSaveChanges` messages to the receiver's editors, and commits changes made in the receiver to its parent `EOObjectStore` by sending it the message `saveChangesInEditingContext`. If the parent is an `EOObjectStoreCoordinator`, it guides its `EOCooperatingObjectStores`, typically `EODatabaseContexts`, through a multi-pass save operation (see the `EOObjectStoreCoordinator` class specification for more information). If a database error occurs, an exception is thrown. The error message indicates the nature of the problem.

```
public void saveChanges(Object anObject)
```

Invokes the no-argument version, handling an exception using the message handler. For example, if a validation error occurs, the message handler (usually an `EODisplayGroup`) presents an alert panel with the text of the validation exception.

saveChangesInEditingContext

```
public void saveChangesInEditingContext(EOEditingContext anEditingContext)
```

Overrides the implementation inherited from `EOObjectStore` to tell the receiver's `EOObjectStore` to accept changes from a child `EOEditingContext`. This method shouldn't be invoked directly. It's invoked by a nested `EOEditingContext` when it's committing changes to a parent `EOEditingContext`. The receiving parent `EOEditingContext` incorporates all changes from the nested `EOEditingContext` into its own copies of the objects, but it doesn't immediately save those

CLASS EOEditingContext

changes to the database. If the parent itself is later sent `saveChanges`, it propagates any changes received from the child along with any other changes to its parent `EOObjectStore`. Throws an exception if an error occurs; the error message indicates the nature of the problem.

setDelegate

```
public void setDelegate(Object anObject)
```

Set the receiver's delegate to be `anObject`.

See Also: `delegate`

setFetchTimestamp

```
public void setFetchTimestamp(long timestamp)
```

Sets the receiver's fetch timestamp. When an editing context fetches objects from its parent object store, the parent object store can use the timestamp to determine whether to use cached data or to refetch the most current values. An editing context prefers that fetched values are at least as recent as its fetch timestamp. Note that the parent object store is free to ignore the timestamp; so this value should be considered a hint or request and not a guarantee.

Note: Changing the fetch timestamp has no effect on existing objects in the editing context; it can affect only subsequent fetches. To refresh existing objects, invoke `refaultObjects` before you invoke `setFetchTimestamp`.

The initial value for the fetch timestamp of a new non-nested editing context is the current time less the `defaultFetchTimestampLag`. A nested editing context always uses its parent's fetch timestamp. `setFetchTimestamp`: raises if it's invoked on a nested editing context.

setInvalidatesObjectsWhenFinalized

```
public void setInvalidatesObjectsWhenFinalized(boolean flag)
```

Description forthcoming.

CLASS EOEditingContext

setSharedEditingContext

```
public void setSharedEditingContext(EOSharedEditingContext sharedEC)
```

Sets the receiver's shared editing context. Raises if the receiver and `sharedEC` both contain the same object (otherwise object uniquing would be violated) or if `sharedEC` is not an instance of the `EOSharedEditingContext` class.

By default, an editing context that has no shared editing context listens for `DefaultSharedEditingContextWasInitializedNotifications`. If a notification is posted while the context has no registered objects, the editing context sets its shared editing context to the newly initialized default shared editing context.

Invoke this method with `null` to remove the receiver as an observer of this notification and to prevent the context from accessing any objects in the default shared editing context.

setLocksObjectsBeforeFirstModification

```
public void setLocksObjectsBeforeFirstModification(boolean flag)
```

Sets according to `flag` whether the receiver locks `object` in the external store (with `lockObject`) the first time `object` is modified. The default is `false`. If `flag` is `true`, an exception will be thrown if a lock can't be obtained when `object` invokes `willChange`. There are two reasons a lock might fail: because the row is already locked in the server, or because your snapshot is out of date. If your snapshot is out of date, you can explicitly refetch the object using an `EOFetchSpecification` with `setRefreshesRefetchedObjects` set to `true`. To handle the exception, you can implement the `EODatabaseContext` delegate method `databaseContextShouldRaiseExceptionForLockFailure::`.

You should avoid using this method or pessimistic locking in an interactive end-user application. For example, a user might make a change in a text field and neglect to save it, thereby leaving the data locked in the server indefinitely. Consider using optimistic locking or application level explicit check-in/check-out instead.

See Also: `locksObjectsBeforeFirstModification`

setMessageHandler

```
public void setMessageHandler(Object handler)
```

Set the receiver's message handler to be `handler`.

See Also: `messageHandler`

CLASS EOEditingContext

setPropagatesDeletesAtEndOfEvent

```
public void setPropagatesDeletesAtEndOfEvent(boolean flag)
```

Sets according to `flag` whether the receiver propagates deletes at the end of the event in which a change was made, or only just before saving changes.

If `flag` is `true`, deleting an enterprise object triggers delete propagation at the end of the event in which the deletion occurred (this is the default behavior). If `flag` is `false`, delete propagation isn't performed until `saveChanges` is invoked.

You can delete enterprise objects explicitly by using the `deleteObject` method or implicitly by removing the enterprise object from an owning relationship. Delete propagation uses the delete rules in the `EOClassDescription` to determine whether objects related to the deleted object should also be deleted (for more information, see the `EOClassDescription` class specification and the `EOEnterpriseObject` interface informal protocol specification). If delete propagation fails (that is, if an enterprise object refuses to be deleted—possibly due to a deny rule), all changes made during the event are rolled back.

See Also: `propagatesDeletesAtEndOfEvent`

setStopsValidationAfterFirstError

```
public void setStopsValidationAfterFirstError(boolean flag)
```

Sets according to `flag` whether the receiver stops validating after the first error is encountered, or continues for all objects (validation typically occurs during a save operation). The default is `true`. Setting it to `false` is useful if the delegate implements `editingContextShouldPresentException` to handle the presentation of aggregate exceptions.

See Also: `stopsValidationAfterFirstError`

setUndoManager

```
public void setUndoManager(NSUndoManager undoManager)
```

Sets the receiver's `NSUndoManager` to `undoManager`. You might invoke this method with `null` if your application doesn't need undo and you want to avoid the overhead of an undo stack. For more information on editing context's undo support, see the section [“Undo and Redo”](#) (page 79).

See Also: `undoManager`

CLASS EOEditingContext

sharedEditingContext

```
public EOSharedEditingContext sharedEditingContext()
```

Returns the shared editing context used by the receiver.

stopsValidationAfterFirstError

```
public boolean stopsValidationAfterFirstError()
```

Returns `true` to indicate that the receiver should stop validating after it encounters the first error, or `false` to indicate that it should continue for all objects.

See Also: `setStopsValidationAfterFirstError`

tryToSaveChanges

```
public Throwable tryToSaveChanges()
```

Description forthcoming.

undo

```
public void undo()
```

Sends `editingContextWillSaveChanges` messages to the receiver's editors, and sends an undo message to the receiver's `NSUndoManager`, asking it to reverse the latest uncommitted changes applied to objects in the object graph. For more information on editing context's undo support, see the section "[Undo and Redo](#)" (page 79).

See Also: `redo`

undoManager

```
public NSUndoManager undoManager()
```

Returns the receiver's `NSUndoManager`.

See Also: `setUndoManager`

CLASS EOEditingContext

unlock

```
public void unlock()
```

Unlocks access to the receiver so that other threads may access it. If the receiver has a `sharedEditingContext`, the receiver unlocks a reader lock on the shared context.

See Also: `lock`

updatedObjects

```
public NSArray updatedObjects()
```

Returns the objects in the receiver's object graph that have been updated.

See Also: `deletedObjects`, `insertedObjects`

Notifications

The following notifications are declared (except where otherwise noted) and posted by `EOEditingContext`.

EditingContextDidSaveChangesNotification

```
public static final String EditingContextDidSaveChangesNotification
```

This notification is broadcast after changes are saved to the `EOEditingContext`'s parent `EOObjectStore`. The notification contains:

Notification Object

The `EOEditingContext`

CLASS EOEditingContext

userInfo

A dictionary with the following keys (constants) and values

Key	Value
EOObjectStore.UpdatedKey	An NSArray containing the changed objects
EOObjectStore.InsertedKey	An NSArray containing the inserted objects
EOObjectStore.DeletedKey	An NSArray containing the deleted objects

InvalidatedAllObjectsInStoreNotification

This notification is defined by EOObjectStore. When posted by an EOEditingContext, it's the result of the editing context invalidating all its objects. When an EOEditingContext receives an `InvalidatedAllObjectsInStoreNotification` from its parent EOObjectStore, it clears its lists of inserted, updated, and deleted objects, and resets its undo stack. The notification contains:

Notification Object	The EOEditingContext
userInfo Dictionary	None.

An interface layer EODisplayGroup (not a WebObjects WODisplayGroup) listens for this notification to refetch its contents. See the EOObjectStore class specification for more information on this notification.

ObjectsChangedInStoreNotification

This notification is defined by EOObjectStore. When posted by an EOEditingContext, it's the result of the editing context processing `objectWillChange` observer notifications in `processRecentChanges`, which is usually as the end of the event in which the changes occurred. See the EOObjectStore class specification for more information on `ObjectsChangedInStoreNotification`.

This notification contains:

Notification Object	The EOEditingContext
---------------------	----------------------

CLASS EOEditingContext

userInfo

A dictionary with the following keys (constants) and values

Key	Value
<code>EOObjectStore.UpdatedKey</code>	An NSArray of EOGlobalIDs for objects whose properties have changed. A receiving EOEditingContext typically responds by refaulting the objects.
<code>EOObjectStore.InsertedKey</code>	An NSArray of EOGlobalIDs for objects that have been inserted into the EOObjectStore.
<code>EOObjectStore.DeletedKey</code>	An NSArray of EOGlobalIDs for objects that have been deleted from the EOObjectStore.
<code>EOObjectStore.InvalidatedKey</code>	An NSArray of EOGlobalIDs for objects that have been turned into faults. Invalidated objects are those for which the cached view should no longer be trusted. Invalidated objects should be refaulted so that they are refetched when they're next examined.

ObjectsChangedInEditingContextNotification

```
public static final String ObjectsChangedInEditingContextNotification
```

This notification is broadcast whenever changes are made in an EOEditingContext. It's similar to `ObjectsChangedInStoreNotification`, except that it contains objects rather than globalIDs. The notification contains:

Notification Object

The EOEditingContext

userInfo

A dictionary with the following keys (constants) and values

Key	Value
<code>EOObjectStore.UpdatedKey</code>	An NSArray containing the changed objects
<code>EOObjectStore.DeletedKey</code>	An NSArray containing the deleted objects
<code>EOObjectStore.InsertedKey</code>	An NSArray containing the inserted objects
<code>EOObjectStore.InvalidatedKey</code>	An NSArray containing invalidated objects.

CLASS EOEditingContext

Interface layer EODisplayGroups (not WebObjects WODisplayGroups) listen for this notification to redisplay their contents.

EOEvent

Inherits from: Object

Package: com.webobjects.eocontrol

Class Description

EOEvent is an abstract class that provides concrete subclasses with a structure for storing information (such as duration) about a logged event.

Subclasses of EOEvent don't need to override any inherited methods or implement any methods at all. You can customize the behavior if you want, but the EOEvent implementations are sufficient for most cases. Generally, to create a subclass of EOEvent, you merely declare it and create a description file that defines the events your subclass logs. The class itself usually declares no instance variables and implements no methods. The abstract implementation gets all the information it needs from the description file. For more information on the description file, see the `eventTypeDescriptions` method description.

Most of the work involved in logging custom events is instrumenting your code. For more information on that and on the event logging system itself, see the EOEventCenter class specification.

Constants

EOAttribute defines the following `int` constant as a possible signature type for use with the methods `signatureOfType`, `aggregateEvents`, and `groupEvents`.

- `E0BasicEventSignature`

Additionally, EOEvent defines the following `String` constant to be used as a key into the dictionary returned by `eventTypeDescriptions`. The `E0EventGroupName` entry provides the description of the family of events represented by the event class.

- `E0EventGroupName`

Method Types

Defining an event type

`eventTypeDescriptions`

`description`

Accessing information about the event

`toString`

`title`

`startDate`

`duration`

`durationWithoutSubevents`

`setType`

`type`

`setInfo`

CLASS EOEvent

info

comment

classDescription

Grouping and Aggregating Events

aggregateEvents

groupEvents

signatureOfType

Displaying event information

displayComponentName

Traversing the event hierarchy

parentEvent

subevents

Logging events

markAtomicWithInfo

markEnd

markStartWithInfo

Constructors

EOEvent

```
public EOEvent()
```

Description forthcoming.

Static Methods

aggregateEvents

```
public static NSArray aggregateEvents(
    NSArray events,
    int tag)
```

Returns an array of aggregated events. Gets the signature of type `tag` from each event in `events` and aggregates events with the same signature into a special, single event. The resulting array has an event for each different signature. The events in this array have a duration equal to the sum of the durations of its aggregated events. The `subevents` of these special events are the union of the subevents of its aggregated events.

This method is for use by the WOEventDisplay page. For more information, see [“WOEventDisplay page”](#) (page 90).

classDescription

```
public static String classDescription(Class aClass)
```

Description forthcoming.

eventTypeDescriptions

```
public static NSDictionary eventTypeDescriptions(Class aClass)
```

Returns a dictionary of event types and descriptions for the family of events represented by the event class specified by `aClass`. The keys of this dictionary are event types and the corresponding values are descriptions of events of the types. Subclasses don't need to implement this method; EOEvent's implementation is generally sufficient for subclasses.

EOEvent's implementation reads the event types and their descriptions from a file. To define the types your event class represents, create a description file for your event and add it to your project's Resources folder. An event's description file defines the event **categories** and **subcategories** used in the WOEventDisplay page. The file's contents is a dictionary in plist format.

CLASS EOEvent

For example, consider the `ODBCAdaptorEvent` that logs events for the ODBC adaptor. `ODBCAdaptorEvent` is a subclass of `EOEvent`. It uses `EOEvent`'s implementation of `eventTypeDescriptions`. The name of its description file is `ODBCAdaptorEvent.description`, and it looks like this:

```
{
    EOEventGroupName = "ODBC Adaptor Event";
    connect = "Connect";
    openChannel = "Open Channel";
    evaluateExpression = "Evaluate Expression";
    fetchRow = "Fetch Row";
    commitTransaction = "Commit Transaction";
}
```

Using the `EOEvent` implementation, the `EOEventGroupName` entry is mandatory; it describes the family of events logged by the event class. Any other keys are defined by the event class itself. In the `ODBCAdaptorEvent` class, the other keys (`connect`, `openChannel`, and so on) are the **types** of the events `ODBCAdaptorEvent` logs.

If the file doesn't exist or if there's an error reading the file, `EOEvent` creates a dictionary with a single entry; the entry's key is `EOEventGroupName` and the value is the name of the event class (such as `ODBCAdaptorEvent`).

groupEvents

```
public static NSArray groupEvents(
    NSArray events,
    int tag)
```

Returns an array of grouped events. Gets the signature of type `tag` from each event in `events` and groups events with the same signature into a special, single event. The resulting array has an event for each different signature. The `subevents` of these special events are the grouped events.

This method is for use by the `WOEventDisplay` page. For more information, see [“WOEventDisplay page”](#) (page 90).

Instance Methods

comment

```
public String comment()
```

Returns type specific information about the event. `EOEvent`'s implementation returns a string representation of the receiver's `info`.

description

```
public String description()
```

Returns a description of the family of events represented by the class. `EOEvent`'s implementation returns the event description for the `EOEventGroupName` key. For more information, see the `eventTypeDescriptions` method description.

displayComponentName

```
public String displayComponentName()
```

Returns the name of a `WebObjects` component to use to display the receiver's logging information. `EOEvent`'s implementation uses the `WOEventRow` component, which is generally sufficient for subclasses.

duration

```
public long duration()
```

Returns the duration of the receiver, in milliseconds; returns 0 if the event is atomic (not a branch event) or if the branch is not yet closed.

CLASS `EOEvent`

`durationWithoutSubevents`

```
public long durationWithoutSubevents()
```

Returns the duration of receiver, in milliseconds, not including the time spent in its subevents (if any).

`info`

```
public Object info()
```

Returns the custom info for the receiver.

`markAtomicWithInfo`

```
public void markAtomicWithInfo(Object info)
```

Initializes the receiver, a newly allocated event, as an atomic event that has an absolute `startDate` (and not a `duration`), and assigns the event's `info`. The newly allocated event is usually created with the `EOEventCenter` method `newEventOfClass`.

Note: Don't invoke this method directly. Use the corresponding method defined in `EOEventCenter` instead.

`markEnd`

```
public void markEnd()
```

Marks the end of a branch event, which has the side-effect of setting the `duration`.

Note: Don't invoke this method directly. Use the corresponding method defined in `EOEventCenter` instead.

CLASS EOEvent

markStartWithInfo

```
public void markStartWithInfo(Object info)
```

Initializes the receiver, a newly allocated event, to be a branch event (that possibly has nested subevents), and assigns its `info` to `info`. The newly allocated event is usually created with the `EOEventCenter` method `newEventOfClass`.

Note: Don't invoke this method directly. Use the corresponding method defined in `EOEventCenter` instead.

parentEvent

```
public EOEvent parentEvent()
```

Returns the parent event, if any, or `null` otherwise. Events logged at the root level do not have a parent. Other events return the event that was open at the time that they were started.

setInfo

```
public void setInfo(Object info)
```

Sets the custom event information for the receiver. This information is used to display event logging information in the `WOEventDisplay` page. The `info` argument can be any kind of object that responds to `equals` and `toString`.

setType

```
public void setType(String type)
```

Sets the receiver's type to `type`. `EOEvent`'s implementation gets the set of available types from a description file. For more information, see the `eventTypeDescriptions` method description.

CLASS EOEvent

signatureOfType

```
public String signatureOfType(int tag)
```

Returns the requested receiver's signature, which can be used to group and aggregate the receiver with other events that have the same signature. EOEvent defines one signature type, `EOBasicEventSignature`, which has the corresponding signature of the form "*title - comment*". If the specified signature type is unknown, EOEvent's implementation returns `null` otherwise.

See Also: `aggregateEvents`, `groupEvents`

startDate

```
public NSTimestamp startDate()
```

Returns the date at which the receiver was logged. For a non-atomic event, the return value is the time at which the event logging began, not when it ended.

subevents

```
public NSArray subevents()
```

Returns the receiver's immediate subevents; that is, the events that were logged with this event as their parent.

title

```
public String title()
```

Returns the event type description corresponding with the receiver's type. The title is used by the `WOEventDisplay`. EOEvent's implementation returns the value from the `eventTypeDescriptions` dictionary for the receiver's type. If there isn't an entry in the `eventTypeDescriptions` dictionary for the receiver's type, EOEvent's implementation returns the name of the receiver's class.

toString

```
public String toString()
```

Returns a description of the receiver. EOEvent's implementation returns a string that includes the receiver's `title`, `comment`, and `duration` or `startDate`.

CLASS EOEvent

type

```
public String type()
```

Returns the receiver's type. Using the event type definition scheme implemented by EOEvent, the types are defined in a description file as described in the `eventTypeDescriptions` method description.

EOEventCenter

Inherits from: Object

Package: com.webobjects.eocontrol

Class Description

EOEventCenter collects and manages EOEvents to allow you to measure the duration of operations in your applications. Measurements allow you to profile an application and optimize its execution time. For this, Enterprise Objects Framework and WebObjects instrument key portions of their code to measure the elapsed time of functions and methods.

For more information on the event logging feature and on instrumenting your own code for event logging, see the following sections:

- [“Event Logging Overview”](#) (page 89)
- [“WOEventSetup page”](#) (page 89)
- [“WOEventDisplay page”](#) (page 90)
- [“Custom Event Logging”](#) (page 92)

Method Types

Registering event classes for logging

- registerEventClass
- registeredEventClasses
- setRecordsEvents
- recordsEventsForClass

Logging events

- newEventOfClass
- markAtomicEvent
- markStartOfEvent
- markEndOfEvent
- cancelEvent

Accessing event centers

- currentCenter
- allCenters

Accessing events

- allEventsForAllCenters
- allEvents
- eventsOfClassForAllCenters
- eventsOfClass
- rootEventsForAllCenters
- rootEvents
- rootEventsByDuration

CLASS EOEventCenter

Resetting and suspending event logging

`resetLoggingForAllCenters`

`resetLogging`

`suspendLogging`

`resumeLogging`

Constructors

EOEventCenter

```
public EOEventCenter()
```

Description forthcoming.

Static Methods

allCenters

```
public static NSArray allCenters()
```

Returns all event centers. Typically used only for post-processing of events and statistics gathering. Note that there is one event center per thread.

allEventsForAllCenters

```
public static NSArray allEventsForAllCenters()
```

Returns an array of all the events logged in all the event centers. The events in the returned array are in no particular order.

See Also: `allEvents`

CLASS EOEventCenter

cancelEvent

```
public static void cancelEvent(EOEvent event)
```

Cancels the recording of an in-progress event. This method doesn't work with atomic events or with events that have already been ended with `markEndOfEvent`.

Generally you cancel an event when the operation being logged is aborted. For example, the `ODBCAdaptorChannel` cancels an "Open Channel" event if the `openChannel` method doesn't successfully open a connection to the database.

currentCenter

```
public static EOEventCenter currentCenter()
```

Returns the event center for the calling thread.

eventsOfClassForAllCenters

```
public static NSArray eventsOfClassForAllCenters(  
    Class aClass,  
    String type)
```

Returns an array of all events (from all the event centers) that are instances of `aClass` and whose type is `type`. Specifying `null` for the class returns events of any class. Similarly, specifying `null` for the type returns events of any type.

See Also: `eventsOfClass`

markAtomicEvent

```
public static void markAtomicEvent(  
    EOEvent event,  
    Object info)
```

Initializes `event`, a newly allocated event, as an atomic event, and assigns its `info` to `info`. The newly allocated event is usually created with the `EOEventCenter` method `newEventOfClass`.

CLASS EOEventCenter

markEndOfEvent

```
public static void markEndOfEvent(EOEvent event)
```

Marks the time `event` ended.

markStartOfEvent

```
public static void markStartOfEvent(  
    EOEvent event,  
    Object info)
```

Marks `event`, a newly allocated event, to be a branch event (that possibly has nested subevents), and assigns it's `info` to `info`. The newly allocated event is usually created with `newEventOfClass`.

There is a limit on the number of events the event logging system logs—200,000 by default. You can change the limit using the user default **EOEventLoggingLimit**. When the logging limit is reached, the logging system attempts to purge old events before logging new ones. If the system is unable to purge old events, event logging is aborted.

The system's attempt to purge events can fail if the event logging limit is too small. This happens because the event system can't purge the first event logged, and it can't purge unclosed branch events.

newEventOfClass

```
public static EOEvent newEventOfClass(  
    Class aClass,  
    String aType)
```

Creates an event of the desired class and type.

password

```
public static String password()
```

Description forthcoming.

CLASS EOEventCenter

recordsEventsForClass

```
public static boolean recordsEventsForClass(Class eventClass)
```

Returns `true` if the application logs events of the `eventClass` class.

registerEventClass

```
public static void registerEventClass(  
    Class aClass,  
    EOEventCenter.EventRecordingHandler handler)
```

Registers `aClass` as an event class. The `handler` argument is an object that the event logging system notifies when event logging is enabled or disabled for `aClass`.

If the `EOEventLoggingEnabled` user default is set to `true`, this method enables logging for `aClass`. Programmatically, you can selectively enable or disable logging for a specific class with `setRecordsEvents`. It is more common, however, for users to enable and disable logging of a particular class through the `WOEventSetup` page—for more information, see [“WOEventSetup page”](#) (page 89).

When the event logging system enables logging for the `ODBCAdaptorEvent` class, it sends `handler` a `setLoggingEnabled` message with `true` as the flag and `ODBCAdaptorEvent` as the event class. `handler` is responsible for enabling logging in the instrumented code.

registeredEventClasses

```
public static NSArray registeredEventClasses()
```

Returns all the event classes registered in the application.

resetLoggingForAllCenters

```
public static void resetLoggingForAllCenters()
```

Discards all events in all event centers, restarting event collection for the entire application.

See Also: `resetLogging`

CLASS EOEventCenter

resumeLogging

```
public static void resumeLogging()
```

Resumes event logging in all centers. However, logging doesn't actually resume until each invocation of `suspendLogging` is paired with an invocation of `resumeLogging`. Invoking `resumeLogging` without a corresponding `suspendLogging` isn't harmful.

rootEventsByDuration

```
public static NSArray rootEventsByDuration()
```

Returns all root events from all event centers, sorted by decreasing duration.

See Also: `rootEventsForAllCenters`, `rootEvents`

rootEventsForAllCenters

```
public static NSArray rootEventsForAllCenters()
```

Returns all events from all event centers that are recorded at the root level; that is, it returns the events that don't have parent events.

See Also: `rootEvents`

setPassword

```
public static void setPassword(String aString)
```

Description forthcoming.

CLASS EOEventCenter

setRecordsEvents

```
public static void setRecordsEvents(  
    boolean flag,  
    Class eventClass)
```

Sets according to `flag` whether event centers record events of the `eventClass` class (and its subclasses). By default, event centers don't record events of any class. You can selectively enable logging for a particular event class with this method. To enable event logging for all event classes, set the user default `EOEventLoggingEnabled`. Then, you can selectively disable logging for a particular event with this method.

suspendLogging

```
public static void suspendLogging()
```

Suspends event logging in all event centers. Each invocation of `suspendLogging` must be paired with an invocation of `resumeLogging` to resume event logging.

Instance Methods

allEvents

```
public NSArray allEvents()
```

Returns the receiver's events (in no particular order).

eventsOfClass

```
public NSArray eventsOfClass(  
    Class aClass,  
    String type)
```

Returns the subset of the receiver's events that are instances of `aClass` and that have the type `type`. Specifying `null` for the class returns events of any class. Similarly, specifying `null` for the type returns events of any type.

CLASS EOEventCenter

resetLogging

```
public void resetLogging()
```

Discards all events in the event center for the calling thread.

See Also: resetLoggingForAllCenters

rootEvents

```
public NSArray rootEvents()
```

Returns the receiver's events that were recorded at root level; that is, returns the events that don't have a parent event.

See Also: rootEventsForAllCenters, rootEventsByDuration

CLASS EOEventCenter

EOFaultHandler

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

EOFaultHandler is an abstract class that defines the mechanisms that create faults and help them to fire. **Faults** are used as placeholders for an enterprise object's relationship destinations. For example, suppose an Employee object has a `department` relationship to the employee's department. When an employee is fetched, faults are created for its relationship destinations. In the case of the `department` relationship, an empty Department object is created. The Department object's data isn't fetched until the Department is accessed, at which time the fault is said to **fire**.

Subclasses of EOFaultHandler perform the specific steps necessary to get data for the fault and fire it. The Access Layer, for example, uses private subclasses to fetch data using an EODatabaseContext (defined in EOAccess). Most of EOFaultHandler's methods are properly defined; you need only override `completeInitializationOfObject` to provide appropriate behavior.

You create an EOFaultHandler using the standard constructor. To create a fault in an application, you invoke the static method `makeObjectIntoFault` with the object to turn into a fault and the EOFaultHandler. An EOFaultHandler belongs exclusively to a single fault, and shouldn't be shared or used by any other object.

In a Java Client application you also create an EOFaultHandler using the standard constructor. To create a fault in a Java Client application, though, you send a newly-created object a `turnIntoFault` message and provide an EOFaultHandler that will help the fault to fire. In order for that newly-created object to be able to respond to `turnIntoFault`, the object must conform to the

CLASS EOFaultHandler

EOFaulting interface. An EOFaultHandler belongs exclusively to a single fault, and shouldn't be shared or used by any other object. In Java Client applications, the fault handler is the private property of the fault; you shouldn't send any messages to the fault handler, instead dealing exclusively with the fault.

Firing a Fault

When a fault receives a message that requires it to fire, it sends a `completeInitializationOfObject` method to its EOFaultHandler. This method is responsible for invoking the `clearFault` method to revert the fault to its original state, and then do whatever is necessary to complete initialization of the object. Doing so typically involves fetching data from an external repository and passing it to the object.

Method Types

Creating and examining faults

```
createFaultForDeferredFault  
clearFault  
isFault  
makeObjectIntoFault  
handlerForFault
```

Firing a fault

```
completeInitializationOfObject  
faultWillFire
```

Getting a description

```
descriptionForObject  
eoShallowDescription
```

Constructors

EOFaultHandler

```
public EOFaultHandler()
```

Description forthcoming.

Static Methods

eoShallowDescription

```
public static String eoShallowDescription(Object anObject)
```

See the method description for EOEnterpriseObject's `eoShallowDescription`.

clearFault

```
public static void clearFault(Object aFault)
```

Restores `aFault` to its status prior to the `makeObjectIntoFault` message that created it. Throws an exception if `aFault` isn't a fault.

You rarely use this method. Faults typically fire automatically when accessed, using the `completeInitializationOfObject` method.

handlerForFault

```
public static EOFaultHandler handlerForFault(Object aFault)
```

Returns the `EOFaultHandler` that will help `aFault` to fire. Returns `null` if `aFault` isn't a fault.

CLASS EOFaultHandler

isFault

```
public static boolean isFault(Object anObject)
```

Returns true if `anObject` is a fault, false otherwise.

makeObjectIntoFault

```
public static void makeObjectIntoFault(  
    Object anObject,  
    EOFaultHandler aFaultHandler)
```

Converts `anObject` into a fault, assigning `aFaultHandler` as the object that stores its original state and later converts the fault back into a normal object (typically by fetching data from an external repository). The new fault becomes the owner of `aFaultHandler`; you shouldn't assign it to another object.

Instance Methods

completeInitializationOfObject

```
public abstract void completeInitializationOfObject(Object aFault)
```

Implemented by subclasses to revert `aFault` to its original state and complete its initialization in whatever means is appropriate to the subclass. For example, the Access layer subclasses of `EOFaultHandler` fetch data from the database and pass it to the object. This method is invoked automatically by a fault when it's sent a message it can't handle without fetching its data. `EOFaultHandler`'s implementation merely throws an exception.

CLASS EOFaultHandler

createFaultForDeferredFault

```
public Object createFaultForDeferredFault(  
    Object fault,  
    EOEnterpriseObject eo)
```

Invoked by `willReadRelationship` to ensure that `fault` isn't a deferred fault, and to replace it with a normal fault if it is. `EOFaultHandler`'s implementation simply returns its fault. A private subclass that handles deferred faulting implements this method to return a normal fault if `fault` is a deferred fault, so you should never need to override this method.

descriptionForObject

```
public String descriptionForObject(Object aFault)
```

Returns a string naming the original class of the receiver's fault and giving `aFault`'s address, and also noting that it's a fault. (The fault must be passed as `aFault` because `EOFaultHandlers` don't keep references to their faults.)

faultWillFire

```
public abstract void faultWillFire(Object aFault)
```

Informs the receiver that `aFault` is about to be reverted to its original state. `EOFaultHandler`'s implementation does nothing.

targetClass

```
public Class targetClass()
```

Returns the target class of the receiver's fault. The fault may, however, be converted to a member of this class or of a subclass of this class. For example, to support entity inheritance, the `Access` layer fires faults for entities with subentities into the appropriate class on fetching their data.

toString

```
public String toString()
```

Returns a `String` representation of the receiver.

CLASS EOFaultHandler

EOFetchSpecification

Inherits from:	Object
Implements:	NSCoding Cloneable EOKeyValueArchiving Serializable
Package:	com.webobjects.eocontrol

Class Description

An EOFetchSpecification collects the criteria needed to select and order a group of records or enterprise objects, whether from an external repository such as a relational database or an internal store such as an EOEditingContext. An EOFetchSpecification contains these elements:

- The name of an entity for which to fetch records or objects. This is the only mandatory element.
- An EOQualifier, indicating which properties to select by and how to do so.
- An array of EOSortOrderings, which indicate how the selected records or objects should be ordered when fetched.
- An indicator of whether to produce distinct results or not. Normally if a record or object is selected several times, such as when forming a join, it appears several times in the fetched results. An EOFetchSpecification that makes distinct selections causes duplicates to be filtered out, so each record or object selected appears exactly once in the result set.

CLASS `EOFetchSpecification`

- An indicator of whether to fetch deeply or not. This is used with inheritance hierarchies when fetching for an entity with sub-entities. A deep fetch produces all instances of the entity and its sub-entities, while a shallow fetch produces instances only of the entity in the fetch specification.
- A fetch limit indicating how many objects to fetch before giving the user or program an opportunity to intervene.
- A listing of relationships for which the destination of the relationship should be prefetched along with the entity being fetched. Proper use of this feature allows for substantially increased performance in some cases.
- A dictionary of hints, which an `EODatabaseContext` or other object can use to optimize or alter the results of the fetch.

`EOFetchSpecifications` are most often used with the method `objectsWithFetchSpecification`, defined by `EOObjectStore`, `EOEditingContext`, and `EODatabaseContext`. `EOAdaptorChannel` and `EODatabaseChannel` also define methods that use `EOFetchSpecifications`.

Interfaces Implemented

NSCoding

`classForCoder`

`classForCoder`

Method Types

Constructors

`EOFetchSpecification`

Setting the qualifier

`setQualifier`

CLASS EOFetchSpecification

qualifier

Sorting

setSortOrderings

sortOrderings

Removing duplicates

setUsesDistinct

usesDistinct

Fetching objects in an inheritance hierarchy

setIsDeep

isDeep

setEntityName

entityName

Controlling fetching behavior

setFetchLimit

fetchLimit

setFetchesRawRows

fetchesRawRows

setPrefetchingRelationshipKeyPaths

prefetchingRelationshipKeyPaths

setPromptsAfterFetchLimit

promptsAfterFetchLimit

setRawRowKeyPaths

rawRowKeyPaths

setRequiresAllQualifierBindingVariables

requiresAllQualifierBindingVariables

setHints

hints

CLASS `EOFetchSpecification`

Locking objects

```
setLocksObjects
```

```
locksObjects
```

Refreshing refetched objects

```
setRefreshesRefetchedObjects
```

```
refreshesRefetchedObjects
```

Constructors

`EOFetchSpecification`

```
public EOfetchSpecification()
```

```
public EOfetchSpecification(  
    String entityName,  
    EOQualifier qualifier,  
    NSArray sortOrderings)
```

```
public EOfetchSpecification(  
    String entityName,  
    EOQualifier qualifier,  
    NSArray sortOrderings,  
    boolean distinctFlag,  
    boolean deepFlag,  
    NSDictionary hints)
```

Creates a new `EOFetchSpecification` with the arguments specified. If no arguments are provided, the new `EOFetchSpecification` has no state, except that it fetches deeply and doesn't use distinct. Use the `set...` methods to add other parts of the specification. Minimally, you must set the entity name.

If only `entityName`, `qualifier`, and `sortOrderings` are provided, the new `EOFetchSpecification` is deep, doesn't perform distinct selection, and has no hints.

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCoder.

decodeWithKeyValueUnarchiver

```
public static Object  
    decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

fetchSpecificationNamed

```
public static EOFetchSpecification fetchSpecificationNamed(  
    String name,  
    String entityName)
```

Returns the fetch specification that the entity specified by `entityName` associates with the fetch specification name `name`.

Instance Methods

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

CLASS EOFetchSpecification

clone

```
public Object clone()
```

Conformance to Cloneable.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCodering.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to EOKeyValueArchiving.

entityName

```
public String entityName()
```

Returns the name of the entity to be fetched.

See Also: isDeep, setEntityName

fetchLimit

```
public int fetchLimit()
```

Returns the fetch limit value which indicates the maximum number of objects to fetch. Depending on the value of promptsAfterFetchLimit, the EODatabaseContext will either stop fetching objects when this limit is reached or it will ask the editing context's message handler to prompt the user as to whether or not it should continue fetching. Use 0 (zero) to indicate no fetch limit. The default is 0.

CLASS EOfetchSpecification

fetchesRawRows

```
public boolean fetchesRawRows()
```

Returns `true` if `rawRowKeyPaths` returns non-nil.

fetchSpecificationWithQualifierBindings:

```
public EOfetchSpecification fetchSpecificationWithQualifierBindings(NSDictionary bindings)
```

Applies bindings from `bindings` to its qualifier if there is one, and returns a new fetch specification that can be used in a fetch. The default behavior is to prune any nodes for which there are no bindings. Invoke `setRequiresAllQualifierBindingVariables` with an argument of `true` to force an exception to be raised if a binding is missing during variable substitution.

hints

```
public NSDictionary hints()
```

Returns the receiver's hints, which other objects can use to alter or optimize fetch operations.

See Also: `setHints`

isDeep

```
public boolean isDeep()
```

Returns `true` if a fetch should include sub-entities of the receiver's entity, `false` if it shouldn't. EOfetchSpecifications are deep by default.

For example, if you have a Person entity with two sub-entities, Employee and Customer, fetching Persons deeply also fetches all Employees and Customers matching the qualifier. Fetching Persons shallowly fetches only Persons matching the qualifier.

CLASS EOFetchSpecification

locksObjects

```
public boolean locksObjects()
```

Returns `true` if a fetch should result in the selected objects being locked in the data repository, `false` if it shouldn't. The default is `false`.

See Also: `setLocksObjects`

prefetchingRelationshipKeyPaths

```
public NSArray prefetchingRelationshipKeyPaths()
```

Returns an array of relationship key paths that should be prefetched along with the main fetch. For example, if fetching from the `Movie` entity, you might specify paths of the form (“`directors`”, “`roles.talent`”, “`plotSummary`”).

promptsAfterFetchLimit

```
public boolean promptsAfterFetchLimit()
```

Returns whether to prompt user after the fetch limit has been reached. Default is `false`.

qualifier

```
public EOQualifier qualifier()
```

Returns the `EOQualifier` that indicates which records or objects the receiver is to fetch.

See Also: `setQualifier`

rawRowKeyPaths

```
public NSArray rawRowKeyPaths()
```

Returns an array of attribute key paths that should be fetched as raw data and returned as an array of dictionaries (instead of the normal result of full objects). The raw fetch can increase speed, but forgoes most of the benefits of full Enterprise Objects. The default value is `nil`, indicating that full objects will be returned from the fetch. An empty array may be used to indicate that the fetch should query the entity named by the fetch specification using the method

CLASS EOFetchSpecification

`attributesToFetch`. As long as the primary key attributes are included in the raw attributes, the raw row may be used to generate a fault for the corresponding object using `EOEditingContext`'s `faultForRawRow` method. (Note that this faulting behavior does not occur in Java Client.)

See Also: `setFetchesRawRows`

refreshesRefetchedObjects

```
public boolean refreshesRefetchedObjects()
```

Returns `true` if existing objects are overwritten with fetched values when they've been updated or changed. Returns `false` if existing objects aren't touched when their data is refetched (the fetched data is simply discarded). The default is `false`. Note that this setting does not affect relationships

See Also: `setRefreshesRefetchedObjects`

requiresAllQualifierBindingVariables

```
public boolean requiresAllQualifierBindingVariables()
```

Returns `true` to indicate that a missing binding will cause an exception to be raised during variable substitution. The default value is `false`, which says to prune any nodes for which there are no bindings.

setEntityName

```
public void setEntityName(String entityName)
```

Sets the name of the root entity to be fetched to `entityName`.

See Also: `isDeep`, `entityName`

setFetchesRawRows

```
public void setFetchesRawRows(boolean fetchRawRows)
```

Sets the behavior for fetching raw rows. If set to `true`, the behavior is the same as if `setRawRowKeyPaths` were called with an empty array. If set to `false`, the behavior is as if `setRawRowKeyPaths` were called with a `nil` argument.

CLASS EOfetchSpecification

setFetchLimit

```
public void setFetchLimit(int fetchLimit)
```

Sets the fetch limit value, which indicates the maximum number of objects to fetch. Depending on the value of `promptsAfterFetchLimit`, the `EODatabaseContext` either stops fetching objects when this limit is reached or asks the editing context's message handler to prompt the user as to whether or not it should continue fetching. Use 0 (zero) to indicate no fetch limit. The default is 0.

setHints

```
public void setHints(NSDictionary hints)
```

Sets the receiver's hints to `hints`. Any object that uses an `EOfetchSpecification` can define its own hints that it uses to alter or optimize fetch operations. For example, `EODatabaseContext` uses a hint identified by the key `CustomQueryExpressionHintKey`. `EODatabaseContext` is the only class in Enterprise Objects Framework that defines fetch specification hints. For information about `EODatabaseContext`'s hints, see the `EODatabaseContext` class specification.

See Also: `hints`

setIsDeep

```
public void setIsDeep(boolean flag)
```

Controls whether a fetch should include sub-entities of the receiver's entity. If `flag` is `true`, sub-entities are also fetched; if `flag` is `false`, they aren't. `EOfetchSpecifications` are deep by default.

For example, if you have a `Person` entity /class /table with two sub-entities and subclasses, `Employee` and `Customer`, fetching `Persons` deeply also fetches all `Employees` and `Customers` matching the qualifier, while fetching `Persons` shallowly fetches only `Persons` matching the qualifier.

See Also: `isDeep`

CLASS `EOFetchSpecification`

`setLocksObjects`

```
public void setLocksObjects(boolean flag)
```

Controls whether a fetch should result in the selected objects being locked in the data repository. If `flag` is `true` it should, if `false` it shouldn't. The default is `false`.

See Also: `locksObjects`

`setPrefetchingRelationshipKeyPaths`

```
public void setPrefetchingRelationshipKeyPaths(NSArray prefetchingRelationshipKeyPaths)
```

Sets an array of relationship key paths that should be prefetched along with the main fetch. For example, if fetching from the `Movie` entity, you might specify paths of the form (“`directors`”, “`roles.talent`”, “`plotSummary`”).

Prefetching increases the initial fetch cost, but it can improve overall performance by reducing the number of round trips made to the database server. Assigning relationships to prefetch also has an effect on how an `EOFetchSpecification` refreshes. “Refreshing” refers to existing objects being overwritten with fetched values—this allows your application to see changes to the database that have been made by someone else. Normally, when you set an `EOFetchSpecification` to refresh using `setRefreshesRefetchedObjects`, it only refreshes the objects you're fetching. For example, if you fetch employees, you don't also fetch the employees' departments. However, if you prefetch relationships, the refetch is propagated for all of the relationships specified.

`setPromptsAfterFetchLimit`

```
public void setPromptsAfterFetchLimit(boolean promptsAfterFetchLimit)
```

Sets whether to prompt user after the fetch limit has been reached. Default is `false`.

`setQualifier`

```
public void setQualifier(EOQualifier qualifier)
```

Sets the receiver's qualifier to `qualifier`.

See Also: `qualifier`

CLASS EOFetchSpecification

setRawRowKeyPaths

```
public void setRawRowKeyPaths(NSArray rawRowKeyPaths)
```

Sets an array of attribute key paths that should be fetched as raw data and returned as an array of dictionaries (instead of the normal result of full objects). The raw fetch can increase speed, but forgoes most of the benefits of full Enterprise Objects. The default value is nil, indicating that full objects will be returned from the fetch. An empty array may be used to indicate that the fetch should query the entity named by the fetch specification using the method `attributesToFetch`. As long as the primary key attributes are included in the raw attributes, the raw row may be used to generate a fault for the corresponding object using `EOEditingContext`'s `faultForRawRow` method. (Note that this faulting behavior does not occur in Java Client.)

See Also: `setFetchesRawRows`

setRefreshesRefetchedObjects

```
public void setRefreshesRefetchedObjects(boolean flag)
```

Controls whether existing objects are overwritten with fetched values when they have been updated or changed. If `flag` is true, they are; if `flag` is false, they aren't (the fetched data is simply discarded). The default is false.

For example, suppose that you fetch an employee object and then refetch it, without changing the employee between fetches. In this case, you want to refresh the employee when you refetch it, because another application might have updated the object since your first fetch. To keep your employee in sync with the employee data in the external repository, you'd need to replace the employee's outdated values with the new ones. On the other hand, if you were to fetch the employee, change it, and then refetch it, you would not want to refresh the employee. If you to refreshed it—whether or not another application had changed the employee—you would lose the changes that you had made to the object.

You can get finer-grain control on an `EODatabaseContext`'s refreshing behavior in `com.webobjects.eocontrol` than you can with an `EOFetchSpecification` by using the delegate method `databaseContextShouldUpdateCurrentSnapshot`. For more information see the `EODatabaseContext` class specification and `EODatabaseContext.Delegate` interface specification.

See Also: `refreshesRefetchedObjects`

CLASS `EOFetchSpecification`

`setRequiresAllQualifierBindingVariables`

```
public void setRequiresAllQualifierBindingVariables(boolean allVariablesRequired)
```

Sets the behavior when a missing binding is encountered during variable substitution. If `allVariablesRequired` is `true`, then a missing binding will cause an exception to be raised during variable substitution. The default value is `false`, which says to prune any nodes for which there are no bindings.

See Also: `fetchSpecificationWithQualifierBindings:`

`setSortOrderings`

```
public void setSortOrderings(NSArray sortOrderings)
```

Sets the receiver's array of `EOSortOrderings` to `sortOrderings`. When a fetch is performed with the receiver, the results are sorted by applying each `EOSortOrdering` in the array.

`setUsesDistinct`

```
public void setUsesDistinct(boolean flag)
```

Controls whether duplicate objects or records are removed after fetching. If `flag` is `true` they're removed; if `flag` is `false` they aren't. `EOFetchSpecifications` by default don't use distinct.

See Also: `usesDistinct`

`sortOrderings`

```
public NSArray sortOrderings()
```

Returns the receiver's array of `EOSortOrderings`. When a fetch is performed with the receiver, the results are sorted by applying each `EOSortOrdering` in the array.

`toString`

```
public String toString()
```

Returns a `String` representation of the receiver.

CLASS `EOFetchSpecification`

`usesDistinct`

```
public boolean usesDistinct()
```

Returns `true` if duplicate objects or records are removed after fetching, `false` if they aren't. `EOFetchSpecifications` by default don't use distinct.

See Also: `setUsesDistinct`

EOGenericRecord

Inherits from: EOCustomObject
Package: com.webobjects.eocontrol

Class Description

EOGenericRecord is a generic enterprise object class that can be used in place of custom classes when you don't need custom behavior. It implements the EOEnterpriseObject interface to provide the basic enterprise object behavior. An EOGenericRecord object has an EOClassDescription that provides metadata about the generic record, including the name of the entity that the generic record represents and the names of the record's attributes and relationships. A generic record stores its properties in a dictionary using its attribute and relationship names as keys.

In the typical case of applications that access a relational database, the access layer's modeling objects are an important part of how generic records map to database rows: If an EOModel doesn't have a custom enterprise object class defined for a particular entity, an EODatabaseChannel using that model creates EOGenericRecords when fetching objects for that entity from the database server. During this process, the EODatabaseChannel also sets each generic record's class description to an EOEntityClassDescription, providing the link to the record's associated modeling objects. (EOModel, EODatabaseChannel, and EOEntityClassDescription are defined in EOAccess.)

Creating an Instance of EOGenericRecord

The best way to create an instance of EOGenericRecord is using the EOClassDescription method `createInstanceWithEditingContext` as follows:

```
EOEnterpriseObject newEO;
String entityName;      // Assume this exists.

EOClassDescription description =
    ClassDescription.classDescriptionForEntityName(entityName);
newEO = description.createInstanceWithEditingContext(null, null);
```

`createInstanceWithEditingContext` is preferable to using the constructor because the same code works if you later use a custom enterprise object class instead of EOGenericRecord. You can get an EOClassDescription for an entity name as shown above. Alternatively, you can get an EOClassDescription for a destination key of an existing enterprise object as follows:

```
EOEnterpriseObject newEO;
EOEnterpriseObject existingEO; // Assume this exists.
String relationshipName;      // Assume this exists.
EOClassDescription sourceDesc = existingEO.classDescription();
EOClassDescription desc =
    sourceDesc.classDescriptionForDestinationKey(relationshipName);

newEO = desc.createInstanceWithEditingContext(null, null);
```

The technique in this example is useful for inserting a new destination object into an existing enterprise object—for creating a new Movie object to add to a Studio’s array of Movies, for example.

Constructors

EOGenericRecord

```
public EOGenericRecord(  
    EOEditingContext anEditingContext,  
    EOClassDescription aClassDescription,  
    EOGlobalID globalID)
```

Creates a new EOGenericRecord. The new EOGenericRecord gets its metadata from aClassDescription. You should pass null for anEditingContext and globalID, because the arguments are optional: EOGenericRecord's implementation does nothing with them. Throws an exception if aClassDescription is null.

You shouldn't use these constructors to create new EOGenericRecords. Rather, use EOClassDescription's createInstanceWithEditingContext method. See the class description for more information.

```
public EOGenericRecord()
```

Description forthcoming.

```
public EOGenericRecord(EOClassDescription classDescription)
```

Description forthcoming.

Static Methods

usesDeferredFaultCreation

```
public static boolean usesDeferredFaultCreation()
```

Returns true, specifying that EOGenericRecords use deferred faulting (which is more efficient than the regular faulting mechanism.)

Instance Methods

classDescription

```
public EOClassDescription classDescription()
```

Description forthcoming.

storedValueForKey

```
public abstract Object storedValueForKey(String key)
```

Overrides the default implementation to simply invoke `valueForKey`.

See Also: `storedValueForKey` ([EOKeyValueCoding](#))

takeStoredValueForKey

```
public abstract void takeStoredValueForKey(  
    Object value,  
    String key)
```

Overrides the default implementation to simply invoke `takeValueForKey`.

See Also: `takeStoredValueForKey` ([EOKeyValueCoding](#))

takeValueForKey

```
public void takeValueForKey(  
    Object value,  
    String key)
```

Invokes the receiver's `willChange` method, and sets the value for the property identified by `key` to `value`. If `value` is `null`, this method removes the receiver's dictionary entry for `key`.

(`EOGenericRecord` overrides the default implementation.) If `key` is not one of the receiver's attribute or relationship names, `EOGenericRecord`'s implementation does not invoke `handleTakeValueForUnboundKey`. Instead, `EOGenericRecord`'s implementation does nothing.

CLASS EOGenericRecord

valueForKey

```
public Object valueForKey(String key)
```

Returns the value for the property identified by `key`. (EOGenericRecord overrides the default implementation.) If `key` is not one of the receiver's attribute or relationship names, EOGenericRecord's implementation does not invoke `handleQueryWithUnboundKey`. Instead, EOGenericRecord's implementation simply returns `null`. This method calls `willRead`.

EOGlobalID

Inherits from:	Object
Implements:	Cloneable Serializable
Package:	com.webobjects.eocontrol

Class Description

An EOGlobalID is a compact, universal identifier for a persistent object, forming the basis for uniquing in Enterprise Objects Framework. An EOGlobalID uniquely identifies the same object or record both between EOEditingContexts in a single application and in multiple applications (as in distributed systems). EOGlobalID is an abstract class, declaring only the methods needed for identification. A concrete subclass must define appropriate storage for identifying values (such as primary keys), as well as an initialization or creation method to build IDs. See the EOKeyGlobalID class specification for an example of a concrete ID class.

Temporary Identifiers

EOEditingContexts and other object stores support the insertion of new objects without established IDs, creating temporary IDs that get replaced with permanent ones as soon as the new objects are saved to their persistent stores. The temporary IDs are instances of the EOTemporaryGlobalID class.

CLASS EOGlobalID

When an EObjectStore saves these newly inserted objects, it must replace the temporary IDs with persistent ones. When it does this, it must post an `GlobalIDChangedNotification` announcing the change so that observers can update their accounts of which objects are identified by which global IDs. The notification's `userInfo` dictionary contains a mapping from the temporary IDs (the keys) to their permanent replacements (the values).

Constants

EOGlobalID defines String constants for the names of the notifications it posts. For more information, see the section [“Notifications”](#) (page 232) below.

Interfaces Implemented

Cloneable

`clone`

Constructors

EOGlobalID

```
public EOGlobalID()
```

Description forthcoming.

Instance Methods

clone

```
public Object clone()
```

Conformance to Cloneable.

equals

```
public abstract boolean equals(Object anObject)
```

Description forthcoming.

hashCode

```
public abstract int hashCode()
```

Description forthcoming.

isTemporary

```
public boolean isTemporary()
```

Returns `false`. See the class description for more information.

Notifications

GlobalIDChangedNotification

```
public static final String GlobalIDChangedNotification
```

Posted whenever EOTemporaryGlobalIDs are replaced by permanent EOGlobalIDs. The notification contains:

Notification Object	null
Userinfo	A mapping from the temporary IDs (keys) to permanent IDs (values)

EOKeyComparisonQualifier

Inherits from:	EOQualifier
Implements:	EOQualifierEvaluation NSCoding EOKeyValueArchiving
Package:	com.webobjects.eocontrol

Class Description

EOKeyComparisonQualifier is a subclass of EOQualifier that compares a named property of an object with a named value of another object. For example, to return all of the employees whose salaries are greater than those of their managers, you might use an expression such as “salary > manager.salary”, where “salary” is the **left key** and “manager.salary” is the **right key**. The “left key” is the property of the first object that’s being compared to a property in a second object; the property in the second object is the “right key.” Both the left key and the right key might be key paths. You can use EOKeyComparisonQualifier to compare properties of two different objects or to compare two properties of the same object.

EOKeyComparisonQualifier implements the EOQualifierEvaluation interface, which defines the method `evaluateWithObject` for in-memory evaluation. When an EOKeyComparisonQualifier object receives an `evaluateWithObject` message, it evaluates the given object to determine if it satisfies the qualifier criteria.

In addition to performing in-memory filtering, EOKeyComparisonQualifier can be used to generate SQL. When it’s used for this purpose, the key should be a valid property name of the root entity for the qualifier (or a valid key path).

Interfaces Implemented

EOQualifierEvaluation

`evaluateWithObject`

NSCoding

`classForCoder`

`decodeObject`

`encodeWithCoder`

EOKeyValueArchiving

`decodeWithKeyValueUnarchiver`

`encodeWithKeyValueArchiver`

Constructors

EOKeyComparisonQualifier

```
public EOKeyComparisonQualifier(  
    String leftKey,  
    NSSelector selector,  
    String rightKey)
```

Creates and returns a new `EOKeyComparisonQualifier` object that compares the properties named by `leftKey` and `rightKey`, using the operator method `selector`, one of:

- `QualifierOperatorEqual`
- `QualifierOperatorNotEqual`
- `QualifierOperatorLessThan`

CLASS EOKeyComparisonQualifier

- QualifierOperatorGreaterThan
- QualifierOperatorLessThanOrEqualTo
- QualifierOperatorGreaterThanOrEqualTo
- QualifierOperatorContains
- QualifierOperatorLike
- QualifierOperatorCaseInsensitiveLike

Enterprise Objects Framework supports SQL generation for these methods only. You can generate SQL using the `EOSQLExpression` static method `sqlStringForKeyComparisonQualifier`.

For example, the following excerpt creates an `EOKeyComparisonQualifier` `qual` that has the left key “lastName”, the operator method `EOQualifierOperatorEqual`, and the right key “member.lastName”. Once constructed, the qualifier `qual` is used to filter an in-memory array. The code excerpt returns an array of `Guest` objects whose `lastName` properties have the same value as the `lastName` property of the guest’s sponsoring member (this example is based on the Rentals sample database).

```
NSArray guests; /* Assume this exists */
EOKeyComparisonQualifier qual = new EOKeyComparisonQualifier("lastName",
    EOQualifier.QualifierOperatorEqual,
    "member.lastName");

return EOQualifier.filteredArrayWithQualifier(guests, qual);
```

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to `NSCoding`.

CLASS EOKeyComparisonQualifier

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

Instance Methods

addQualifierKeysToSet

```
public void addQualifierKeysToSet(NSMutableSet aSet)
```

Description forthcoming.

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoder.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to EOKeyValueArchiving.

CLASS EOKeyComparisonQualifier

evaluateWithObject

```
public boolean evaluateWithObject(NSKeyValueCodingAdditions object)
```

Returns `true` if the object `object` satisfies the qualifier, `false` otherwise. When an `EOKeyComparisonQualifier` object receives an `evaluateWithObject` message, it evaluates `object` to determine if it meets the qualifier criteria. This method can throw one of several possible exceptions if an error occurs. If your application allows users to construct arbitrary qualifiers (such as through a user interface), you may want to write code to catch any exceptions and properly respond to errors (for example, by displaying a panel saying that the user typed a poorly formed qualifier).

leftKey

```
public String leftKey()
```

Returns the receiver's left key.

qualifierWithBindings

```
public EOQualifier qualifierWithBindings(  
    NSDictionary,  
    boolean)
```

Description forthcoming.

rightKey

```
public String rightKey()
```

Returns the receiver's right key.

selector

```
public NSSelector selector()
```

Returns the receiver's selector.

toString

```
public String toString()
```

Description forthcoming.

validateKeysWithRootClassDescription

```
public void validateKeysWithRootClassDescription(EOClassDescription classDesc)
```

Ensures that the receiver contains keys and key paths that belong to or originate from `classDesc`. This method raises an exception if an unknown key is found, otherwise it returns `null` to indicate that the keys contained by the qualifier are valid.

EOKeyGlobalID

Inherits from:	EOGlobalID
Implements:	NSCoding Cloneable
Package:	com.webobjects.eocontrol

Class Description

EOKeyGlobalID is a concrete subclass of EOGlobalID whose instances represent persistent IDs based on EOModel information: an entity and the primary key values for the object being identified. When creating an EOKeyGlobalID, the key values must be supplied following alphabetical order for their attribute names. EOKeyGlobalID defines the `globalIDwithEntityName` for creating instances, but it's much more convenient to create instances from fetched rows using EOEntity's `globalIDForRow:` method. (EOEntity and EOModel are defined in EOAccess.) Note that you don't use a constructor to create EOKeyGlobalIDs.

Interfaces Implemented

NSCoding

classForCoder
decodeObject
encodeWithCoder

Method Types

Creating instances

globalIDWithEntityName

Getting the entity name

entityName

Getting the key values

keyValues
keyCount
keyValuesArray

Comparison

equals

Constructors

EOKeyGlobalID

protected EOKeyGlobalID (String `entityName`, int `hashCode`)

Description forthcoming.

Static Methods

decodeObject

public static Object decodeObject(NSCoder `coder`)

Conformance to NSCoder.

globalIDWithEntityName

```
public static EOKeyGlobalID globalIDWithEntityName(  
    String entityName,  
    Object[] keyValues)
```

Returns an EOKeyGlobalID based on `entityName` and `keyValues`.

EOKeyGlobalIDs are more conveniently created using EOEntity's `globalIDForRow:` method (EOAccess).

Instance Methods

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoder.

entityName

```
public String entityName()
```

Returns the name of the entity governing the object identified by the receiver. This is used by EODatabaseContexts (EOAccess) to identify an EOEntity (EOAccess) in methods such as `faultForGlobalID`.

equals

```
public boolean equals(Object anObject)
```

Returns **true** if the receiver and `anObject` share the same entity name and key values, **false** if they don't.

See Also: `entityName`, `keyValues`

hashCode

```
public int hashCode()
```

Returns an integer that can be used as a table address in a hash table structure. If two objects are equal (as determined by `equals`), they must have the same hash value.

keyCount

```
public int keyCount()
```

Returns the number of key values in the receiver.

keyValues

```
public Object[] keyValues()
```

Returns the receiver's key values.

keyValuesArray

```
public NSArray keyValuesArray()
```

Returns the receiver's key values as an NSArray.

toString

```
public String toString()
```

Description forthcoming.

CLASS EOKeyGlobalID

EOKeyValueCoding. DefaultImplementation

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

EOKeyValueCoding.Support provides default implementations of the EOKeyValueCoding interface.

An EOCustomObject uses EOKeyValueCoding.Support's default implementations. Typically your custom enterprise object classes inherit from EOCustomObject and inherit the default implementations. EOKeyValueCoding.Support also enables you to put non-enterprise objects into the interface layer by declaring that your class conforms to key-value coding.

The methods in the Support class are just like the methods defined by the EOKeyValueCoding interface, except they are all static methods and they take an extra argument—the enterprise object on which the default implementation should operate. For example, suppose you want to implement an Employee enterprise object class that doesn't inherit from EOCustomObject but that uses Support's default implementations. Employee's `valueForKey` method would look like this:

```
public Object valueForKey(String key)
    return EOKeyValueCoding.Support.valueForKey(this, key);
}
```

Method Types

Accessing values

storedValueForKey

takeStoredValueForKey

Handling error conditions

handleQueryWithUnboundKey

Static Methods

handleQueryWithUnboundKey

```
public static Object handleQueryWithUnboundKey(  
    Object anObject,  
    String key)
```

Throws an `IllegalArgumentException`.

storedValueForKey

```
public static Object storedValueForKey(  
    Object anObject,  
    String key)
```

Returns `anObject`'s property identified by `key`. Similar to the implementation of `valueForKey`, but `storedValueForKey` resolves `key` with a different method-instance variable search order:

1. Searches for a private accessor method based on `key` (a method preceded by an underbar). For example, with a key of "lastName", `storedValueForKey` looks for a method named `_getLastName` or `_lastName`.

CLASS EOKeyValueCoding. DefaultImplementation

2. If a private accessor isn't found, searches for an instance variable based on `key` and returns its value directly. For example, with a key of "lastName", `storedValueForKey` looks for an instance variable named `_lastName` or `lastName`.
3. If neither a private accessor or an instance variable is found, `storedValueForKey` searches for a public accessor method based on `key`. For the key "lastName", this would be `getLastName` or `lastName`.

See Also: `storedValueForKey` (**EOKeyValueCoding**)

takeStoredValueForKey

```
public static void takeStoredValueForKey(  
    Object anObject,  
    Object value,  
    String key)
```

Sets `anObject`'s property identified by `key` to `value`. Similar to the implementation of `takeValueForKey`, but it resolves `key` with a different method-instance variable search order:

1. Searches for a private accessor method based on `key` (a method preceded by an underbar). For example, with a key of "lastName", `takeStoredValueForKey` looks for a method named `_setLastName`.
2. If a private accessor isn't found, searches for an instance variable based on `key` and sets its value directly. For example, with a key of "lastName", `takeStoredValueForKey` looks for an instance variable named `_lastName` or `lastName`.
3. If neither a private accessor or an instance variable is found, `takeStoredValueForKey` searches for a public accessor method based on `key`. For the key "lastName", this would be `setLastName`.

See Also: `takeStoredValueForKey` (**EOKeyValueCoding**)

CLASS EOKeyValueCoding. DefaultImplementation

EOKeyValueCodingAdditions.Utility

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

The EOKeyValueCodingAdditions.Utility class is a convenience that allows you to access the properties of EOKeyValueCodingAdditions objects and non-EOKeyValueCodingAdditions objects using the same code.

Utility's methods are just like the methods defined by the EOKeyValueCodingAdditions interface, except they are static methods and they take an extra argument—the object on which the method should operate. Utility's methods simply check to see if the object on which they operate is an EOKeyValueCodingAdditions object and invoke the corresponding EOKeyValueCodingAdditions method on the object if it is. Otherwise, they invoke the corresponding DefaultImplementation method (formerly implemented in the Support class), passing the object on which to operate.

For example, suppose that you want to access an object with the EOKeyValueCodingAdditions API but you don't know if the object is an EOKeyValueCodingAdditions object. To do so, you simply use the corresponding Utility API, as in the following line of code:

```
values = EOKeyValueCodingAdditions.Utility.valuesForKeys(object, keys);
```

The above line of code is simply a short-cut for the following:

```
if (object instanceof EOKeyValueCodingAdditions) {
```

CLASS EOKeyValueCodingAdditions.Utility

```
        values = ((EOKeyValueCodingAdditions)object).valuesForKeys(keys);
    } else {
        values = EOKeyValueCodingAdditions.DefaultImplementation.valuesForKeys(
            object, keys);
    }
```

Instance Methods

takeValuesFromDictionary

```
public abstract void takeValuesFromDictionary(
    Object object,
    NSDictionary dictionary)
```

If the specified object is an EOKeyValueCodingAdditions object, invokes takeValuesFromDictionary on that object; otherwise invokes EOKeyValueCodingAdditions.DefaultImplementation's takeValuesFromDictionary method with the object as the object on which to operate.

valuesForKeys

```
public abstract NSDictionary valuesForKeys(
    Object object,
    NSArray keys)
```

If the specified object is an EOKeyValueCodingAdditions object, invokes valuesForKeys on that object; otherwise invokes EOKeyValueCodingAdditions.DefaultImplementation's valuesForKeys method with the object as the object on which to operate.

EOKeyValueCodingAdditions. DefaultImplementation

Inherits from: Object

Package: com.webobjects.eocontrol

Class Description

The EOKeyValueCodingAdditions.DefaultImplementation class provides default implementations of the EOKeyValueCodingAdditions interface.

An EOCustomObject uses EOKeyValueCodingAdditions.DefaultImplementation's default implementations. EOKeyValueCodingAdditions.Support also enables you to put non-enterprise objects into the interface layer by declaring that your class conforms to key-value coding.

The methods in the DefaultImplementation class are just like the methods defined by the EOKeyValueCodingAdditions interface, except they are all static methods and they take an extra argument—the enterprise object on which the default implementation should operate. For example, suppose you want to implement an Employee enterprise object class that doesn't inherit from EOCustomObject but that uses DefaultImplementation's default implementations. Employee's `valuesForKeys` method would look like this:

```
public abstract NSDictionary valuesForKeys(NSArray keys)
    return EOKeyValueCodingAdditions.Support.valuesForKeys(this, keys);
}
```

Static Methods

takeValueForKeyPath

```
public static void takeValueForKeyPath(  
    NSKeyValueCoding anObject,  
    Object value,  
    String keyPath)
```

Sets `anObject`'s property identified by `keyPath` to `value`. A key path has the form `relationship.property` (with one or more relationships). Support's implementation gets the destination object for each relationship using `valueForKey`, and sends the final object a `takeValueForKey` message with `value` and `property`.

takeValuesFromDictionary

```
public static void takeValuesFromDictionary(  
    NSKeyValueCoding anObject,  
    NSDictionary aDictionary)
```

Sets properties of `anObject` with values from `aDictionary`, using its keys to identify the properties. Support's implementation invokes `takeValueForKey` for each key-value pair, substituting `null` for `EONullValues` in `aDictionary`.

See Also: `takeValuesFromDictionary (EOKeyValueCodingAdditions)`

valueForKeyPath

```
public static Object valueForKeyPath(  
    NSKeyValueCoding anObject,  
    String keyPath)
```

Returns `anObject`'s value for the derived property identified by `keyPath`. A key path has the form `relationship.property` (with one or more relationships). Support's implementation of this method gets the destination object for each relationship using `valueForKey`, and returns the result of a `valueForKey` message to the final object.

valuesForKeys

```
public static NSDictionary valuesForKeys(  
    NSKeyValueCoding anObject,  
    NSArray keys)
```

Returns a dictionary containing `anObject`'s property values identified by each of `keys`. Support's implementation invokes `valueForKey` for each key in `keys`, substituting `EONullValues` in the dictionary for returned `null` values.

See Also: `valuesForKeys` (**EOKeyValueCodingAdditions**)

CLASS EOKeyValueCodingAdditions. DefaultImplementation

EOKeyValueQualifier

Inherits from:	EOQualifier
Implements:	NSCoding EOKeyValueArchiving
Package:	com.webobjects.eocontrol

Class Description

EOKeyValueQualifier is a subclass of EOQualifier that compares a named property of an object with a supplied value, for example, “salary > 1500”. EOKeyValueQualifier implements the EOQualifierEvaluation interface, which defines the method `evaluateWithObject` for in-memory evaluation. When an EOKeyValueQualifier object receives an `evaluateWithObject` message, it evaluates the given object to determine if it satisfies the qualifier criteria.

In addition to performing in-memory filtering, EOKeyValueQualifier can be used to generate SQL. When it’s used for this purpose, the key should be a valid property name of the root entity for the qualifier (or a valid key path).

Interfaces Implemented

EOQualifierEvaluation

evaluateWithObject

NSCoding

classForCoder

decodeObject

encodeWithCoder

EOKeyValueArchiving

decodeWithKeyValueUnarchiver

encodeWithKeyValueArchiver

Constructors

EOKeyValueQualifier

```
public EOKeyValueQualifier(  
    String key,  
    NSSelector selector,  
    Object value)
```

Creates and returns a new EOKeyValueQualifier.

If `key`, `selector`, and `value` are provided, the EOKeyValueQualifier compares values for `key` to `value` using the operator method `selector`. The possible values for `selector` are as follows:

- `QualifierOperatorEqual`
- `QualifierOperatorNotEqual`

CLASS EOKeyValueQualifier

- QualifierOperatorLessThan
- QualifierOperatorGreaterThan
- QualifierOperatorLessThanOrEqualTo
- QualifierOperatorGreaterThanOrEqualTo
- QualifierOperatorContains
- QualifierOperatorLike
- QualifierOperatorCaseInsensitiveLike

Enterprise Objects Framework supports SQL generation for these methods only. You can generate SQL using the `EOSQLExpression` static method `sqlStringForKeyValueQualifier`.

For example, the following excerpt creates an `EOKeyValueQualifier` `qual` that has the key “name”, the operator method `QualifierOperatorEqual`, and the value “Smith”. Once constructed, the qualifier `qual` is used to filter an in-memory array.

```
NSArray employees /* Assume this exists */
EOKeyValueQualifier qual = new EOKeyValueQualifier("name",
    EOQualifier.QualifierOperatorEqual, "Smith");
return EOQualifier.filteredArrayWithQualifier(employees, qual);
```

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to `NSCoding`.

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to `EOKeyValueArchiving`.

Instance Methods

addQualifierKeysToSet

```
public void addQualifierKeysToSet(NSMutableSet aSet)
```

Description forthcoming.

classForCoder

```
public Class classForCoder()
```

Conformance to `NSCoding`.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to `NSCoding`.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to `EOKeyValueArchiving`.

evaluateWithObject

```
public boolean evaluateWithObject(NSKeyValueCodingAdditions anObject)
```

Returns `true` if the object `anObject` satisfies the qualifier, `false` otherwise. When an `EOKeyValueQualifier` object receives the `evaluateWithObject` message, it evaluates `anObject` to determine if it meets the qualifier criteria. This method can throw one of several possible exceptions if an error occurs. If your application allows users to construct arbitrary qualifiers

(such as through a user interface), you may want to write code to catch any exceptions and properly respond to errors (for example, by displaying a panel saying that the user typed a poorly formed qualifier).

key

```
public String key()
```

Returns the receiver's key.

qualifierWithBindings

```
public EQualifier qualifierWithBindings(  
    NSDictionary,  
    boolean)
```

Description forthcoming.

selector

```
public NSSelector selector()
```

Returns the receiver's selector.

toString

```
public String toString()
```

Description forthcoming.

value

```
public Object value()
```

Returns the receiver's value.

CLASS EOKeyValueQualifier

validateKeysWithRootClassDescription

```
public void validateKeysWithRootClassDescription(EOClassDescription classDesc)
```

Ensures that the receiver contains keys and key paths that belong to or originate from `classDesc`. This method raises an exception if an unknown key is found, otherwise it returns `null` to indicate that the keys contained by the qualifier are valid.

EOKeyValueCoding.Utility

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

The EOKeyValueCoding.Utility class is a convenience that allows you to access the properties of EOKeyValueCoding objects and non-EOKeyValueCoding objects using the same code.

Utility's methods are just like the methods defined by the EOKeyValueCoding interface, except they are static methods and they take an extra argument—the object on which the method should operate. Utility's methods simply check to see if the object on which they operate is an EOKeyValueCoding object and invoke the corresponding EOKeyValueCoding method on the object if it is. Otherwise, they invoke the corresponding DefaultImplementation method (formerly implemented in the Support class), passing the object on which to operate.

For example, suppose that you want to access an object with the EOKeyValueCoding API but you don't know if the object is an EOKeyValueCoding object. To do so, you simply use the corresponding Utility API, as in the following line of code:

```
theValue = EOKeyValueCoding.Utility.storedValueForKey(object, key);
```

The above line of code is simply a short-cut for the following:

```
if (object instanceof EOKeyValueCoding) {  
    theValue = ((EOKeyValueCoding)object).storedValueForKey(key);  
} else {
```

CLASS EOKeyValueCoding.Utility

```
        theValue = EOKeyValueCoding.DefaultImplementation.storedValueForKey(  
            object, key);  
    }
```

Static Methods

storedValueForKey

```
public static Object storedValueForKey(Object object, String key)
```

If the specified object is an EOKeyValueCoding object, invokes `storedValueForKey` on that object; otherwise invokes EOKeyValueCoding.DefaultImplementation's `storedValueForKey` method with the object as the object on which to operate.

decodeWithKeyValueUnarchiver

```
public static void takeStoredValueForKey(Object object, Object value, String key)
```

If the specified object is an EOKeyValueCoding object, invokes `takeStoredValueForKey` on that object; otherwise invokes EOKeyValueCoding.DefaultImplementation's `takeStoredValueForKey` method with the object as the object on which to operate.

CLASS EOKeyValueCoding.Utility

CLASS EOKeyValueCoding.Utility

CLASS EOKeyValueCoding.Utility

EONotQualifier

Inherits from:	EOQualifier
Implements:	NSCoding EOKeyValueArchiving
Package:	com.webobjects.eocontrol

Class Description

EONotQualifier is a subclass of EOQualifier that contains a single qualifier. When an EONotQualifier object is evaluated, it returns the inverse of the result obtained by evaluating the qualifier it contains.

EONotQualifier implements the EOQualifierEvaluation interface, which defines the method `evaluateWithObject` for in-memory evaluation. When an EONotQualifier object receives an `evaluateWithObject` message, it evaluates the given object to determine if it satisfies the qualifier criteria.

You can generate SQL code for an EONotQualifier using the EOSQLExpression static method `sqlStringForNegatedQualifier`.

Interfaces Implemented

EOQualifierEvaluation

`evaluateWithObject`

NSCoding

`classForCoder`

`decodeObject`

`encodeWithCoder`

EOKeyValueArchiving

`decodeWithKeyUnarchiver`

`encodeWithKeyArchiver`

Constructors

EONotQualifier

```
public com.webobjects.eocontrol.EONotQualifier(EOQualifier aQualifier)
```

Creates and returns a new EONotQualifier

If `aQualifier` is specified, it is used as the qualifier. For example, the following code excerpt constructs a qualifier, `baseQual`, and uses it to initialize an EONotQualifier, `negQual`. The EONotQualifier `negQual` is then used to filter an in-memory array. The code excerpt returns an array of Guest objects whose `lastName` properties do not have the same value as the `lastName` property of the guest's sponsoring member (this example is based on the Rentals sample database). In other words, the EONotQualifier `negQual` inverts the effects of `baseQual`.

```
NSArray guests /* Assume this exists */
```

CLASS EONotQualifier

```
EOQualifier baseQual;  
EONotQualifier negQual;  
  
baseQual = EOQualifier.qualifierWithQualifierFormat("lastName = member.lastName", null);  
negQual = new EONotQualifier(baseQual);  
return EOQualifier.filteredArrayWithQualifier(guests, negQual);
```

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCoder.

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

Instance Methods

addQualifierKeysToSet

```
public void addQualifierKeysToSet(NSMutableSet aSet)
```

Description forthcoming.

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to EOKeyValueArchiving.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoder.

evaluateWithObject

```
public boolean evaluateWithObject(NSKeyValueCodingAdditions anObject)
```

Returns `true` if the object `anObject` satisfies the `EONotQualifier`, `false` otherwise. This method can throw one of several possible exceptions if an error occurs. If your application allows users to construct arbitrary qualifiers (such as through a user interface), you may want to write code to catch any exceptions and respond to errors (for example, by displaying a panel saying that the user typed a poorly formed qualifier).

qualifier

```
public EOQualifier qualifier()
```

Returns the receiver's qualifier.

CLASS EONotQualifier

qualifierWithBindings

```
public EOQualifier qualifierWithBindings(  
    NSDictionary,  
    boolean)
```

Description forthcoming.

toString

```
public String toString()
```

Description forthcoming.

validateKeysWithRootClassDescription

```
public void validateKeysWithRootClassDescription(EOClassDescription classDesc)
```

Ensures that the receiver contains keys and key paths that belong to or originate from `classDesc`. This method raises an exception if an unknown key is found, otherwise it returns `null` to indicate that the keys contained by the qualifier are valid.

CLASS EONotQualifier

EObjectStore

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

EObjectStore is the abstract class that defines the API for an “intelligent” repository of objects, the control layer’s object storage abstraction. An object store is responsible for constructing and registering objects, servicing object faults, and saving changes made to objects. For more information on the object storage abstraction, see [“Object Storage Abstraction”](#) (page 23) in the introduction to the EOControl Framework.

EOEditingContext is the principal EObjectStore subclass and is used for managing objects in memory—in fact, the primary purpose of the EObjectStore class is to define an API for servicing editing contexts, not to define a completely general API. Other subclasses of EObjectStore are:

- EOCooperatingObjectStore
- EObjectStoreCoordinator
- EODatabaseContext (EOAccess)

A subclass of EObjectStore must implement all of its methods. The default implementations simply throw exceptions.

Constants

EOObjectStore defines the following String constants to be used as keys in the notifications it posts:

- DeletedKey
- InsertedKey
- InvalidatedKey
- UpdatedKey

Additionally, EOObjectStore defines String constants for the names of the notifications it posts. See the section [“Notifications”](#) (page 281) for more information on the notifications.

Method Types

Initializing objects

`initializeObject`

Getting objects

`objectsWithFetchSpecification`

`objectsForSourceGlobalID`

Getting faults

`faultForGlobalID`

`arrayFaultWithSourceGlobalID`

`refaultObject`

`faultForRow`

CLASS EObjectStore

Locking objects

`lockObjectWithGlobalID`

`isObjectLockedWithGlobalID`

Saving changes to objects

`saveChangesInEditingContext`

Invalidating and forgetting objects

`invalidateAllObjects`

`invalidateObjectsWithGlobalIDs:`

`editingContextDidForgetObjectWithGlobalID`

Interacting with the server

`invokeRemoteMethod (Java Client only)`

Constructors

EObjectStore

`public EObjectStore()`

Description forthcoming.

Instance Methods

arrayFaultWithSourceGlobalID

```
public abstract NSArray arrayFaultWithSourceGlobalID(  
    EOGlobalID globalID,  
    String relationshipName,  
    EOEditingContext anEditingContext)
```

Implemented by subclasses to return the destination objects for a to-many relationship, whether as real instances or as faults (empty enterprise objects). `globalID` identifies the source object for the relationship (which doesn't necessarily exist in memory yet), and `relationshipName` is the name of the relationship. The object identified by `globalID` and the destination objects for the relationship all belong to `anEditingContext`.

If you implement this method to return a fault, you must define an `EOFaultHandler` subclass that stores `globalID` and `relationshipName`, using them to fetch the objects in a later `objectsForSourceGlobalID` message and that turns the fault into an array containing those objects. See the `EOFaultHandler` class specification for more information on faults.

See the `EOEditingContext` and `EODatabaseContext` (`EOAccess`) class specifications for more information on how this method works in concrete subclasses.

See Also: `faultForGlobalID`

dispose

```
public void dispose()
```

Description forthcoming.

CLASS EOObjectStore

editingContextDidForgetObjectWithGlobalID

```
public abstract void editingContextDidForgetObjectWithGlobalID(  
    EOEditingContext context,  
    EOGlobalID gid)
```

Invoked to inform the object store that it can stop keeping data about an object it passed to a child. Don't invoke this method; it is invoked automatically by the Framework.

faultForGlobalID

```
public abstract EOEnterpriseObject faultForGlobalID(  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

If the receiver is `anEditingContext` and the object associated with `globalID` is already registered in `anEditingContext`, this method returns that object. Otherwise it creates a to-one fault, registers it in `anEditingContext`, and returns the fault. This method is always directed first at `anEditingContext`, which forwards the message to its parent object store if needed to create a fault.

If you implement this method to return a fault (an empty enterprise object), you must define an `EOFaultHandler` subclass that stores `globalID`, uses it to fetch the object's data, and initializes the object with `EOObjectStore`'s `initializeObject`. See the `EOFaultHandler` class specification for more information on faults.

See the `EOEditingContext` and `EODatabaseContext` (`EOAccess`) class specifications for more information on how this method works in concrete subclasses.

See Also: `arrayFaultWithSourceGlobalID`, `recordObject` (`EOEditingContext`)

faultForRawRow

```
public abstract EOEnterpriseObject faultForRawRow(  
    NSDictionary row,  
    String entityName,  
    EOEditingContext anEOEditingContext)
```

Returns a fault for the enterprise object corresponding to `row`, which is a dictionary of values containing at least the primary key of the corresponding enterprise object. This is especially useful if you have fetched raw rows and now want a unique enterprise object.

CLASS EOObjectStore

initializeObject

```
public abstract void initializeObject(  
    EOEnterpriseObject anObject,  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Implemented by subclasses to set `anObject`'s properties, as obtained for `globalID`. This method is typically invoked after `anObject` has been created using `EOClassDescription`'s `createInstanceWithEditingContext` or using `EOGenericRecord`'s or `EOCustomObject`'s constructors. This method is also invoked after a fault has been fired.

See Also: `awakeFromInsertion` (`EOEnterpriseObject`), `awakeFromFetch` (`EOEnterpriseObject`)

invalidateAllObjects

```
public abstract void invalidateAllObjects()
```

Discards the values of all objects held by the receiver and turns them into faults (empty enterprise objects). This causes all locks to be dropped and any transaction to be rolled back. The next time any object is accessed, its data is fetched anew. Any child object stores are also notified that the objects are no longer valid. See the `EOEditingContext` class specification for more information on how this method works in concrete subclasses.

This method should also post an `InvalidatedAllObjectsInStoreNotification`.

See Also: `invalidateObjectsWithGlobalIDs:`, `refaultObject`

invalidateObjectsWithGlobalIDs:

```
public abstract void invalidateObjectsWithGlobalIDs(NSArray globalIDs)
```

Signals that the objects identified by the `EOGlobalIDs` in `globalIDs` should no longer be considered valid and that they should be turned into faults (empty enterprise objects). This causes data for each object to be refetched the next time it's accessed. Any child object stores are also notified that the objects are no longer valid.

See Also: `invalidateAllObjects`, `refaultObject`

CLASS EOObjectStore

invokeRemoteMethod

```
public Object invokeRemoteMethod(  
    EOEditingContext anEditingContext,  
    EOGlobalID receiverGID,  
    String methodName,  
    Class[] aClass  
    Object[] arguments)
```

Invokes `methodName` on the enterprise object identified by `receiverGID` in `anEditingContext`, using `arguments`. To pass an enterprise object as an argument, use its global ID. This method has the side effect of saving all the changes from the editing context all the way down to the editing context in the server session.

isObjectLockedWithGlobalID

```
public abstract boolean isObjectLockedWithGlobalID(  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Returns `true` if the object identified by `globalID` is locked, `false` if it isn't. See the `EODatabaseContext` (`EOAccess`) class specification for more information on how this method works in concrete subclasses.

lockObjectWithGlobalID

```
public abstract void lockObjectWithGlobalID(  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Locks the object identified by `globalID`. See the `EODatabaseContext` (`EOAccess`) class specification for more information on how this method works in concrete subclasses.

CLASS EOObjectStore

objectsForSourceGlobalID

```
public abstract NSArray objectsForSourceGlobalID(  
    EOGlobalID globalID,  
    String relationshipName,  
    EOEditingContext anEditingContext)
```

Returns the destination objects for a to-many relationship. This method is used by an array fault previously constructed using `arrayFaultWithSourceGlobalID`. `globalID` identifies the source object for the relationship (which doesn't necessarily exist in memory yet), and `relationshipName` is the name of the relationship. The object identified by `globalID` and the destination objects for the relationship all belong to `anEditingContext`.

See the `EOEditingContext` and `EODatabaseContext` (`EOAccess`) class specifications for more information on how this method works in concrete subclasses.

objectsWithFetchSpecification

```
public abstract NSArray objectsWithFetchSpecification(  
    EOFetchSpecification aFetchSpecification,  
    EOEditingContext anEditingContext)
```

Fetches objects from an external store according to the criteria specified by `fetchSpecification` and returns them in an array for inclusion in `anEditingContext`. If one of these objects is already present in memory, this method doesn't overwrite its values with the new values from the database. Throws an exception if an error occurs.

See the `EOEditingContext` and `EODatabaseContext` (`EOAccess`) class specifications for more information on how this method works in concrete subclasses.

refaultObject

```
public abstract void refaultObject(  
    EOEnterpriseObject anObject,  
    EOGlobalID globalID,  
    EOEditingContext anEditingContext)
```

Turns `anObject` into a fault (an empty enterprise object), identified by `globalID` in `anEditingContext`. Objects that have been inserted but not saved, or that have been deleted, shouldn't be refaulted. When using `com.webobjects.eocontrol`, use this method with caution since refaulting an object doesn't remove the object snapshot from the undo stack.

CLASS EOObjectStore

saveChangesInEditingContext

```
public abstract void saveChangesInEditingContext(EOEditingContext anEditingContext)
```

Saves any changes in `anEditingContext` to the receiver's repository. Sends `insertedObjects`, `deletedObjects`, and `updatedObjects` messages to `anEditingContext` and applies the changes to the receiver's data repository as appropriate. For example, `EODatabaseContext` (`EOAccess`) implements this method to send operations to an `EOAdaptor` (`EOAccess`) for making the changes in a database.

Notifications

InvalidatedAllObjectsInStoreNotification

```
public static final String InvalidatedAllObjectsInStoreNotification
```

Posted whenever an `EOObjectStore` receives an `invalidateAllObjects` message. The notification contains:

Notification Object	The <code>EOObjectStore</code> that received the <code>invalidateAllObjects</code> message.
Userinfo	None

ObjectsChangedInStoreNotification

```
public static final String ObjectsChangedInStoreNotification
```

Posted whenever an `EOObjectStore` observes changes to its objects. The notification contains:

Notification Object
The `EOObjectStore` that observed the change

CLASS EOObjectStore

userInfo

A dictionary containing the following keys and values:

Key	Value
UpdatedKey	An NSArray of EOGlobalIDs for objects whose properties have changed. A receiving EOEditingContext typically responds by refaulting its corresponding objects.
InsertedKey	An NSArray of EOGlobalIDs for objects that have been inserted into the EOObjectStore.
DeletedKey	An NSArray of EOGlobalIDs for objects that have been deleted from the EOObjectStore.
InvalidatedKey	An NSArray of EOGlobalIDs for objects that have been turned into faults.

CLASS EOObjectStore

EOObjectStoreCoordinator

Inherits from:	EOObjectStore
Implements:	NSDisposable
Package:	com.webobjects.eocontrol

Class Description

EOObjectStoreCoordinator is a part of the control layer's object storage abstraction. An EOObjectStoreCoordinator object acts as a single object store by directing one or more EOCooperatingObjectStores in managing objects from distinct data repositories.

For more general information on the object storage abstraction, see [“Object Storage Abstraction”](#) (page 23) in the introduction to the EOControl Framework.

EOObjectStore Methods

EOObjectStoreCoordinator overrides the following EOObjectStore methods:

- `objectsWithFetchSpecification`
- `objectsForSourceGlobalID`
- `faultForGlobalID`
- `arrayFaultWithSourceGlobalID`
- `refaultObject`

CLASS EOObjectStoreCoordinator

- `saveChangesInEditingContext`
- `invalidateAllObjects`
- `invalidateObjectsWithGlobalIDs:`

With the exception of `saveChangesInEditingContext`, `EOObjectStoreCoordinator`'s implementation of these methods simply forwards the message to an `EOCooperatingObjectStore` or stores. The message `invalidateAllObjects` is forwarded to all of a coordinator's cooperating stores. The rest of the messages are forwarded to the appropriate store based on which store responds `true` to the messages `ownsGlobalID`, `ownsObject`, and `handlesFetchSpecification` (which message is used depends on the context). The `EOObjectStore` methods listed above aren't documented in this class specification (except for `saveChangesInEditingContext`)—for descriptions of them, see the `EOObjectStore` and `EODatabaseContext` (`EOAccess`) class specifications

For the method `saveChangesInEditingContext`, the coordinator guides its cooperating stores through a multi-pass save protocol in which each cooperating store saves its own changes and forwards remaining changes to the other of the coordinator's stores. For example, if in its `recordChangesInEditingContext` method one cooperating store notices the removal of an object from an “owning” relationship but that object belongs to another cooperating store, it informs the other store by sending the coordinator a `forwardUpdateForObject` message. For a more details, see the method description for `saveChangesInEditingContext`.

Although it manages objects from multiple repositories, `EOObjectStoreCoordinator` doesn't absolutely guarantee consistent updates when saving changes across object stores. If your application requires guaranteed distributed transactions, you can either provide your own solution by creating a subclass of `EOObjectStoreCoordinator` that integrates with a TP monitor, use a database server with built-in distributed transaction support, or design your application to write to only one object store per save operation (though it may read from multiple object stores). For more discussion of this subject, see the method description for `saveChangesInEditingContext`.

Constants

`EOObjectStoreCoordinator` defines String constants for the notifications it posts. For more information, see the section [“Notifications”](#) (page 296).

Method Types

Constructors

EOObjectStoreCoordinator

Setting the default coordinator

setDefaultCoordinator

defaultCoordinator

Managing EOCooperatingObjectStores

addCooperatingObjectStore

removeCooperatingObjectStore

cooperatingObjectStores

Saving changes

saveChangesInEditingContext

Communication between EOCooperatingObjectStores

forwardUpdateForObject

valuesForKeys

Returning EOCooperatingObjectStores

objectStoreForGlobalID

objectStoreForFetchSpecification

objectStoreForObject

Getting the userInfo dictionary

userInfo

setUserInfo

Constructors

EObjectStoreCoordinator

```
public EObjectStoreCoordinator()
```

Creates and returns an EObjectStoreCoordinator.

Static Methods

defaultCoordinator

```
public static Object defaultCoordinator()
```

Returns a shared instance of EObjectStoreCoordinator.

setDefaultCoordinator

```
public static void setDefaultCoordinator(EObjectStoreCoordinator coordinator)
```

Sets a shared instance EObjectStoreCoordinator.

Instance Methods

addCooperatingObjectStore

```
public void addCooperatingObjectStore(EOCooperatingObjectStore store)
```

Adds `store` to the list of `EOCooperatingObjectStores` that need to be queried and notified about changes to enterprise objects. The receiver reuses its stores: they don't go away until the `EOObjectStoreCoordinator` is destroyed or until the stores are explicitly removed. Posts the notification `CooperatingObjectStoreWasAdded`.

See Also: `removeCooperatingObjectStore`, `cooperatingObjectStores`

arrayFaultWithSourceGlobalID

```
public NSArray arrayFaultWithSourceGlobalID(  
    EOGlobalID anEOGlobalID,  
    String aString,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

cooperatingObjectStores

```
public NSArray cooperatingObjectStores()
```

Returns the receiver's `EOCooperatingObjectStores`.

See Also: `addCooperatingObjectStore`, `removeCooperatingObjectStore`

dispose

```
public void dispose()
```

Conformance to `NSDisposable`.

CLASS EOObjectStoreCoordinator

editingContextDidForgetObjectWithGlobalID

```
public void editingContextDidForgetObjectWithGlobalID(  
    EOEditingContext anEOEditingContext,  
    EOGlobalID anEOGlobalID)
```

Description forthcoming.

faultForGlobalID

```
public EOEnterpriseObject faultForGlobalID(  
    EOGlobalID anEOGlobalID,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

faultForRawRow

```
public EOEnterpriseObject faultForRawRow(  
    NSDictionary aNSDictionary,  
    String aString,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

forwardUpdateForObject

```
public void forwardUpdateForObject(  
    EOEnterpriseObject object,  
    NSDictionary changes)
```

Tells the receiver to forward a message from an EOCooperatingObjectStore to another store, informing it that `changes` need to be made to `object`. For example, inserting an object in a relationship property of one EOCooperatingObjectStore might require changing a foreign key property in an object owned by another EOCooperatingObjectStore.

This method first locates the EOCooperatingObjectStore that's responsible for applying `changes`, and then it sends the store the message `recordUpdateForObject`.

CLASS EOObjectStoreCoordinator

initializeObject

```
public void initializeObject(  
    EOEnterpriseObject anEOEnterpriseObject,  
    EOGlobalID anEOGlobalID,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

invalidateAllObjects

```
public void invalidateAllObjects()
```

Description forthcoming.

invalidateObjectsWithGlobalIDs

```
public void invalidateObjectsWithGlobalIDs(NSArray anNSArray)
```

Description forthcoming.

isObjectLockedWithGlobalID

```
public boolean isObjectLockedWithGlobalID(  
    EOGlobalID anEOGlobalID,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

lockObjectWithGlobalID

```
public void lockObjectWithGlobalID(  
    EOGlobalID anEOGlobalID,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

CLASS EOObjectStoreCoordinator

objectsForSourceGlobalID

```
public NSArray objectsForSourceGlobalID(  
    EOGlobalID anEOGlobalID,  
    String aString,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

objectsWithFetchSpecification

```
public NSArray objectsWithFetchSpecification(  
    EOFetchSpecification anEOFetchSpecification,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

refaultObject

```
public void refaultObject(  
    EOEnterpriseObject anEOEnterpriseObject,  
    EOGlobalID anEOGlobalID,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

objectStoreForFetchSpecification

```
public EOCooperatingObjectStore objectStoreForFetchSpecification(EOFetchSpecification fetchSpecification)
```

Returns the EOCooperatingObjectStore responsible for fetching objects with `fetchSpecification`. Returns null if no EOCooperatingObjectStore can be found that responds true to `handlesFetchSpecification`.

See Also: `objectStoreForGlobalID`, `objectStoreForObject`

CLASS EOObjectStoreCoordinator

objectStoreForGlobalID

```
public EOCooperatingObjectStore objectStoreForGlobalID(EOGlobalID globalID)
```

Returns the EOCooperatingObjectStore for the object identified by `globalID`. Returns `null` if no EOCooperatingObjectStore can be found that responds `true` to `ownsGlobalID`.

See Also: `objectStoreForFetchSpecification`, `objectStoreForObject`

objectStoreForObject

```
public EOCooperatingObjectStore objectStoreForObject(Object object)
```

Returns the EOCooperatingObjectStore that owns `object`. Returns `null` if no EOCooperatingObjectStore can be found that responds `true` to `ownsObject`.

See Also: `objectStoreForFetchSpecification`, `objectStoreForGlobalID`

objectsForSourceGlobalID

```
public NSArray objectsForSourceGlobalID(  
    EOGlobalID anEOGlobalID,  
    String aString,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

objectsWithFetchSpecification

```
public NSArray objectsWithFetchSpecification(  
    EOFetchSpecification anEOFetchSpecification,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

CLASS EOObjectStoreCoordinator

refaultObject

```
public void refaultObject(  
    EOEnterpriseObject anEOEnterpriseObject,  
    EOGlobalID anEOGlobalID,  
    EOEditingContext anEOEditingContext)
```

Description forthcoming.

removeCooperatingObjectStore

```
public void removeCooperatingObjectStore(EOCooperatingObjectStore store)
```

Removes `store` from the list of EOCooperatingObjectStores that need to be queried and notified about changes to enterprise objects. Posts the notification `CooperatingObjectStoreWasRemoved`.

See Also: `addCooperatingObjectStore`, `cooperatingObjectStores`

saveChangesInEditingContext

```
public void saveChangesInEditingContext(EOEditingContext anEditingContext)
```

Overrides the EOObjectStore implementation to save the changes made in `anEditingContext`. This message is sent by an EOEditingContext to an EOObjectStoreCoordinator to commit changes. When an EOObjectStoreCoordinator receives this message, it guides its EOCooperatingObjectStores through a multi-pass save protocol in which each EOCooperatingObjectStore saves its own changes and forwards remaining changes to other EOCooperatingObjectStores. When this method is invoked, the following sequence of events occurs:

1. The receiver sends each of its EOCooperatingObjectStores the message `prepareForSaveWithCoordinator`, which informs them that a multi-pass save operation is beginning. When the EOCooperatingObjectStore is an EODatabaseContext (EOAccess), it takes this opportunity to generate primary keys for any new objects in the EOEditingContext.
2. The receiver sends each of its EOCooperatingObjectStores the message `recordChangesInEditingContext`, which prompts them to examine the changed objects in the editing context, record operations that need to be performed, and notify the receiver of any changes that need to be forwarded to other stores. For example, if in its `recordChangesInEditingContext` method one EOCooperatingObjectStore notices the removal of an

CLASS EOObjectStoreCoordinator

object from an “owning” relationship but that object belongs to another EOCooperatingObjectStore, it informs the other store by sending the coordinator a `forwardUpdateForObject` message.

3. The receiver sends each of its EOCooperatingObjectStores the message `ownsGlobalID`. This tells the stores to transmit their changes to their underlying databases. When the EOCooperatingObjectStore is an EODatabaseContext, it responds to this message by taking the EODatabaseOperations (EOAccess) that were constructed in the previous step, constructing EOAdaptorOperations (EOAccess) from them, and giving the EOAdaptorOperations to an available EOAdaptorChannel (EOAccess) for execution.
4. If `ownsGlobalID` fails for any of the EOCooperatingObjectStores, all stores are sent the message `rollbackChanges`.
5. If `ownsGlobalID` succeeds for all EOCooperatingObjectStores, the receiver sends them the message `commitChanges`, which has the effect of telling the adaptor to commit the changes.
6. If `commitChanges` fails for a particular EOCooperatingObjectStore, that store and all subsequent ones are sent the message `rollbackChanges`. However, the stores that have already committed their changes do not roll back. In other words, the coordinator doesn't perform the two-phase commit protocol necessary to guarantee consistent distributed update.

This method raises an exception if an error occurs.

setUserInfo

```
public void setUserInfo(NSDictionary dictionary)
```

Sets the `dictionary` of auxiliary data, which your application can use for whatever it needs.

See Also: `userInfo`

userInfo

```
public NSDictionary userInfo()
```

Returns a dictionary of user data. Your application can use this to store any auxiliary information it needs.

See Also: `setUserInfo`

valuesForKeys

```
public NSDictionary valuesForKeys(  
    NSArray keys,  
    Object object)
```

Communicates with the appropriate `EOCooperatingObjectStore` to get the values identified by `keys` for `object`, so that it can then forward them on to another `EOCooperatingObjectStore`.

`EOCooperatingObjectStores` can hold values for an object that augment the properties in the object. For instance, an `EODatabaseContext` (`EOAccess`) stores foreign key information for the objects it owns. These foreign keys may well not be defined as properties of the object. Other `EODatabaseContexts` can find out the object's foreign keys by sending the `EODatabaseContext` that owns the object a `valuesForKeys` message (through the coordinator).

Notifications

The following notifications are declared and posted by `EOObjectStoreCoordinator`.

CooperatingObjectStoreWasAdded

```
public static final String CooperatingObjectStoreWasAdded
```

When an `EOObjectStoreCoordinator` receives an `addCooperatingObjectStore` message and adds an `EOCooperatingObjectStore` to its list, it posts `CooperatingObjectStoreWasAdded` to notify observers.

Notification Object	The <code>EOObjectStoreCoordinator</code>
userInfo Dictionary	None

CLASS EOObjectStoreCoordinator

CooperatingObjectStoreWasRemoved

public static final String CooperatingObjectStoreWasRemoved

When an EOObjectStoreCoordinator receives a `removeCooperatingObjectStore` message and removes an EOCooperatingObjectStore from its list, it posts `CooperatingObjectStoreWasRemoved` to notify observers.

Notification Object	The EOObjectStoreCoordinator
userInfo Dictionary	None

CooperatingObjectStoreNeeded

public static final String CooperatingObjectStoreNeeded

Posted when an EOObjectStoreCoordinator receives a request that it can't service with any of its currently registered EOCooperatingObjectStores. The observer can call back to the coordinator to register an appropriate EOCooperatingObjectStore based on the information in the userInfo dictionary.

Notification Object

The EOObjectStoreCoordinator

userInfo Dictionary

Contains the following keys and values:

Key	Value
globalID	globalID for the operation
fetchSpecification	fetch specification for the operation
object	object for the operation

CLASS EOObjectStoreCoordinator

EObserverCenter

Inherits from: Object

Package: com.webobjects.eocontrol

Class Description

EObserverCenter is the central player in EOControl's change tracking mechanism. EObserverCenter records observers and the objects they observe, and it distributes notifications when the observable objects change. For an overview of the change tracking mechanism, see "[Tracking Enterprise Objects Changes](#)" (page 23) in the introduction to the EOControl Framework.

You don't ever create instances of EObserverCenter. Instead, the class itself acts as the central manager of change notification, registering observers and notifying them of changes. The EObserverCenter API is provided entirely in static methods.

EObserverCenter is implemented using weak references (see the Sun documentation of `java.lang.ref` for details). Thus, if EObserverCenter is the last object in your application with a reference to either an object which is registered to receive notifications, or to an object which is being observed, the object is garbage collected.

Registering an Observer

Objects that directly observe others must implement the EObserving interface, which consists of the single method `objectWillChange`. To register an object as an observer, invoke EObserverCenter's `addObserver` with the observer and the object to be observed. Once this is

CLASS EOObserverCenter

done, any time the observed object invokes its `willChange` method, the observer is sent an `objectWillChange` message informing it of the pending change. You can also register an observer to be notified when any object changes using `addOmniscientObserver`. This can be useful in certain situations, but as it's very costly to deal out frequent change notifications, you should use omniscient observers sparingly. To unregister either kind of observer, simply use the corresponding `remove...` method.

Change Notification

Objects that are about to change invoke `willChange`, a method defined by the `EOEnterpriseObject` interface. The implementations of this method invoke `EOObserverCenter`'s `notifyObserversObjectWillChange`, which sends an `objectWillChange` message to all observers registered for the object that's changing, as well as to any omniscient observers. `notifyObserversObjectWillChange` optimizes the process by suppressing redundant `objectWillChange` messages when the same object invokes `willChange` several times in a row (as often happens when multiple properties are changed). Change notification is immediate, and takes place before the object's state changes. If you need to compare the object's state before and after the change, you must arrange to examine the new state at the end of the run loop.

You can suppress change notification when necessary, using the `suppressObserverNotification` and `enableObserverNotification` methods. While notification is suppressed, neither regular nor omniscient observers are informed of changes. These methods nest, so you can invoke `suppressObserverNotification` multiple times, and notification isn't re-enabled until a matching number of `enableObserverNotification` message have been sent.

Method Types

Registering and unregistering observers

`addObserver`

`removeObserver`

`addOmniscientObserver`

`removeOmniscientObserver`

CLASS EObserverCenter

Notifying observers of change

`notifyObserversObjectWillChange`

Getting observers

`observersForObject`

`observerForObject`

Suppressing change notification

`suppressObserverNotification`

`enableObserverNotification`

`observerNotificationSuppressCount`

Constructors

EObserverCenter

`public EObserverCenter()`

Description forthcoming.

Static Methods

addObserver

```
public static synchronized void addObserver(  
    EObserving anObserver,  
    Object anObject)
```

Records `anObserver` to be notified with an `objectWillChange` message when `anObject` changes.

See Also: `removeObserver`

CLASS EObserverCenter

addOmniscientObserver

```
public static synchronized void addOmniscientObserver(EObserver anObserver)
```

Records `anObserver` to be notified with an `objectWillChange` message when any object changes. This can cause significant performance degradation, and so should be used with care. The omniscient observer must be prepared to receive the `objectWillChange` message with a `null` argument.

See Also: `addObserver`, `removeOmniscientObserver`

enableObserverNotification

```
public static void enableObserverNotification()
```

Counters a prior `suppressObserverNotification` message. When no such messages remain in effect, the `notifyObserversObjectWillChange` method is re-enabled. Throws an exception if not paired with a prior `suppressObserverNotification` message.

notifyObserversObjectWillChange

```
public synchronized void notifyObserversObjectWillChange(Object anObject)
```

Unless change notification is suppressed, sends an `objectWillChange` to all observers registered for `anObject` with that object as the argument, and sends that message to all omniscient observers as well. If invoked several times in a row with the same object, only the first invocation has any effect, since subsequent change notifications are redundant.

If an observer wants to ensure that it receives notification the next time the last object to change changes again, it should use the statement:

```
EObserverCenter.notifyObserversObjectWillChange(null);
```

An observable object (typically an enterprise object) invokes this method from its `willChange` implementation, so you should never have to invoke this method directly.

See Also: `suppressObserverNotification`, `addObserver`, `addOmniscientObserver`

CLASS EObserverCenter

observerForObject

```
public static synchronized EObserver observerForObject(  
    Object anObject,  
    Class aClass)
```

Returns an observer for `anObject` that's a kind of `aClass`. If more than one observer of `anObject` is a kind of `aClass`, the specific observer returned is undetermined. You can use `observersForObject` instead to get all observers and examine their class membership.

observerNotificationSuppressCount

```
public static int observerNotificationSuppressCount()
```

Returns the number of `suppressObserverNotification` messages in effect.

See Also: `enableObserverNotification`

observersForObject

```
public static synchronized NSArray observersForObject(Object anObject)
```

Returns all observers of `anObject`.

removeObserver

```
public static synchronized void removeObserver(  
    EObserver anObserver,  
    Object anObject)
```

Removes `anObserver` as an observer of `anObject`.

See Also: `addObserver`

removeOmniscientObserver

```
public static synchronized void removeOmniscientObserver(EObserver anObserver)
```

Unregisters `anObserver` as an observer of all objects.

See Also: `removeObserver`, `addOmniscientObserver`

CLASS EOObserverCenter

suppressObserverNotification

```
public static void suppressObserverNotification()
```

Disables the `notifyObserversObjectWillChange` method, so that no change notifications are sent. This method can be invoked multiple times; `enableObserverNotification` must then be invoked an equal number of times to re-enable change notification.

EOObserverProxy

Inherits from: Object
Package: com.webobjects.eocontrol

Class Description

The EOObserverProxy class is a part of EOControl's change tracking mechanism. It provides a means for objects that can't inherit from EODelayedObserver to handle `subjectChanged` messages. For an overview of the general change tracking mechanism, see ["Tracking Enterprise Objects Changes"](#) (page 23) in the introduction to the EOControl Framework.

An EOObserverProxy has a target object on whose behalf it observes objects. EOObserverProxy overrides `subjectChanged` to send an action message to its target object, allowing the target to act as though it had received `subjectChanged` directly from an EODelayedObserverQueue. See the EOObserverCenter and EODelayedObserverQueue class specifications for more information.

Constructors

EObserverProxy

```
public EObserverProxy(  
    Object anObject,  
    NSSelector anAction,  
    int priority)
```

Creates a new **EObserverProxy** to send `anAction` to `anObject` upon receiving a `subjectChanged` message. `anAction` should be a selector for a typical action method, taking one `java.util.Object` argument and returning `void`. `priority` indicates when the receiver is sent this message from **EODelayedObserverQueue**'s `notifyObserversUpToPriority` method.

Instance Methods

priority

```
public int priority()
```

Description forthcoming.

subjectChanged

```
public void subjectChanged()
```

Description forthcoming.

EOOrQualifier

Inherits from:	EOQualifier
Implements:	NSCoding EOKeyValueArchiving
Package:	com.webobjects.eocontrol

Class Description

EOOrQualifier is a subclass of EOQualifier that contains multiple qualifiers. EOOrQualifier implements the EOQualifierEvaluation interface, which defines the method `evaluateWithObject` for in-memory evaluation. When an EOOrQualifier object receives an `evaluateWithObject` message, it evaluates each of its qualifiers until one of them returns `true`. If one of its qualifiers returns `true`, the EOOrQualifier object returns `true` immediately. If all of its qualifiers return `false`, the EOOrQualifier object returns `false`.

Interfaces Implemented

EOQualifierEvaluation

evaluateWithObject

NSCoding

classForCoder

decodeObject

encodeWithCoder

EOKeyValueArchiving

decodeWithKeyUnarchiver

encodeWithKeyArchiver

Constructors

EOrQualifier

```
public EOrQualifier(NSArray qualifiers)
```

Creates and returns a new EOrQualifier. If `qualifiers` is provided, the EOrQualifier is initialized with the qualifiers in `qualifiers`.

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCoder.

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

Instance Methods

addQualifierKeysToSet

```
public void addQualifierKeysToSet(NSMutableSet aSet)
```

Description forthcoming.

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoding.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to EOKeyValueArchiving.

evaluateWithObject

```
public boolean evaluateWithObject(NSKeyValueCodingAdditions anObject);
```

Returns `true` if `anObject` satisfies the qualifier, `false` otherwise. When an `EOOrQualifier` object receives an `evaluateWithObject` message, it evaluates each of its qualifiers until one of them returns `true`. If any of its qualifiers returns `true`, the `EOOrQualifier` object returns `true` immediately. If all of its qualifiers return `false`, the `EOOrQualifier` object returns `false`. This method can throw one of several possible exceptions if an error occurs. If your application allows users to construct arbitrary qualifiers (such as through a user interface), you may want to write code to catch any exceptions and respond to errors (for example, by displaying a panel saying that the user typed a poorly formed qualifier).

qualifiers

```
NSArray qualifiers()
```

Returns the receiver's qualifiers.

qualifierWithBindings

```
public EOQualifier qualifierWithBindings(  
    NSDictionary,  
    boolean)
```

Description forthcoming.

CLASS EOOrQualifier

toString

```
public String toString()
```

Description forthcoming.

validateKeysWithRootClassDescription

```
public void validateKeysWithRootClassDescription(EOClassDescription classDesc)
```

Ensures that the receiver contains keys and key paths that belong to or originate from `classDesc`. This method raises an exception if an unknown key is found, otherwise it returns `null` to indicate that the keys contained by the qualifier are valid.

CLASS EOrQualifier

EOQualifier

Inherits from:	Object
Implements:	EOQualifierEvaluation Serializable
Package:	com.webobjects.eocontrol

Class Description

EOQualifier is an abstract class for objects that hold information used to restrict selections on objects or database rows according to specified criteria. With the exception of EOSQLQualifier (EOAccess), qualifiers aren't based on SQL and they don't rely upon an EOModel (EOAccess). Thus, the same qualifier can be used both to perform in-memory searches and to fetch from the database.

CLASS EOQualifier

You never instantiate an instance of EOQualifier. Rather, you use one of its subclasses—one of the following or your own custom EOQualifier subclass:

Subclass	Purpose
EOKeyValueQualifier	Compares the named property of an object to a supplied value, for example, “weight > 150”.
EOKeyComparisonQualifier	Compares the named property of one object with the named property of another, for example “name = wife.name”.
EOAndQualifier	Contains multiple qualifiers, which it conjoins. For example, “name = 'Fred' AND age < 20”.
EOOrQualifier	Contains multiple qualifiers, which it disjoins. For example, “name = 'Fred' OR name = 'Ethel’”.
EONotQualifier	Contains a single qualifier, which it negates. For example, “NOT (name = 'Fred’)”.
EOSQLQualifier	Contains unstructured text that can be transformed into a SQL expression. EOSQLQualifier provides a way to create SQL expressions with any arbitrary SQL. Because EOSQLQualifiers can't be evaluated against objects in memory and because they contain database and SQL-specific content, you should use EOQualifier wherever possible.

The interface EOQualifierEvaluation defines how qualifiers are evaluated in memory. To evaluate qualifiers in a database, methods in EOSQLExpression (EOAccess) and EOEntity (EOAccess) are used to generate SQL for qualifiers. Note that all of the SQL generation functionality is contained in the access layer.

For more information on using EOQualifiers, see the sections

- [“Creating a Qualifier”](#) (page 95)
- [“Constructing Format Strings”](#) (page 96)
- [“Checking for NULL Values”](#) (page 99)
- [“Using Wildcards and the like Operator”](#) (page 99)
- [“Using Selectors in Qualifier Expressions”](#) (page 100)

CLASS EOQualifier

- [“Using EOQualifier’s Subclasses”](#) (page 100)
- [“Creating Subclasses”](#) (page 101)

Constants

EOQualifier defines the following NSSelector constants to represent the qualifier operators:

QualifierOperatorEqual

QualifierOperatorGreaterThanOrEqualTo

QualifierOperatorNotEqual

QualifierOperatorContains

QualifierOperatorLessThan

QualifierOperatorLike

QualifierOperatorGreaterThan

QualifierOperatorCaseInsensitiveLike

QualifierOperatorLessThanOrEqualTo

Interfaces Implemented

EOQualifierEvaluation

Method Types

Creating a qualifier

qualifierWithQualifierFormat

qualifierToMatchAllValues

qualifierToMatchAnyValue

qualifierWithBindings

CLASS EOQualifier

In-memory filtering

- `filterArrayWithQualifier`
- `filteredArrayWithQualifier`
- `evaluateWithObject`

Converting strings and operators

- `operatorSelectorForString`
- `stringForOperatorSelector`

Get EOQualifier operators

- `allQualifierOperators`
- `relationalQualifierOperators`

Accessing a qualifiers keys

- `allQualifierKeys`
- `addQualifierKeysToSet`

Accessing a qualifier's binding keys

- `bindingKeys`
- `keyPathForBindingKey`

Validating a qualifier's keys

- `validateKeysWithRootClassDescription`

Static Methods

allQualifierOperators

```
public static NSArray allQualifierOperators()
```

Returns an NSArray containing all of the operators supported by EOQualifier: =, !=, <, <=, >, >=, “like”, and “caseInsensitiveLike”.

See Also: `relationalQualifierOperators`

CLASS EOQualifier

filterArrayWithQualifier

```
public static void filterArrayWithQualifier(  
    NSMutableArray objects,  
    EOQualifier aQualifier)
```

Filters `objects` in place so that it contains only objects matching `aQualifier`.

filteredArrayWithQualifier

```
public static NSArray filteredArrayWithQualifier(  
    NSArray objects,  
    EOQualifier aQualifier)
```

Returns a new array that contains only the objects from `objects` matching `aQualifier`.

operatorSelectorForSelectorNamed

```
protected static NSSelector operatorSelectorForSelectorNamed(String aString)
```

Description forthcoming.

operatorSelectorForString

```
public static NSSelector operatorSelectorForString(String aString)
```

Returns an operator selector based on the string `aString`. This method is used in parsing a qualifier. For example, the following statement returns the selector `QualifierOperatorNotEqual`.

```
Selector selector = Qualifier.operatorSelectorForString("!=");
```

The possible values of `aString` are `=`, `==`, `!=`, `<`, `>`, `<=`, `>=`, `like`, and `caseInsensitiveLike`.

You'd probably only use this method if you were writing your own qualifier parser.

See Also: `stringForOperatorSelector`

CLASS EOQualifier

qualifierToMatchAllValues

```
public static EOQualifier qualifierToMatchAllValues(NSDictionary dictionary)
```

Takes a dictionary of search criteria, from which the method creates EOKeyValueQualifiers (one for each dictionary entry). The method ANDs these qualifiers together, and returns the resulting EOAndQualifier.

qualifierToMatchAnyValue

```
public static EOQualifier qualifierToMatchAnyValue(NSDictionary dictionary)
```

Takes a dictionary of search criteria, from which the method creates EOKeyValueQualifiers (one for each dictionary entry). The method ORs these qualifiers together, and returns the resulting EOOrQualifier.

qualifierWithQualifierFormat

```
public static EOQualifier qualifierWithQualifierFormat(  
    String qualifierFormat,  
    NSArray arguments)
```

Parses the format string `qualifierFormat` and the specified arguments, uses them to create an EOQualifier, and returns the EOQualifier. Conversion specifications (occurrences of %@) in `qualifierFormat` are replaced using the value objects in arguments.

Based on the content of `qualifierFormat`, this method generates a tree of the basic qualifier types. For example, the format string “firstName = 'Joe' AND department = 'Facilities'” generates an EOAndQualifier that contains two “sub” EOKeyValueQualifiers. The following code excerpt shows a typical way to use the `qualifierWithQualifierFormat` method. The excerpt constructs an EOFetchSpecification, which includes an entity name and a qualifier. It then applies the EOFetchSpecification to the EODisplayGroup’s data source and tells the EODisplayGroup to fetch.

```
EODisplayGroup displayGroup;    /* Assume this exists.*/  
EOQualifier qualifier;  
EOFetchSpecification fetchSpec;  
EODatabaseDataSource dataSource;  
  
dataSource = (EODatabaseDataSource)displayGroup.dataSource();  
qualifier =
```

CLASS EOQualifier

```
EOQualifier.qualifierWithQualifierFormat("cardType = 'Visa'", null);  
fetchSpec = new EOFetchSpecification("Member", qualifier, null, null);
```

```
dataSource.setFetchSpecification(fetchSpec);  
displayGroup.fetch();
```

`qualifierWithQualifierFormat` **performs no verification to ensure that keys referred to by the format string `qualifierFormat` exist. It throws an exception if `qualifierFormat` contains any syntax errors.**

relationalQualifierOperators

```
public static NSArray relationalQualifierOperators()
```

Returns an NSArray containing all of the relational operators supported by EOQualifier: =, !=, <, <=, >, and >=. In other words, returns all of the EOQualifier operators except for the ones that work exclusively on strings: “like” and “caseInsensitiveLike”.

See Also: allQualifierOperators

stringForOperatorSelector

```
public static String stringForOperatorSelector(NSSelector aSelector)
```

Returns a string representation of the selector *aSelector*. For example, the following statement returns the string “!=”:

```
String operator =  
    EOQualifier.stringForOperatorSelector(EOQualifier.QualifierOperatorNotEqual);
```

The possible values for *selector* are as follows:

- QualifierOperatorEqual
- QualifierOperatorNotEqual
- QualifierOperatorLessThan
- QualifierOperatorGreaterThan
- QualifierOperatorLessThanOrEqual
- QualifierOperatorGreaterThanOrEqual
- QualifierOperatorContains

CLASS EOQualifier

- QualifierOperatorLike
- QualifierOperatorCaseInsensitiveLike

You'd probably use this method only if you were writing your own parser.

See Also: `operatorSelectorForString`

Instance Methods

addQualifierKeysToSet

```
public abstract void addQualifierKeysToSet(NSMutableSet qualKeys)
```

Adds the receiver's qualifier keys to `qualKeys`. The subclasses in the EOControl framework do this by traversing the tree of qualifiers. Node qualifiers (such as `EOAndQualifier`) recursively invoke this method until they reach a leaf qualifier (such as `EOKeyValueQualifier`) which adds its key to the set.

Subclasses of `EOQualifier` must implement this method.

allQualifierKeys

```
public NSSet allQualifierKeys()
```

Returns an `NSSet` of strings, which are the left-hand sides of all the qualifiers in the receiver. For example, if you have a qualifier

```
salary > 10000 AND manager.lastName = 'smith'
```

`allQualifierKeys` returns an array containing the strings “salary” and “manager.lastName”.

Subclasses should not override this method, instead they should override `addQualifierKeysToSet`.

CLASS EOQualifier

bindingKeys

```
NSArray bindingKeys()
```

Returns an array of strings which are the names of the known variables. Multiple occurrences of the same variable will only appear once in this list.

clone

```
public java.lang.Object clone()
```

Description forthcoming.

evaluateWithObject

```
public boolean evaluateWithObject(NSKeyValueCodingAdditions object)
```

Implemented by subclasses to return `true` if `object` matches the criteria specified in the receiver, `false` otherwise. The argument, `object`, should be an enterprise object, a snapshot dictionary, or something that implements key-value coding.

keyPathForBindingKey

```
public String keyPathForBindingKey(String key)
```

Returns a string which is the “left-hand-side” of the variable in the qualifier. e.g. If you have a qualifier “salary > \$amount and manager.lastName = \$manager”, then calling `bindingKeys` would return the array (“amount”, “manager”). Calling `keyPathForBindingKey` would return `salary` for amount, and `manager.lastname` for manager.

qualifierWithBindings

```
public abstract EOQualifier qualifierWithBindings(  
    NSDictionary bindings,  
    boolean requiresAll)
```

Returns a new qualifier substituting all variables with values found in `bindings`. If `requiresAll` is `true`, any variable not found in `bindings` throws an exception. If `requiresAll` is `false`, missing variable values cause the qualifier node to be pruned from the tree.

CLASS EOQualifier

validateKeysWithRootClassDescription

```
public abstract void validateKeysWithRootClassDescription(EOClassDescription classDesc)
```

Ensures that the receiver contains keys and key paths that belong to or originate from `classDesc`. This method raises an exception if an unknown key is found, otherwise it returns `null` to indicate that the keys contained by the qualifier are valid.

CLASS EOQualifier

EOQualifier.ComparisonSupport

Inherits from: Object

Package: com.webobjects.eocontrol

Class Description

The Java Client EOQualifier.ComparisonSupport class provides default implementations of the EOQualifierComparison interface.

The Java Client EOCustomObject uses EOQualifier.ComparisonSupport's default implementations. Typically your custom enterprise object classes inherit from EOCustomObject and inherit the default implementations. If your custom enterprise object class doesn't inherit from EOCustomObject, you should implement the EOQualifierComparison interface directly.

Method Types

Setting up automatic support

setSupportForClass

supportForClass

CLASS EOQualifier.ComparisonSupport

Comparing two objects

`compareValues`

EOQualifierComparison methods

`doesContain`

`isCaseInsensitiveLike`

`isEqualTo`

`isGreaterThan`

`isGreaterThanOrEqualTo`

`isLessThan`

`isLessThanOrEqualTo`

`isLike`

`isNotEqualTo`

Static Methods

compareValues

```
public static int compareValues(  
    Object anObject,  
    Object anotherObject,  
    NSSelector selector)
```

Compares the two objects using `selector`. You should use this method to compare value objects instead of calling `selector` directly. This method is the entry point for the comparison support, and calls methods in support classes if appropriate.

CLASS EOQualifier.ComparisonSupport

setSupportForClass

```
public static void setSupportForClass(  
    EOSortOrdering.ComparisonSupport supportClass,  
    Class aClass)
```

Sets `supportClass` as the support class to be used for comparing instances of `aClass`. When `compareValues` is called, the methods in `supportClass` are used to do the comparison for instances of `aClass`.

supportForClass

```
public static EOSortOrdering.ComparisonSupport supportForClass(Class aClass)
```

Returns the support class used for doing sort ordering comparisons for instances of `aClass`.

Instance Methods

doesContain

```
public boolean doesContain(  
    Object receiver,  
    Object anObject)
```

Returns `true` if `receiver` contains `anObject`, `false` if it doesn't. `NSObject`'s implementation of this method returns `true` only if `receiver` is a kind of `NSArray` and contains `anObject`. In all other cases it returns `false`. This method is used in the Framework only by `EOQualifier` for in-memory evaluation.

isCaseInsensitiveLike

```
public boolean isCaseInsensitiveLike(  
    Object receiver,  
    Object anObject)
```

Returns `true` if `receiver` is a case-insensitive match for `anObject`, `false` if it isn't. See [“Using Wildcards and the like Operator”](#) (page 99) for the wildcard characters allowed. This method is used in the Framework only by `EOQualifier` for in-memory evaluation.

CLASS EOQualifier.ComparisonSupport

isEqualTo

```
public boolean isEqualTo(  
    Object receiver,  
    Object anObject)
```

Invokes equals and returns the result. This method is used in the Framework only by EOQualifier for in-memory evaluation.

isGreaterThan

```
public boolean isGreaterThan(  
    Object receiver,  
    Object anObject)
```

Invokes compare and returns true if the result is NSComparator.OrderedDescending. This method is used in the Framework only by EOQualifier for in-memory evaluation.

isGreaterThanOrEqualTo

```
public boolean isGreaterThanOrEqualTo(  
    Object receiver,  
    Object anObject)
```

Invokes compare and returns true if the result is NSComparator.OrderedDescending or NSComparator.OrderedSame. This method is used in the Framework only by EOQualifier for in-memory evaluation.

isLessThan

```
public boolean isLessThan(  
    Object receiver,  
    Object anObject)
```

Invokes compare and returns true if the result is NSComparator.OrderedAscending. This method is used in the Framework only by EOQualifier for in-memory evaluation.

CLASS EOQualifier.ComparisonSupport

isLessThanOrEqualTo

```
public boolean isLessThanOrEqualTo(  
    Object receiver,  
    Object anObject)
```

Invokes `compare` and returns `true` if the result is `NSComparator.OrderedAscending` or `NSComparator.OrderedSame`. This method is used in the Framework only by EOQualifier for in-memory evaluation.

isLike

```
public boolean isLike(  
    Object receiver,  
    Object anObject)
```

Returns `true` if `receiver` matches `anObject` according to the semantics of the SQL `like` comparison operator, `false` if it doesn't. See [“Using Wildcards and the like Operator”](#) (page 99) for the wildcard characters allowed. This method is used in the Framework only by EOQualifier for in-memory evaluation.

isNotEqualTo

```
public boolean isNotEqualTo(  
    Object receiver,  
    Object anObject)
```

Invokes `equals`, inverts the result, and returns it. This method is used in the Framework only by EOQualifier for in-memory evaluation.

EOQualifierVariable

Inherits from:	Object
Implements:	NSCoding EOKeyValueArchiving Serializable
Package:	com.webobjects.eocontrol

Class Description

EOQualifierVariable defines objects that serve as placeholders in the qualifier. When you create a qualifier programmatically, you typically do something like this:

```
aQual = [EOQualifier qualifierWithQualifierFormat:"dateReleased = %@", aDate];
```

where `aDate` is a variable that contains the actual date you want to query upon. When you store the qualifier in an EOModel, there is no way to know the actual value to query upon or the variable that will contain that value. The EOQualifierVariable object acts as a placeholder for the actual variable that will represent the right side of the expression. You specify an EOQualifierVariable by using a \$, as in the following:

```
dateReleased = $aDate
```

Variable values must be substituted for using `qualifierWithBindings`.

Interfaces Implemented

NSCoding

classForCoder
decodeObject
encodeWithCoder

EOKeyValueArchiving

decodeWithKeyValueUnarchiver
encodeWithKeyValueArchiver

Constructors

EOQualifierVariable

```
public EOQualifierVariable(String key)
```

Creates and returns a new EOQualifierVariable object with the specified name. For example, if your qualifier is “dateReleased = \$aDate”, then this method would be invoked with the key “aDate”.

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCoder.

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

Instance Methods

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoder.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to EOKeyValueArchiving.

key

```
public String key()
```

Returns the key of the variable qualifier.

toString

```
public String toString()
```

Description forthcoming.

EOSharedEditingContext

Inherits from: EOEditingContext:
EOObjectStore

Package: com.webobjects.eocontrol

Class Description

The EOSharedEditingContext class defines a mechanism that allows EOEditingContexts to share enterprise objects for reading. This mechanism can reduce redundant data and the number of fetches an application requires.

Shared enterprise objects are read-only and persist for the life of the application; they can't be modified or deleted. They must be unique in the shared context and across all other editing contexts that share objects from the shared context.

Objects can be fetched into a shared context using `objectsWithFetchSpecification` and `bindObjectsWithFetchSpecification`. The latter method makes it easier to access result sets, using `objectsByEntityNameAndFetchSpecificationName`.

In multithreaded applications, shared objects can be used safely by many threads at once. Shared editing contexts use `EOMultiReaderLocks` to maintain thread safety. The methods `objectsWithFetchSpecification`, `bindObjectsWithFetchSpecification`, `faultForGlobalID`, and `objectForGlobalID` are thread-safe, but you must lock the context before using any other shared context API.

It is possible to modify shared objects while an application is running, but only indirectly. You can create a regular editing context that doesn't share objects by setting its `sharedEditingContext` to `null`. Fetch the object that you want to change into the regular context, modify or delete it, and

CLASS `EOSharedEditingContext`

save. Since shared editing contexts listen for `ObjectsChangedInStoreNotifications`, the shared editing context updates when it learns that an object was modified. The shared context removes from its `objectsByEntityName` and `objectsByEntityNameAndFetchSpecificationName` dictionaries any objects that have been deleted, and it refaults any objects that have been updated. However, to register newly inserted objects in the shared editing context, you should refetch.

Constants

`EOSharedEditingContext` defines constants for the notifications it post. For more information, see [“Notifications”](#) (page 346).

Method Types

Accessing a shared editing context

- `defaultSharedEditingContext`
- `setDefaultSharedEditingContext`
- `sharedEditingContext`
- `setSharedEditingContext`

Accessing shared objects

- `bindObjectsWithFetchSpecification`
- `objectsByEntityName`
- `objectsByEntityNameAndFetchSpecificationName`
- `objectsWithFetchSpecification`

Locking a shared editing context

- `lockForReading`
- `tryLockForReading`

CLASS ESharedEditingContext

unlockForReading

Overridden EOEditingContext methods

deleteObject

deletedObjects

faultForGlobalID

hasChangesInsertedObjects

insertObject

objectForGlobalID

objectWillChange

refaultObjectRegisteredObjects

reset

saveChanges

setUndoManager

updatedObjects

validateChangesForSave

Constructors

ESharedEditingContext

```
public ESharedEditingContext(EObjectStore anObjectStore)
```

Creates a new ESharedEditingContext object with the defaultParentObjectStore as its parent object store. anObjectStore is ignored.

```
public ESharedEditingContext()
```

Description forthcoming.

Static Methods

defaultSharedEditingContext

```
public static ESharedEditingContext defaultSharedEditingContext()
```

Returns the default `ESharedEditingContext`. If a shared context hasn't yet been created, this method creates one and posts a `DefaultSharedEditingContextWasInitializedNotification`.

setDefaultSharedEditingContext

```
public static synchronized void setDefaultSharedEditingContext(ESharedEditingContext context)
```

Sets the default shared editing context. If `context` is `null`, object sharing is disabled in subsequently created `EOEditingContexts`.

Instance Methods

bindObjectsWithFetchSpecification

```
public void bindObjectsWithFetchSpecification(  
    EOfetchSpecification fetchSpecification,  
    String name)
```

Fetches objects with `fetchSpecification` and binds the results to `fetchSpecification`'s entity and `fetchSpecification`'s name, which is provided with the `name` argument. You can later retrieve the resulting shared objects using the methods `objectsByEntityName` and `objectsByEntityNameAndFetchSpecificationName`.

CLASS EOSharedEditingContext

deleteObject

```
public void deleteObject(EOEnterpriseObject object)
```

Raises an exception. You can't modify or delete the shared objects in a shared editing context.

deletedObjects

```
public NSArray deletedObjects()
```

Returns an empty array. The shared objects in a shared editing context can't be deleted.

dispose

```
public void dispose()
```

Description forthcoming.

faultForGlobalID

```
public EOEnterpriseObject faultForGlobalID(  
    EOGlobalID gid,  
    EOEditingContext context)
```

A thread-safe version of the superclass implementation.

See Also: `faultForGlobalID (EOEditingContext)`

forgetObject

```
public void forgetObject(EOEnterpriseObject anEO)
```

Description forthcoming.

globalIDForObject

```
public EOGlobalID globalIDForObject(EOEnterpriseObject anEO)
```

Description forthcoming.

CLASS EOSharedEditingContext

hasChanges

```
public boolean hasChanges()
```

Returns `false`. You can't modify or delete the shared objects in a shared editing context.

initializeObject

```
public void initializeObject(  
    EOEnterpriseObject anEO,  
    EOGlobalID anID,  
    EOEditingContext aEC)
```

Description forthcoming.

insertedObjects

```
public NSArray insertedObjects()
```

Returns an empty array. You can't insert objects into a shared editing context.

insertObject

```
public void insertObject(EOEnterpriseObject object)
```

Raises an exception. You can't insert objects into a shared editing context. Instead, insert an enterprise object into a regular editing context and then fetch it into the shared context.

insertObjectWithGlobalID

```
public void insertObjectWithGlobalID(  
    EOEnterpriseObject anEO,  
    EOGlobalID anID)
```

Description forthcoming.

CLASS EOSharedEditingContext

invalidateAllObjects

```
public void invalidateAllObjects()
```

Description forthcoming.

invalidateObjectsWithGlobalIDs

```
public void invalidateObjectsWithGlobalIDs(NSArray arrayOfIDs)
```

Description forthcoming.

lock

```
public void lock()
```

Description forthcoming.

lockForReading

```
public void lockForReading()
```

Locks the receiver for reading.

See Also: tryLockForReading

objectForGlobalID

```
public EOEnterpriseObject objectForGlobalID(EOGlobalID gid)
```

A thread-safe version of the superclass implementation.

See Also: objectForGlobalID (EOEditingContext)

CLASS EOSharedEditingContext

objectsByEntityName

```
public NSDictionary objectsByEntityName()
```

Returns a dictionary of all the objects fetched into the shared context. The dictionary keys are entity names and the corresponding values are NSArray of enterprise objects for that entity.

See Also: `bindObjectsWithFetchSpecification`

objectsByEntityNameAndFetchSpecificationName

```
public NSDictionary objectsByEntityNameAndFetchSpecificationName()
```

Returns the objects fetched into the receiver with `bindObjectsWithFetchSpecification`. The return value is a dictionary whose keys are entity names and whose values are subdictionaries. The keys of the subdictionaries are fetch specification names, and the values are NSArray of the enterprise objects fetched with the corresponding fetch specification. The fetch specification names are the names specified in `bindObjectsWithFetchSpecification`. Generally these names are the same names used to identify stored fetch specifications in `EOModeler`.

Note: The dictionary returned from this method might not contain all the receiver's shared objects. It only contains objects fetched with a named fetch specification using `bindObjectsWithFetchSpecification`. Shared objects fetched into the receiver with other methods are not returned from this method.

objectsWithFetchSpecification

```
public NSArray objectsWithFetchSpecification(  
    EOFetchSpecification fetchSpecification,  
    EOEditingContext anEditingContext)
```

A thread-safe version of the superclass implementation that binds the results to `fetchSpecification`'s entity. You can later retrieve the resulting shared objects using the method `objectsByEntityName`.

See Also: `objectsWithFetchSpecification (EOEditingContext)`

CLASS EOSharedEditingContext

objectWillChange

```
public void objectWillChange(Object object)
```

Raises an exception. You can't modify the shared objects in a shared editing context.

refaultObject

```
public void refaultObject(  
    EOEnterpriseObject object,  
    EOGlobalID gid,  
    EOEditingContext context)
```

See the `refaultObject` method description in the `EOEditingContext` class specification. Note that this method is not thread safe.

refaultObjects

```
public void refaultObjects()
```

Description forthcoming.

registeredObjects

```
public NSArray registeredObjects()
```

A thread-safe version of the superclass implementation.

See Also: `registeredObjects` (`EOEditingContext`)

reset

```
public void reset()
```

Overrides the superclass implementation to do nothing.

CLASS ESharedEditingContext

retrieveReaderLocks

```
public void retrieveReaderLocks()
```

Description forthcoming.

saveChanges

```
public void saveChanges()
```

Raises an exception. You can't modify the shared objects in a shared editing context.

setSharedEditingContext

```
public void setSharedEditingContext(ESharedEditingContext sharedEC)
```

Raises an exception unless `sharedEC` is `null`.

setUndoManager

```
public void setUndoManager(NSUndoManager undoManager)
```

Raises an exception unless `undoManager` is `null`.

sharedEditingContext

```
public ESharedEditingContext sharedEditingContext()
```

Returns `null`.

suspendReaderLocks

```
public void suspendReaderLocks()
```

Description forthcoming.

CLASS ESharedEditingContext

tryLock

```
public boolean tryLock()
```

Description forthcoming.

tryLockForReading

```
public boolean tryLockForReading()
```

Tries to lock the receiver for reading. Returns `true` if the receiver is successfully locked, `false` otherwise.

unlock

```
public void unlock()
```

Description forthcoming.

unlockForReading

```
public void unlockForReading()
```

Unlocks the receiver for reading.

updatedObjects

```
public NSArray updatedObjects()
```

Returns an empty array. You can't modify objects that are in a shared editing context.

validateChangesForSave

```
public void validateChangesForSave()
```

Overrides the superclass implementation to do nothing.

Notifications

DefaultSharedEditingContextWasInitializedNotification

```
public static final String DefaultSharedEditingContextWasInitializedNotification
```

Posted when an `EOSharedEditingContext` is created and assigned as the `defaultSharedEditingContext`.

Notification Object	None
userInfo Dictionary	None

SharedEditingContextInitializedObjectsNotification

```
public static final String SharedEditingContextInitializedObjectsNotification
```

Posted when new objects are added to a shared editing context (by fetching or fault firing).

Notification Object	The shared editing context
userInfo Dictionary	NSArray of global IDs of the initialized objects

EOSortOrdering

Inherits from:	Object
Implements:	EOKeyValueArchiving NSCoding Serializable
Package:	com.webobjects.eocontrol

Class Description

An EOSortOrdering object specifies the way that a group of objects should be sorted, using a property key and a method selector for comparing values of that property. EOSortOrderings are used both to generate SQL when fetching rows from a database server, and to sort objects in memory. EOFetchSpecification objects use an array of EOSortOrderings, which are applied in series to perform sorts by more than one property.

Sorting with SQL

When an `EOSortOrdering` is used to fetch data from a relational database, it's rendered into an `ORDER BY` clause for a SQL `SELECT` statement according to the concrete adaptor you're using. For more information, see the class description for `EOSQLExpression`. The Framework predefines symbols for four comparison selectors, listed in the table below. The table also shows an example of how the comparison selectors can be mapped to SQL.

Defined Name	SQL Expression
<code>CompareAscending</code>	<code>(key) asc</code>
<code>CompareDescending</code>	<code>(key) desc</code>
<code>CompareCaseInsensitiveAscending</code>	<code>upper(key) asc</code>
<code>CompareCaseInsensitiveDescending</code>	<code>upper(key) desc</code>

Using the mapping in the table above, the array of `EOSortOrderings` (`nameOrdering`) created in the following code example:

```
EOSortOrdering lastNameOrdering =
    EOSortOrdering.sortOrderingWithKey("lastName", EOSortOrdering.CompareAscending);
EOSortOrdering firstNameOrdering =
    (EOSortOrdering.sortOrderingWithKey("firstName", EOSortOrdering.CompareAscending);
NSMutableArray nameOrdering = new NSMutableArray();
nameOrdering.addObject(lastNameOrdering);
nameOrdering.addObject(firstNameOrdering);
```

results in this `ORDER BY` clause:

```
order by (lastName) asc, (firstName) asc
```

In-Memory Sorting

The methods `sortedArrayUsingKeyOrderArray` and `sortArrayUsingKeyOrderArray` are used to sort objects in memory. Given an array of objects and an array of `EOSortOrderings`, `sortedArrayUsingKeyOrderArray` returns a new array of objects sorted according to the specified `EOSortOrderings`. Similarly, `sortArrayUsingKeyOrderArray` sorts the provided array of objects in place. This code fragment, for example, sorts an array of `Employee` objects in place, by last name, then first name using the array of `EOSortOrderings` created above:

CLASS EOSortOrdering

```
SortOrdering.sortVectorUsingKeyOrderVector(employees, nameOrdering);
```

Constants

EOSortOrdering defines the following NSSelector constants:

Defined Name	Method
CompareAscending	compareAscending
CompareDescending	compareDescending
CompareCaseInsensitiveAscending	compareCaseInsensitiveAscending
CompareCaseInsensitiveDescending	compareCaseInsensitiveDescending

The first two can be used with any value class; the second two with NSString objects only. The sorting methods extract property values using key-value coding and apply the selectors to the values. If you use custom value classes, you should be sure to implement the appropriate comparison methods to avoid exceptions when sorting objects.

Interfaces Implemented

NSCoding

classForCoder
decodeObject
encodeWithCoder

EOKeyValueArchiving

decodeWithKeyValueUnarchiver
encodeWithKeyValueArchiver

Method Types

Constructors

EOSortOrdering

Examining a sort ordering

key
selector

In-memory sorting

sortedArrayUsingKeyOrderArray
sortArrayUsingKeyOrderArray

Constructors

ESortOrdering

```
public ESortOrdering(  
    String key,  
    NSSelector selector)
```

Creates and returns a new ESortOrdering object. If `key` and `selector` are provided, the new ESortOrdering is initialized with them.

See Also: ESortOrdering

Static Methods

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCodering.

decodeWithKeyValueUnarchiver

```
public static Object decodeWithKeyValueUnarchiver(EOKeyValueUnarchiver unarchiver)
```

Conformance to EOKeyValueArchiving.

CLASS EOSortOrdering

sortArrayUsingKeyOrderArray

```
public static void sortArrayUsingKeyOrderArray(  
    NSMutableArray objects,  
    NSArray sortOrderings)
```

Sorts `objects` in place according to the `EOSortOrderings` in `sortOrderings`. The objects are compared by extracting the sort properties using the `NSKeyValueCoding` method `valueForKey` and sending them `compare...` messages. See the table in “Sorting with SQL” for a list of the compare methods.

See Also: `sortedArrayUsingKeyOrderArray`

sortOrderingWithKey

```
public static EOSortOrdering sortOrderingWithKey(  
    String key,  
    NSSelector selector)
```

Creates and returns an `EOSortOrdering` based on `key` and `selector`.

See Also: `EOSortOrdering` constructor

sortedArrayUsingKeyOrderArray

```
public static NSArray sortedArrayUsingKeyOrderArray(  
    NSArray objects,  
    NSArray sortOrderings)
```

Creates and returns a new array by sorting `objects` according to the `EOSortOrderings` in `sortOrderings`. The objects are compared by extracting the sort properties using the added `EOKeYValueCoding` method `valueForKey` and sending them `compare...` messages. See the table in “Sorting with SQL” for a list of the compare methods.

Instance Methods

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoder.

encodeWithKeyValueArchiver

```
public void encodeWithKeyValueArchiver(EOKeyValueArchiver archiver)
```

Conformance to EOKeyValueArchiving.

key

```
public String key()
```

Returns the key by which the receiver orders items.

See Also: selector

selector

```
public NSSelector selector()
```

Returns the method selector used to compare values when sorting.

See Also: key

CLASS EOSortOrdering

toString

```
public String toString()
```

Description forthcoming.

EOSortOrdering.ComparisonSupport

Inherits from: Object

Package: com.webobjects.eocontrol

Class Description

The Java Client `EOSortOrdering.ComparisonSupport` class provides default implementations of the `EOSortOrderingComparison` interface.

The Java Client `EOCustomObject` uses `EOSortOrdering.ComparisonSupport`'s default implementations. Typically your custom enterprise object classes inherit from `EOCustomObject` and inherit the default implementations. If your custom enterprise object class doesn't inherit from `EOCustomObject`, you should implement the `EOSortOrderingComparison` interface directly.

Method Types

Setting up automatic support

`setSupportForClass`

`supportForClass`

CLASS `EOSortOrdering.ComparisonSupport`

Comparing two objects

`compareValues`

`EOSortOrderingComparison` methods

`compareAscending`

`compareCaseInsensitiveAscending`

`compareCaseInsensitiveDescending`

`compareDescending`

Static Methods

`compareValues`

```
public static int compareValues(  
    Object anObject,  
    Object anotherObject,  
    NSSelector selector)
```

Compares the two objects using `selector`. You should use this method to compare value objects instead of calling `selector` directly. This method is the entry point for the comparison support, and calls methods in support classes if appropriate.

`setSupportForClass`

```
public static void setSupportForClass(  
    EOSortOrdering.ComparisonSupport supportClass,  
    Class aClass)
```

Sets `supportClass` as the support class to be used for comparing instances of `aClass`. When `compareValues` is called, the methods in `supportClass` will be used to do the comparison for instances of `aClass`.

CLASS `EOSortOrdering.ComparisonSupport`

`supportForClass`

```
public static EOSortOrdering.ComparisonSupport supportForClass(Class aClass)
```

Returns the support class used for doing sort ordering comparisons for instances of `aClass`.

Instance Methods

`compareAscending`

```
public int compareAscending(  
    Object receiver,  
    Object anObject)
```

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered after `receiver`, `NSComparator.OrderedDescending` if it's naturally ordered before `receiver`, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

`compareCaseInsensitiveAscending`

```
public int compareCaseInsensitiveAscending(  
    Object receiver,  
    Object anObject)
```

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered—ignoring case—after `receiver`, `NSComparator.OrderedDescending` if it's naturally ordered before `receiver`, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

`compareCaseInsensitiveDescending`

```
public int compareCaseInsensitiveDescending(  
    Object receiver,  
    Object anObject)
```

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered—ignoring case—before `receiver`, `NSComparator.OrderedDescending` if it's naturally ordered after `receiver`, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

compareDescending

```
public int compareDescending(  
    Object anObject,  
    Object anObject)
```

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered before `receiver`, `NSComparator.OrderedDescending` if it's naturally ordered after `receiver`, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

EOTemporaryGlobalID

Inherits from:	EOGlobalID
Implements:	NSCoding
Package:	com.webobjects.eocontrol

Class Description

An EOTemporaryGlobalID object identifies a newly created enterprise object before it's saved to an external store. When the object is saved, the temporary ID is converted to a permanent one, as described in the EOGlobalID class specification.

Constants

EOTemporaryGlobalID defines the following `int` constant to specify the length (in bytes) of a global ID:

- `UniqueBinaryKeyLength`

Interfaces Implemented

NSCoding

- classForCoder
- decodeObject
- encodeWithCoder

Constructors

EOTemporaryGlobalID

```
public EOTemporaryGlobalID()
```

Creates and returns an EOTemporaryGlobalID as a unique instance. The returned object contains a byte string that's guaranteed to be unique network-wide. As a result, EOTemporaryGlobalIDs can be safely passed between processes and machines while still preserving global uniqueness. The returned byte string has the format:

```
< Sequence [2], ProcessID [2] , Time [4], IP Addr [4] >
```

```
protected EOTemporaryGlobalID(byte[] globallyUniqueBytes)
```

Description forthcoming.

Static Methods

assignGloballyUniqueBytes

```
public static void assignGloballyUniqueBytes(byte[] uniqueBytes)
```

Description forthcoming.

decodeObject

```
public static Object decodeObject(NSCoder coder)
```

Conformance to NSCoder.

Instance Methods

classForCoder

```
public Class classForCoder()
```

Conformance to NSCoder.

encodeWithCoder

```
public void encodeWithCoder(NSCoder coder)
```

Conformance to NSCoder.

CLASS EOTemporaryGlobalID

equals

```
public boolean equals(Object anObject)
```

Description forthcoming.

hashCode

```
public int hashCode()
```

Description forthcoming.

isTemporary

```
public boolean isTemporary()
```

Returns true.

toString

```
public String toString()
```

Description forthcoming.

EOClassDescription.ClassDelegate

(informal interface)

Package: `com.webobjects.eocontrol`

Interface Description

The `EOClassDescription.ClassDelegate` interface defines a method that the `EOClassDescription` class can invoke in its delegate. Delegates are not required to provide an implementation for the method, and you don't have to use the `implements` keyword to specify that the object implements the `ClassDelegate` interface. Instead, declare and implement the method if you need it, and use the `EOClassDescription` method `setClassDelegate` to assign your object as the class delegate. The `EOClassDescription` class can determine if the delegate doesn't implement the delegate method and only attempts to invoke it if it's actually implemented.

Instance Methods

shouldPropagateDeleteForObject

```
public abstract boolean shouldPropagateDeleteForObject(  
    EOEnterpriseObject anObject,  
    EOEditingContext anEditingContext,  
    String key)
```

Invoked from `propagateDeleteForObject`. If the class delegate returns `false`, it prevents `anObject` in `anEditingContext` from propagating deletion to the objects at the destination of `key`. This can be useful if you have a large model and a small application that only deals with a subset of the model's entities. In such a case you might want to disable delete propagation to entities that will never be accessed. You should use this method with caution, however—returning `false` and not propagating deletion can lead to dangling references in your object graph.

EODeferredFaulting

(informal interface)

Implemented by: EOEnterpriseObject
EOCustomObject
EOGenericRecord

Implements: EOFaulting

Package: com.webobjects.eocontrol

Interface Description

The EODeferredFaulting interface defines the method enterprise objects use to manage deferred faulting.

EOF uses **faults** as stand-ins for objects whose data has not yet been fetched. Although fault creation is much faster than fetching, fault instantiation still takes time. To further improve performance, enterprise objects can use **deferred faults** (which are more efficient).

In an object whose class enables deferred faulting, the object's relationships are initially set to deferred faults. For a particular relationship, a single deferred fault is shared between all instances of an enterprise object class. This sharing of deferred faults can significantly reduce the number of faults that need to be created, and usually reduces the overhead of fault creation during a fetch.

INTERFACE EODeferredFaulting

For example, consider a `Movie` class with a `studio` relationship. Without deferred faulting, during a fetch of twenty `Movie` objects, twenty faults are created for the `studio` relationship—one fault for each movie. With deferred faulting, only one fault is created—a deferred fault that is shared by all the movies.

Instance Methods

willReadRelationship

```
public abstract Object willReadRelationship(Object object)
```

Enterprise object instances that use deferred faulting invoke this method before accessing a relationship to ensure that the relationship isn't a deferred fault. `EOCustomObject` and `EOGenericRecord`'s implementations check if `object` is a deferred fault, and create and return a regular fault if it is.

For example, suppose a `Movie` enterprise object uses deferred faulting. Then the accessors for its relationships—`studio`, for example—should invoke `willReadRelationship` before returning the object:

```
public Studio studio() {  
    return this.willReadRelationship(studio);  
}
```

See Also: `createFaultForDeferredFault` (`EOFaultHandler`)

EOEditingContext. Delegate

(informal interface)

Package: com.webobjects.eocontrol

Interface Description

The EOEditingContext. Delegate interface defines methods that an EOEditingContext can invoke in its delegate. Delegates are not required to provide implementations for all of the methods in the interface, and you don't have to use the implements keyword to specify that the object implements the Delegate interface. Instead, declare and implement any subset of the methods declared in the interface that you need, and use the EOEditingContext method `setDelegate` to assign your object as the delegate. An editing context can determine if the delegate doesn't implement a delegate method and only attempts to invoke the methods the delegate actually implements.

Method Types

Fetching objects

`editingContextShouldFetchObjects`

INTERFACE EOEditingContext. Delegate

Invalidating objects

`editingContextShouldInvalidateObject`

Saving changes

`editingContextWillSaveChanges`

Handling failures

`editingContextShouldValidateChanges`

`editingContextShouldPresentException`

`editingContextShouldUndoUserActionsAfterFailure`

Merging changes

`editingContextShouldMergeChangesForObject`

`editingContextDidMergeChanges`

Instance Methods

editingContextDidMergeChanges

```
public abstract void editingContextDidMergeChanges(EOEditingContext anEditingContext)
```

Invoked once after a batch of objects has been updated in `anEditingContext`'s parent object store (in response to an `ObjectsChangedInStoreNotification`). A delegate might implement this method to define custom merging behavior, most likely in conjunction with `editingContextShouldMergeChangesForObject`. It is safe for this method to make changes to the objects in the editing context.

INTERFACE EOEditingContext. Delegate

editingContextShouldFetchObjects

```
public abstract NSArray editingContextShouldFetchObjects(  
    EOEditingContext editingContext,  
    EOFetchSpecification fetchSpecification)
```

Invoked from `objectsWithFetchSpecification`. If the delegate has appropriate results cached it can return them and the fetch will be bypassed. Returning `null` causes the fetch to be propagated to the parent object store.

editingContextShouldInvalidateObject

```
public abstract boolean editingContextShouldInvalidateObject(  
    EOEditingContext anEOEditingContext,  
    EOEnterpriseObject anObject,  
    EOGlobalID anEOGlobalID)
```

Sent when an object identified by `globalID` has been explicitly invalidated. If the delegate returns `false`, the invalidation is refused. This allows the delegate to selectively override object invalidations.

See Also: `invalidateAllObjects`, `reset`

editingContextShouldMergeChangesForObject

```
public abstract boolean editingContextShouldMergeChangesForObject(  
    EOEditingContext anEditingContext,  
    EOEnterpriseObject object)
```

When an `ObjectsChangedInStoreNotification` is received, `anEditingContext` invokes this method in its delegate once for each of the objects that has both uncommitted changes and an update from the `EOObjectStore`. This method is invoked before any updates actually occur.

If this method returns `true`, all of the uncommitted changes should be merged into the object after the update is applied, in effect preserving the uncommitted changes (the default behavior). The delegate method `editingContextShouldInvalidateObject` will not be sent for the object in question.

If this method returns `false`, no uncommitted changes are applied. Thus, the object is updated to reflect the values from the database exactly. This method should not make any changes to the object since it is about to be invalidated.

INTERFACE EOEditingContext. Delegate

If you want to provide custom merging behavior, you need to implement both this method and `editingContextDidMergeChanges`. You use `editingContextShouldMergeChangesForObject` to save information about each changed object and return `true` to allow merging to continue. After the default merging behavior occurs, `editingContextDidMergeChanges` is invoked, at which point you implement your custom behavior.

`editingContextShouldPresentException`

```
public abstract boolean editingContextShouldPresentException(  
    EOEditingContext anEditingContext,  
    Throwable exception)
```

Sent whenever an exception is caught by an `EOEditingContext`. If the delegate returns `false`, `exception` is ignored. Otherwise (if the delegate returns `true`, if the editing context doesn't have a delegate, or if the delegate doesn't implement this method) `exception` is passed to the message handler for further processing.

See Also: `messageHandler`

`editingContextShouldUndoUserActionsAfterFailure`

```
public abstract boolean  
    editingContextShouldUndoUserActionsAfterFailure(EOEditingContext anEditingContext)
```

Sent when a validation error occurs while processing a `processRecentChanges` message. If the delegate returns `false`, it disables the automatic undoing of user actions after validation has resulted in an error.

By default, if a user attempts to perform an action that results in a validation failure (such as deleting a department object that has a delete rule stating that the department can't be deleted if it contains employees), the user's action is immediately rolled back. However, if this delegate method returns `false`, the user action is allowed to stand (though attempting to save the changes to the database without solving the validation error will still result in a failure). Returning `false` gives the user an opportunity to correct the validation problem so that the operation can proceed (for example, the user might delete all of the department's employees so that the department itself can be deleted).

INTERFACE `EOEditingContext.Delegate`

`editingContextShouldValidateChanges`

```
public abstract boolean  
    editingContextShouldValidateChanges(EOEditingContext anEditingContext)
```

Sent when an `EOEditingContext` receives a `saveChanges` message. If the delegate returns `false`, changes are saved without first performing validation. This method can be useful if the delegate wants to provide its own validation mechanism.

`editingContextWillSaveChanges`

```
public abstract void editingContextWillSaveChanges(EOEditingContext editingContext)
```

Sent when an `EOEditingContext` receives a `saveChanges` message. The delegate can throw an exception to abort the save operation.

INTERFACE EOEditingContext. Delegate

EOEditingContext.Editors

(informal interface)

Package: `com.webobjects.eocontrol`

Interface Description

The EOEditingContext.Editors interface defines methods for objects that act as higher-level editors of the objects an EOEditingContext contains. An editing context sends messages to its editors to determine whether they have any changes that need to be saved, and to allow them to flush pending changes before a save (possibly throwing an exception to abort the save). See the EOEditingContext and EODisplayGroup (EOInterface) class specifications for more information.

Editors are not required to provide implementations for all of the methods in the interface. When you write an editor, you don't have to use the `implements` keyword to specify that the object implements the Editors interface. Instead, simply use the EOEditingContext method `addEditor` method to assign your object as one of the EOEditingContext's editors and then declare and implement any subset of the methods declared in the Editors interface. An EOEditingContext can determine if the editor doesn't implement a method and only attempts to invoke the methods the editor actually implements.

Instance Methods

editingContextWillSaveChanges

```
public abstract void  
    editingContextWillSaveChanges(E0EditingContext anEditingContext)
```

Invoked by `anEditingContext` in its `saveChanges` method, this method allows the receiver to flush any pending edits and, if necessary, prohibit a save operation. The receiver should validate and flush any unprocessed edits it has, throwing an exception if it can't do so to prevent `anEditingContext` from saving.

editorHasChangesForEditingContext

```
public abstract boolean  
    editorHasChangesForEditingContext(E0EditingContext anEditingContext)
```

Invoked by `anEditingContext`, this method should return `true` if the receiver has any unapplied edits that need to be saved, `false` if it doesn't.

EOEnterpriseObject

(informal interface)

Implemented by:	EOCustomObject EOGenericRecord
Implements:	EOKeyValueCodingAdditions EORelationshipManipulation EOValidation EODeferredFaulting Serializable
Package:	com.webobjects.eocontrol

Interface Description

The EOEnterpriseObject interface identifies basic enterprise object behavior, defining methods for supporting operations common to all enterprise objects. Among these are methods for initializing instances, announcing changes, setting and retrieving property values, and performing validation of state. Some of these methods are for enterprise objects to implement or override, and some are meant to be used as defined by the Framework. Many methods are used internally by the Framework and rarely invoked by application code.

Many of the functional areas are defined in smaller, more specialized interfaces and incorporated in the over arching EOEnterpriseObject interface:

INTERFACE EOEnterpriseObject

- EOKeyValueCoding defines Enterprise Objects Framework’s main data transport mechanism, in which the properties of an object are accessed indirectly by name (or “key”), rather than directly through invocation of an accessor method or as instance variables.
- EOKeyValueCodingAdditions defines extensions to the basic EOKeyValueCoding interface, giving access to groups of properties and to properties across relationships.
- EORelationshipManipulation builds on the basic EOKeyValueCoding interface to allow you to modify to-many relationship properties.
- EOValidation defines the way that enterprise objects validate their values.
- EOFaulting and EODeferredFaulting define mechanisms for postponing an object’s initialization until its actually needed.

The remaining methods are introduced in the EOEnterpriseObject interface itself and can be broken down into three functional groups discussed in the following sections:

- [“Initialization”](#) (page 363)
- [“Change Notification”](#) (page 364)
- [“Object and Class Metadata Access”](#) (page 364)
- [“Snapshots”](#) (page 365)

You rarely need to implement the EOEnterpriseObject interface from scratch. The Framework provides default implementations of the methods in EOCustomObject and EOGenericRecord. Use EOGenericRecords to represent enterprise objects that don’t require custom behavior, and create subclasses of EOCustomObject to represent enterprise objects that do. The section [“Writing an Enterprise Object Class”](#) (page 366) highlights the methods that you typically provide or override in a custom enterprise object class.

Method Types

Initializing enterprise objects

awakeFromFetch

awakeFromInsertion

INTERFACE EOEnterpriseObject

Announcing changes

willChange

Getting an object's EOEditingContext

editingContext

Getting class description information

allPropertyKeys

attributeKeys

classDescription

classDescriptionForDestinationKey

deleteRuleForRelationshipKey

entityName

inverseForRelationshipKey

isToManyKey:

ownsDestinationObjectsForRelationshipKey

toManyRelationshipKeys

toOneRelationshipKeys

Modifying relationships

propagateDeleteWithEditingContext

clearProperties

Working with snapshots

snapshot

updateFromSnapshot

Merging values

changesFromSnapshot

reapplyChangesFromDictionary

Invoking behavior on the server (Java Client only)

invokeRemoteMethod **(Java Client only)**

INTERFACE EOEnterpriseObject

Getting descriptions

`eoDescription`

`eoShallowDescription`

`userPresentableDescription`

Instance Methods

allPropertyKeys

```
public abstract NSArray allPropertyKeys()
```

Returns all of the receiver's property keys. `EOCustomObject`'s implementation returns the union of the keys returned by `attributeKeys`, `toOneRelationshipKeys`, and `toManyRelationshipKeys`.

attributeKeys

```
public abstract NSArray attributeKeys()
```

Returns the names of the receiver's attributes (not relationship properties). `EOCustomObject`'s implementation simply invokes `attributeKeys` in the object's `EOClassDescription` and returns the results. You might wish to override this method to add keys for attributes not defined by the `EOClassDescription`. The access layer's subclass of `EOClassDescription`, `EOEntityClassDescription`, returns the names of attributes designated as class properties.

See Also: `toOneRelationshipKeys`, `toManyRelationshipKeys`

awakeFromClientUpdate

```
public abstract void awakeFromClientUpdate(EOEditingContext anEditingContext)
```

Description forthcoming.

INTERFACE EOEnterpriseObject

awakeFromFetch

```
public abstract void awakeFromFetch(EOEditingContext anEditingContext)
```

Overridden by subclasses to perform additional initialization on the receiver upon its being fetched from the external repository into `anEditingContext`. `EOCustomObject`'s implementation merely sends an `awakeObjectFromFetch` to the receiver's `EOClassDescription`. Subclasses should invoke `super`'s implementation before performing their own initialization.

awakeFromInsertion

```
public abstract void awakeFromInsertion(EOEditingContext anEditingContext)
```

Overridden by subclasses to perform additional initialization on the receiver upon its being inserted into `anEditingContext`. This is commonly used to assign default values or record the time of insertion. `EOCustomObject`'s implementation merely sends an `awakeObjectFromInsertion` to the receiver's `EOClassDescription`. Subclasses should invoke `super`'s implementation before performing their own initialization.

changesFromSnapshot

```
public abstract NSDictionary changesFromSnapshot(NSDictionary snapshot)
```

Returns a dictionary whose keys correspond to the receiver's properties with uncommitted changes relative to `snapshot`, and whose values are the uncommitted values. In both `snapshot` and the returned dictionary, where a key represents a to-many relationship, the corresponding value is an `NSArray` containing two other `NSArray`s: the first is an array of objects to be added to the relationship property, and the second is an array of objects to be removed.

See Also: `reapplyChangesFromDictionary`

classDescription

```
public abstract EOClassDescription classDescription()
```

Returns the `EOClassDescription` registered for the receiver's class. `EOCustomObject`'s implementation invokes the `EOClassDescription` static method `classDescriptionForClass`.

INTERFACE EOEnterpriseObject

classDescriptionForDestinationKey

```
public abstract EOClassDescription classDescriptionForDestinationKey(String key)
```

Returns the `EOClassDescription` for the destination objects of the relationship identified by `key`. `EOCustomObject`'s implementation sends a `classDescriptionForDestinationKey` message to the receiver's `EOClassDescription`.

clearProperties

```
public abstract void clearProperties()
```

Sets all of the receiver's to-one and to-many relationships to `null`. `EOEditingContexts` use this method to break cyclic references among objects when they're finalized. `EOCustomObject`'s implementation should be sufficient for all purposes. If your enterprise object maintains references to other objects and these references are not to-one or to-many keys, then you should probably subclass this method ensure unused objects can be finalized.

deleteRuleForRelationshipKey

```
public abstract int deleteRuleForRelationshipKey(String relationshipKey)
```

Returns a rule indicating how to handle the destination of the receiver's relationship named by `relationshipKey` when the receiver is deleted. The delete rule is one of:

- `DeleteRuleNullify`
- `DeleteRuleCascade`
- `DeleteRuleDeny`
- `DeleteRuleNoAction`

For example, an `Invoice` object might return `DeleteRuleNullify` for the relationship named "lineItems", since when an invoice is deleted, its line items should be deleted as well. For more information on the delete rules, see the method description for `EOClassDescription`'s `deleteRuleForRelationshipKey` in the class specification for `EOClassDescription`, the class in which they're defined.

`EOCustomObject`'s implementation of this method simply sends a `deleteRuleForRelationshipKey` message to the receiver's `EOClassDescription`.

See Also: `propagateDeleteWithEditingContext`, `validateForDelete` (**EOValidation**)

INTERFACE EOEnterpriseObject

editingContext

```
public abstract EOEditingContext editingContext()
```

Returns the `EOEditingContext` that holds the receiver.

entityName

```
public abstract String entityName()
```

Returns the name of the receiver's entity, or `null` if it doesn't have one. `EOCustomObject`'s implementation simply sends an `entityName` message to the receiver's `EOClassDescription`.

eoDescription

```
public abstract String eoDescription()
```

Returns a string that describes the receiver. `EOCustomObject`'s implementation returns a full description of the receiver's property values by extracting them using the key-value coding methods. An object referenced through relationships is listed with the results of an `eoShallowDescription` message (to avoid infinite recursion through cyclical relationships).

This method is useful for debugging. You can implement a `toString` method that invokes this one, and the debugger's print-object command (`po` on the command line) automatically displays this description. You can also invoke this method directly on the command line of the debugger.

See Also: `userPresentableDescription`

eoShallowDescription

```
public abstract String eoShallowDescription()
```

Similar to `eoDescription`, but doesn't descend into relationships. `eoDescription` invokes this method for relationship destinations to avoid infinite recursion through cyclical relationships. `EOCustomObject`'s implementation simply returns a string containing the receiver's class and entity names.

See Also: `userPresentableDescription`

INTERFACE EOEnterpriseObject

inverseForRelationshipKey

```
public abstract String inverseForRelationshipKey(String relationshipKey)
```

Returns the name of the relationship pointing back to the receiver's class or entity from that named by `relationshipKey`, or `null` if there isn't one. With the access layer's `EOEntity` and `EORelationship`, for example, reciprocity is determined by the join attributes of the two `EORelationships`. `EOCustomObject`'s implementation simply sends an `inverseForRelationshipKey` message to the receiver's `EOClassDescription`.

You might override this method for reciprocal relationships that aren't defined using the same join attributes. For example, if a `Member` object has a relationship to `CreditCard` based on the card number, but a `CreditCard` has a relationship to `Member` based on the `Member`'s primary key, both classes need to override this method. This is how `Member` might implement it:

```
public String inverseForRelationshipKey(String relationshipKey) {
    if (relationshipKey.equals("creditCard"))
        return "member";
    else
        return super.inverseForRelationshipKey(relationshipKey);
}
```

invokeRemoteMethod

```
public abstract Object invokeRemoteMethod(
    String methodName,
    Class[] argumentTypes,
    Object[] arguments)
```

Invokes `methodName` using `arguments`. To pass an enterprise object as an argument, use its global ID. This method has the side effect of saving all the changes from the receiver's editing context all the way down to the editing context in the server session.

isToManyKey:

```
public abstract boolean isToManyKey(String key)
```

Returns `true` if the receiver has a to-many relationship identified by `key`, `false` otherwise. `EOCustomObject`'s implementation of this method simply checks its `toManyRelationshipKeys` array for `key`.

INTERFACE EOEnterpriseObject

ownsDestinationObjectsForRelationshipKey

```
public abstract boolean ownsDestinationObjectsForRelationshipKey(String key)
```

Returns `true` if the receiver has a relationship identified by `key` that owns its destination, `false` otherwise. If an object owns the destination for a relationship, then when that destination object is removed from the relationship, it's automatically deleted. Ownership of a relationship thus contrasts with a delete rule, in that the first applies when the destination is removed and the second applies when the source is deleted. `EOCustomObject`'s implementation of this method simply sends an `ownsDestinationObjectsForRelationshipKey` message to the receiver's `EOClassDescription`.

See Also: `deleteRuleForRelationshipKey`, – **ownsDestination (EOAccess' EORelationship)**

prepareValuesForClient

```
public abstract void prepareValuesForClient()
```

Description forthcoming.

propagateDeleteWithEditingContext

```
public abstract void propagateDeleteWithEditingContext(EOEditingContext anEditingContext)
```

Deletes the destination objects of the receiver's relationships according to the delete rule for each relationship. `EOCustomObject`'s implementation simply sends a `propagateDeleteForObject` message to the receiver's `EOClassDescription`. For more information on delete rules, see the method description for `deleteRuleForRelationshipKey` in the `EOClassDescription` class specification.

See Also: `deleteRuleForRelationshipKey`

reapplyChangesFromDictionary

```
public abstract void reapplyChangesFromDictionary(NSDictionary changes)
```

Similar to `takeValuesFromDictionary`, but the `changes` dictionary can contain arrays for to-many relationships. Where a key represents a to-many relationship, the dictionary's value is an `NSArray` containing two other `NSArray`s: the first is an array of objects to be added to the

INTERFACE EOEnterpriseObject

relationship property, and the second is an array of objects to be removed. EOCustomObject's implementation should be sufficient for all purposes; you shouldn't have to override this method.

See Also: `changesFromSnapshot`

snapshot

```
public abstract NSDictionary snapshot()
```

Returns a dictionary whose keys are those of the receiver's attributes, to-one relationships, and to-many relationships, and whose values are the values of those properties, with EONullValue substituted for `null`. For to-many relationships, the dictionary contains shallow copies of the arrays. EOCustomObject's implementation should be sufficient for all purposes; you shouldn't have to override this method.

See Also: `updateFromSnapshot`

toManyRelationshipKeys

```
public abstract NSArray toManyRelationshipKeys()
```

Returns the names of the receiver's to-many relationships. EOCustomObject's implementation simply invokes `toManyRelationshipKeys` in the object's EOClassDescription and returns the results. You might wish to override this method to add keys for relationships not defined by the EOClassDescription, but it's rarely necessary: The access layer's subclass of EOClassDescription, EOEntityClassDescription, returns the names of to-many relationships designated as class properties.

See Also: `attributeKeys`, `toOneRelationshipKeys`

toOneRelationshipKeys

```
public abstract NSArray toOneRelationshipKeys()
```

Returns the names of the receiver's to-one relationships. EOCustomObject's implementation simply invokes `toOneRelationshipKeys` in the object's EOClassDescription and returns the results. You might wish to override this method to add keys for relationships not defined by the

INTERFACE EOEnterpriseObject

EOClassDescription, but it's rarely necessary: The access layer's subclass of EOClassDescription, EOEntityClassDescription, returns the names of to-one relationships designated as class properties.

See Also: attributeKeys, toManyRelationshipKeys

updateFromSnapshot

```
public abstract void updateFromSnapshot(NSDictionary aSnapshot)
```

Takes the values from aSnapshot, and sets the receiver's properties to them. EOCustomObject's implementation sets each one using takeStoredValueForKey. In the process, EONullValues are converted to null, and array values are set as shallow mutable copies.

See Also: snapshot

userPresentableDescription

```
public abstract String userPresentableDescription()
```

Returns a short (no longer than 60 characters) description of an enterprise object based on its data. EOCustomObject's implementation enumerates the object's attributeKeys and returns the values of all of its properties, separated by commas (applying the default formatter for numbers and dates).

See Also: eoDescription, eoShallowDescription

willChange

```
public abstract void willChange()
```

Notifies any observers that the receiver's state is about to change, by sending each an objectWillChange message (see the EOObserverCenter class specification for more information). A subclass should not override this method, but should invoke it prior to altering the subclass's state, most typically in "set" methods such as the following:

```
public void setRoleName(String value) {
    willChange();
    roleName = value;
}
```

INTERFACE EOEnterpriseObject

EOEventCenter. EventRecordingHandler

Package: com.webobjects.eocontrol

Interface Description

The EOEventCenter. EventRecordingHandler interface, a part of the event logging system, declares the `setLoggingEnabled` method, which is invoked by the event logging system when event logging is enabled or disabled for an event class. Event recording handlers are responsible for enabling logging in instrumented code. An event recording handler only receives messages about event classes registered with `registerEventClass`. For more information on the event logging mechanism, see the EOEventCenter class specification.

Instance Methods

setLoggingEnabled

```
public abstract void setLoggingEnabled(  
    boolean flag,  
    Class aClass)
```

If `flag` is `true`, then instrumented code should log events of class `aClass`, and the receiver should enable updating in instrumented code (usually by setting a flag).

See Also: `registerEventClass` (EOEventCenter)

EOFaulting

Implemented by: EODeferredFaulting:
EOEnterpriseObject:
EOCustomObject:
EOGenericRecord:

Package: com.webobjects.eocontrol

Interface Description

The EOFaulting interface together with the EOFaultHandler class forms a general mechanism for postponing an object's initialization until it's actually needed. In its pre-initialization state, an EOFaulting object is known as a *fault*. When the object is sent a message to which it can't respond without initializing, it uses a fault handler to *fire*, or to finish initializing. Faults are most commonly used by the access layer to represent an object not yet fetched from the database, but that must nonetheless exist as an instance in the application—typically because it's the destination of a relationship. Consequently, a fault typically fires when an attempt is made to access any of its data. In this case, firing a fault involves fetching the object's data.

The default implementations of EOFaulting in EOCustomObject and EOGenericRecord are sufficient for most purposes. If you need custom faulting behavior, you typically create a subclass of EOFaultHandler to accommodate different means of converting faults into regular objects; there's rarely a need to override the default implementations of EOFaulting.

Creating a Fault

You create a fault with the EOFaultHandler method `makeObjectIntoFault`. In Java Client, you create a fault by sending an newly created object a `turnIntoFault` message, providing an EOFaultHandler that will later help the fault to fire. This fault handler should be considered completely the private property of the fault. You shouldn't send it any messages, instead dealing exclusively with the fault.

Firing a Fault

A fault is fired when it can't respond to a message without completing its initialization. Any of the object's methods that requires initialization trigger the firing, This is generally accomplished by invoking the `willRead` method. For example, in the typical case of an object that needs to fetch it's data from a database upon firing, `willRead` is invoked from the object's "get" methods, such as the following:

```
public String roleName() {
    willRead();
    return roleName;
}
```

The default implementations of `willRead` provided by `EOCustomObject` and `EOGenericRecord` take care of using the object's fault handler to finish initialization. For more information on a fault handler's role, see the EOFaultHandler class specification.

Instance Methods

clearFault

```
public abstract void clearFault()
```

Restores the receiver to its status prior to the `turnIntoFault` message that turned the object into a fault. Throws an exception if the receiver isn't a fault.

You rarely use this method. Rather, it's invoked by an EOFaultHandler during the process of firing the fault. For more information, see the EOFaultHandler class specification.

faultHandler

```
public abstract EOFaultHandler faultHandler()
```

If the receiver is a fault, returns its fault handler; otherwise returns `nil`.

isFault

```
public abstract boolean isFault()
```

Returns `true` if the receiver is a fault, `false` otherwise.

turnIntoFault

```
public abstract void turnIntoFault(EOFaultHandler aFaultHandler)
```

(Java Client only) Converts the receiver into a fault, assigning `aFaultHandler` as the object that stores its original state and later converts the fault back into a normal object (typically by fetching data from an external repository). The receiver becomes the owner of `aFaultHandler`; you shouldn't assign it to another object.

willRead

```
public abstract void willRead()
```

Fills the receiver with values fetched from the database. Before your application attempts to message an object, you must ensure that it has been filled with its data. To do this, enterprise objects invoke the method `willRead` prior to any attempt to access the object's state, most typically in "get" methods such as the following:

```
public String roleName() {  
    willRead();  
    return roleName;  
}
```

INTERFACE EOFaulting

EOKeyValueCoding

(informal interface)

Implemented by: EOKeyValueCodingAdditions
EOEnterpriseObject
EOCustomObject
EOGenericRecord

Implements: NSKeyValueCoding
NSKeyValueCoding.ErrorHandling

Package: com.webobjects.eocontrol

Interface Description

The EOKeyValueCoding interface defines Enterprise Objects Framework's main data transport mechanism, in which the properties of an object are accessed indirectly by name (or *key*), rather than directly through invocation of an accessor method or as instance variables. Thus, all of an object's properties can be accessed in a consistent manner. EOCustomObject and EOGenericRecord provide default implementations of EOKeyValueCoding, which are sufficient for most purposes.

The basic methods for accessing an object's values are `takeValueForKey`, which sets the value for the property identified by the specified key, and `takeValueForKey`, which returns the value for the property identified by the specified key. The default implementations provided by EOCustomObject use the accessor methods normally implemented by objects (or to access instance variables directly if need be), so that you don't have to write special code simply to integrate your objects into the Enterprise Objects Framework.

INTERFACE EOKeyValueCoding

The corresponding methods `takeStoredValueForKey` and `storedValueForKey` are similar, but they're considered to be a private API, for use by the Framework for transporting data to and from trusted sources. For example, `takeStoredValueForKey` is used to initialize an object's properties with values fetched from the database, whereas `takeValueForKey` is used to modify an object's properties to values provided by a user or other business logic. How these methods work and how they're used by the framework is discussed in more detail in the section [“Stored Value Methods”](#) (page 387).

The remaining methods, `handleQueryWithUnboundKey`, `handleTakeValueForUnboundKey`, and `unableToSetNullForKey`, are provided to handle error conditions. The default versions of `handleQueryWithUnboundKey` and `handleTakeValueForUnboundKey` throw an exception.

For more information on EOKeyValueCoding, see the sections:

- [“Stored Value Methods”](#) (page 387)
- [“Type Checking and Type Conversion”](#) (page 388)

Method Types

Accessing Values

`storedValueForKey`

`takeStoredValueForKey`

Instance Methods

storedValueForKey

```
public abstract Object storedValueForKey(String key)
```

Returns the property identified by `key`. This method is used when the value is retrieved for storage in an object store (generally, this is ultimately in a database) or for inclusion in a snapshot. The default implementation provided by `EOCustomObject` is similar to the implementation of `valueForKey`, but it resolves `key` with a different method-instance variable search order:

1. Searches for a private accessor method based on `key` (a method preceded by an underbar). For example, with a key of “lastName”, `storedValueForKey` looks for a method named `_getLastName` or `_lastName`.
2. If a private accessor isn’t found, searches for an instance variable based on `key` and returns its value directly. For example, with a key of “lastName”, `storedValueForKey` looks for an instance variable named `_lastName` or `lastName`.
3. If neither a private accessor or an instance variable is found, `storedValueForKey` searches for a public accessor method based on `key`. For the key “lastName”, this would be `getLastName` or `lastName`.
4. If `key` is unknown, `storedValueForKey` calls `handleTakeValueForUnboundKey`.

This different search order allows an object to bypass processing that is performed before returning a value through public API. However, if you always want to use the search order in `valueForKey`, you can implement the static method `shouldUseStoredAccessors` to return `false`. And as with `valueForKey`, you can prevent direct access of an instance variable with the method the static method `canAccessFieldsDirectly`.

INTERFACE EOKeyValueCoding

takeStoredValueForKey

```
public abstract void takeStoredValueForKey(  
    Object value,  
    String key)
```

Sets the property identified by `key` to `value`. This method is used to initialize the receiver with values from an object store (generally, this is ultimately from a database) or to restore a value from a snapshot. The default implementation provided by `EOCustomObject` is similar to the implementation of `takeValueForKey`, but it resolves `key` with a different method-instance variable search order:

1. Searches for a private accessor method based on `key` (a method preceded by an underbar). For example, with a key of “lastName”, `takeStoredValueForKey` looks for a method named `_setLastName:`.
2. If a private accessor isn’t found, searches for an instance variable based on `key` and sets its value directly. For example, with a key of “lastName”, `takeStoredValueForKey` looks for an instance variable named `_lastName` or `lastName`.
3. If neither a private accessor or an instance variable is found, `takeStoredValueForKey` searches for a public accessor method based on `key`. For the key “lastName”, this would be `setLastName:`.
4. If `key` is unknown, `takeStoredValueForKey` calls `handleTakeValueForUnboundKey`.

This different search order allows an object to bypass processing that is performed before setting a value through public API. However, if you always want to use the search order in `takeValueForKey`, you can implement the static method `shouldUseStoredAccessors` to return `false`. And as with `valueForKey`, you can prevent direct access of an instance variable with the method the static method `canAccessFieldsDirectly`.

INTERFACE EOKeyValueCoding

INTERFACE EOKeyValueCoding

INTERFACE EOKeyValueCoding

INTERFACE EOKeyValueCoding

INTERFACE EOKeyValueCoding

EOKeyValueCodingAdditions

(informal interface)

Implemented by: EOEnterpriseObject
EOCustomObject
EOGenericRecord

Implements: EOKeyValueCoding
NSKeyValueCodingAdditions

Package: com.webobjects.eocontrol

Interface Description

The EOKeyValueCodingAdditions interface defines extensions to the basic EOKeyValueCoding interface. One pair of methods, `takeValuesFromDictionary` and `valuesForKeys`, gives access to groups of properties. Another pair of methods, `takeValueForKey` and `valueForKey` give access to properties across relationships with key paths of the form `relationship.property`; for example, “department.name”. EOCustomObject and EOGenericRecord provide default implementations of EOKeyValueCodingAdditions, which you rarely (if ever) need to override.

EONullValue in Collections

Because collection objects such as NSArray and NSDictionary can't contain `null` as a value, `null` must be represented by a special object, `EONullValue`. `EONullValue` provides a single instance that represents the NULL value for object attributes. The default implementations of `takeValuesFromDictionary` and `valuesForKeys` translate `EONullValue` and `null` between NSDictionaries and enterprise objects so your objects don't have to explicitly test for `EONullValues`.

Instance Methods

takeValuesFromDictionary

```
public abstract void takeValuesFromDictionary(NSDictionary aDictionary)
```

Sets properties of the receiver with values from `aDictionary`, using its keys to identify the properties. `EOCustomObject`'s implementation invokes `takeValueForKey` for each key-value pair, substituting `null` for `EONullValues` in `aDictionary`.

valuesForKeys

```
public abstract NSDictionary valuesForKeys(NSArray keys)
```

Returns a dictionary containing the property values identified by each of `keys`. `EOCustomObject`'s implementation invokes `valueForKey` for each key in `keys`, substituting `EONullValues` in the dictionary for returned `null` values.

EOEditingContext.MessageHandler

(informal interface)

Package: com.webobjects.eocontrol

Interface Description

The EOEditingContext.MessageHandler interface declares methods used for error reporting and determining fetch limits. See the EOEditingContext, EODatabaseContext (EOAccess), and EODisplayGroup (EOInterface) class specifications for more information.

Message handlers are primarily used to implement exception handling in the interface layer's EODisplayGroup, and wouldn't ordinarily be used in a command line tool or WebObjects application.

Message handlers are not required to provide implementations for all of the methods in the interface. When you write a handler, you don't have to use the `implements` keyword to specify that the object implements the EOEditingContext.MessageHandler interface. Instead, simply use the EOEditingContext method `setMessageHandler` method to assign your object as the EOEditingContext's handler and then declare and implement any subset of the methods declared in the EOEditingContext.MessageHandler interface. An EOEditingContext can determine if the handler doesn't implement a method and only attempts to invoke the methods the handler actually implements.

Instance Methods

`editingContextPresentErrorMessage`

```
public abstract void editingContextPresentErrorMessage(  
    EOEditingContext anEditingContext,  
    String message)
```

Invoked by `anEditingContext`, this method should present `message` to the user in whatever way is appropriate (whether by opening an attention panel or printing the message in a terminal window, for example). This message is sent only if the method is implemented.

`editingContextShouldContinueFetching`

```
public abstract boolean editingContextShouldContinueFetching(  
    EOEditingContext anEditingContext,  
    int count,  
    int limit,  
    EOObjectStore objectStore)
```

Invoked by an `objectStore` (such as an access layer `EODatabaseContext`) to allow the message handler for `anEditingContext` (often an interface layer `EODisplayGroup`) to prompt the user about whether or not to continue fetching the current result set. The `count` argument is the number of objects fetched so far. `limit` is the original limit specified an `EOFetchSpecification`. This message is sent only if the method is implemented.

EOObserving

Implemented by: EODelayedObserver
EOEditingContext

Package: com.webobjects.eocontrol

Interface Description

The EOObserving interface, a part of EOControl's change tracking mechanism, declares the `objectWillChange` method, used by observers to receive notifications that an object has changed. This message is sent by EOObserverCenter to all observers registered using its `addObserver` method. For an overview of the general change tracking mechanism, see [“Tracking Enterprise Objects Changes”](#) (page 23) in the introduction to the EOControl Framework.

Instance Methods

objectWillChange

```
public abstract void objectWillChange(Object anObject)
```

Informs the receiver that `anObject`'s state is about to change. The receiver can record `anObject`'s state, mark or record it as changed, and examine it later (such as at the end of the run loop) to see how it's changed.

INTERFACE EObserving

EOQualifier.Comparison

(informal interface)

Package: com.webobjects.eocontrol

Interface Description

The EOQualifierComparison interface defines methods for comparing values. These methods are used for evaluating qualifiers in memory.

In Java Client, support for these methods is provided for String, Number, and Date using EOQualifier.ComparisonSupport. You should implement this interface for any value classes you write that you want to be evaluated in memory by EOQualifier instances.

Method Types

Testing value objects

doesContain

isEqualTo

isGreaterThan

isGreaterThanOrEqual

INTERFACE EOQualifier.Comparison

isLessThan

isLessThanOrEqualTo

isLike

isCaseInsensitiveLike

isNotEqualTo

Instance Methods

doesContain

```
public abstract boolean doesContain(Object anObject)
```

Returns true if the receiver contains `anObject`, false if it doesn't.

isCaseInsensitiveLike

```
public abstract boolean isCaseInsensitiveLike(Object anObject)
```

Returns true if the receiver is a case-insensitive match for `anObject`, false if it isn't. See [“Using Wildcards and the like Operator”](#) (page 99) for the wildcard characters allowed.

isEqualTo

```
public abstract boolean isEqualTo(Object anObject)
```

Returns true if the receiver is equal to `anObject`, false if it isn't.

isGreaterThan

```
public abstract boolean isGreaterThan(Object anObject)
```

Returns true if the receiver is greater than `anObject`, false if it isn't.

INTERFACE EOQualifier.Comparison

isGreaterThanOrEqualTo

```
public abstract boolean isGreaterThanOrEqualTo(Object anObject)
```

Returns true if the receiver is greater than or equal to `anObject`, false if it isn't.

isLessThan

```
public abstract boolean isLessThan(Object anObject)
```

Returns true if the receiver is less than `anObject`, false if it isn't.

isLessThanOrEqualTo

```
public abstract boolean isLessThanOrEqualTo(Object anObject)
```

Returns true if the receiver is less than or equal to `anObject`, false if it isn't.

isLike

```
public abstract boolean isLike(Object anObject)
```

Returns true if the receiver matches `aString` according to the semantics of the SQL `like` comparison operator, false if it doesn't. See [“Using Wildcards and the like Operator”](#) (page 99) for the wildcard characters allowed.

isNotEqualTo

```
public abstract boolean isNotEqualTo(Object anObject)
```

Returns true if the receiver is not equal to `anObject`, false if it is.

INTERFACE EOQualifier.Comparison

EOQualifierEvaluation

Implemented by: EOAndQualifier
EOKeyComparisonQualifier
EOKeyValueQualifier
EONotQualifier
EOOrQualifier

Package: com.webobjects.eocontrol

Interface Description

The EOQualifierEvaluation interface defines a method, `evaluateWithObject`, that performs in-memory evaluation of qualifiers. All qualifier classes whose objects can be evaluated in memory must implement this interface.

Instance Methods

evaluateWithObject

```
public abstract boolean evaluateWithObject(NSKeyValueCodingAdditions object)
```

Returns `true` if the argument `object` satisfies the qualifier, `false` otherwise. This method can throw one of several possible exceptions if an error occurs, depending on the implementation.

INTERFACE EOQualifierEvaluation

EORelationshipManipulation

(informal interface)

Implemented by: EOEnterpriseObject
EOCustomObject
EOGenericRecord

Package: com.webobjects.eocontrol

Interface Description

The EORelationshipManipulation interface builds on the basic EOKeyValueCoding interface to allow you to modify to-many relationship properties. EOCustomObject and EOGenericRecord provide default implementations of EORelationshipManipulation, which you rarely (if ever) need to override.

The primitive methods `addObjectToPropertyWithKey` and `removeObjectFromPropertyWithKey` **add** and **remove** single objects from to-many relationship arrays. The two other methods in the interface, `addObjectToBothSidesOfRelationshipWithKey` and `removeObjectFromBothSidesOfRelationshipWithKey`, are implemented in terms of the two primitives to handle reciprocal relationships. These methods find the inverse relationship to the one identified by the specified key (if there is such an inverse relationship) and use `addObjectToPropertyWithKey` and `removeObjectFromPropertyWithKey` to alter both relationships, whether they're to-one or to-many.

INTERFACE EORelationshipManipulation

The primitive methods check first for a method you might implement, `addToKey` or `removeFromKey`, invoking that method if it's implemented, otherwise using the basic key-value coding methods to do the work. Consequently, you rarely need to provide your own implementations of `EORelationshipManipulation`. Rather, you can provide relationship accessors (`addToKey` or `removeFromKey`) whenever you need to implement custom business logic.

Instance Methods

addObjectToBothSidesOfRelationshipWithKey

```
public abstract void addObjectToBothSidesOfRelationshipWithKey(
    EORelationshipManipulation anObject,
    String key)
```

Sets or adds `anObject` as the destination for the receiver's relationship identified by `key`, and also sets or adds the receiver for `anObject`'s reciprocal relationship if there is one. For a to-one relationship, `anObject` is set using `takeValueForKey`. For a to-many relationship, `anObject` is added using `addObjectToBothSidesOfRelationshipWithKey`.

This method also properly handles removing `this` and `anObject` from their previous relationship as needed. For example, if an `Employee` object belongs to the `Research` department, invoking this method with the `Maintenance` department removes the `Employee` from the `Research` department as well as setting the `Employee`'s department to `Maintenance`.

addObjectToPropertyWithKey

```
public abstract void addObjectToPropertyWithKey(
    Object anObject,
    String key)
```

Adds `anObject` to the receiver's to-many relationship identified by `key`, without setting a reciprocal relationship. Similar to the implementation of `takeValueForKey`, `EOCustomObject`'s implementation of this method first attempts to invoke a method of the form `addToKey:`. If the receiver doesn't have such a method, this method gets the property array using `valueForKey` and operates directly on that. For a to-many relationship, this method adds `anObject` to the array if it is not already in the array. For a to-one relationship, this method replaces the previous value with `anObject`.

INTERFACE EORelationshipManipulation

removeObjectFromBothSidesOfRelationshipWithKey

```
public abstract void removeObjectFromBothSidesOfRelationshipWithKey(  
    EORelationshipManipulation anObject,  
    String key)
```

Removes `anObject` from the receiver's relationship identified by `key`, and also removes the receiver from `anObject`'s reciprocal relationship if there is one. For a to-one relationship, `anObject` is removed using `takeValueForKey` with `null` as the value. For a to-many relationship, `anObject` is removed using `removeObjectFromPropertyWithKey`.

removeObjectFromPropertyWithKey

```
public abstract void removeObjectFromPropertyWithKey(  
    Object anObject,  
    String key)
```

Removes `anObject` from the receiver's to-many relationship identified by `key`, without modifying a reciprocal relationship. Similar to the implementation of `takeValueForKey`, `EOCustomObject`'s implementation of this method first attempts to invoke a method of the form `removeFromKey:`. If the receiver doesn't have such a method, this method gets the property array using `valueForKey` and operates directly on that. For a to-many relationship, this method removes `anObject` from the array. For a to-one relationship, this method replaces `anObject` with `null`.

EOSortOrderingComparison

(informal interface)

Implemented by: EONullValue

Package: com.webobjects.eocontrol

Interface Description

The EOSortOrderingComparison interface defines methods for comparing values. These methods are used for sorting value objects.

Support for these methods is provided for String, Number, and Date using EOSortOrdering.ComparisonSupport. EONullValue implements the interface directly. You should implement this interface for any value classes you write that you want to be properly sorted by EOSortOrdering instances.

Instance Methods

compareAscending

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered after the receiver, `NSComparator.OrderedDescending` if it's naturally ordered before the receiver, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

INTERFACE `EOSortOrderingComparison`

`compareCaseInsensitiveAscending`

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered—ignoring case—after the receiver, `NSComparator.OrderedDescending` if it's naturally ordered before the receiver, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

`compareCaseInsensitiveDescending`

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered—ignoring case—before the receiver, `NSComparator.OrderedDescending` if it's naturally ordered after the receiver, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

`compareDescending`

Returns `NSComparator.OrderedAscending` if `anObject` is naturally ordered before the receiver, `NSComparator.OrderedDescending` if it's naturally ordered after the receiver, and `NSComparator.OrderedSame` if they're equivalent for ordering purposes.

EOValidation

(informal interface)

Implemented by: EOEnterpriseObject
EOCustomObject
EOGenericRecord

Package: com.webobjects.eocontrol

Interface Description

The EOValidation interface defines the way that enterprise objects validate their values. The validation methods check for illegal value types, values outside of established limits, illegal relationships, and so on. EOCustomObject and EOGenericRecord provide default implementations of EOValidation, which are described in detail in this specification.

There are two kinds of validation methods. The first validates individual properties, and the second validates an entire object to see if it's ready for a specific operation (inserting, updating, and deleting). The two different types are discussed in more detail in the sections [“Validating Individual Properties”](#) (page 415) and [“Validating Before an Operation”](#) (page 416).

Instance Methods

validateForDelete

```
public abstract void validateForDelete()
```

Confirms that the receiver can be deleted in its current state, throwing an `NSValidation.ValidationException` if it can't. For example, an object can't be deleted if it has a relationship with a delete rule of `EOClassDescription.DeleteRuleDeny` and that relationship has a destination object.

`EOCustomObject`'s implementation sends the receiver's `EOClassDescription` a message (which performs basic checking based on the presence or absence of values). Subclasses should invoke `super`'s implementation before performing their own validation, and should combine any exception thrown by `super`'s implementation with their own.:

See Also: `propagateDeleteWithEditingContext` (`EOEnterpriseObject`),

validateForInsert

```
public abstract void validateForInsert()
```

Confirms that the receiver can be inserted in its current state, throwing an `NSValidation.ValidationException` if it can't. `EOCustomObject`'s implementation simply invokes `validateForSave`.

The method `validateForSave` is the generic validation method for when an object is written to the external store. If an object performs validation that isn't specific to insertion, it should go in `validateForSave`.

validateForSave

```
public abstract void validateForSave()
```

Confirms that the receiver can be saved in its current state, throwing an `NSValidation.ValidationException` if it can't. `EOCustomObject`'s implementation sends the receiver's `EOClassDescription` a `validateObjectForSave` message, then iterates through all of the

INTERFACE EOValidation

receiver's properties. If this results in more than one exception, the exception returned contains the additional ones in its `userInfo` dictionary under the `NSValidation.ValidationException.AdditionalExceptionsKey`. Subclasses should invoke `super`'s implementation before performing their own validation, and should combine any exception thrown by `super`'s implementation with their own.

Enterprise objects can implement this method to check that certain relations between properties hold; for example, that the end date of a vacation period follows the begin date. To validate an individual property, you can simply implement a method for it.

See Also: `NSValidation.ValidationException` constructor

validateForUpdate

```
public abstract void validateForUpdate()
```

Confirms that the receiver can be inserted in its current state, `NSValidation.ValidationException`. `EOCustomObject`'s implementation simply invokes `validateForSave`.

The method `validateForSave` is the generic validation method for when an object is written to the external store. If an object performs validation that isn't specific to updating, it should go in `validateForSave`.

This Apple manual was written, edited, and composed on a desktop publishing system using Apple Macintosh computers and FrameMaker software.

Line art was created using Adobe™ Illustrator and Adobe Photoshop.

Text type is Palatino® and display type is Helvetica®. Bullets are ITC Zapf Dingbats®. Some elements, such as program listings, are set in Adobe Letter Gothic.

COLOPHON