
EONull

Inherits From:	NSObject
Conforms To:	NSCoding NSCopying NSObject (NSObject)
Declared In:	EOControl/EONull.h

Class Description

The EONull class defines a unique object used to represent null values in collection objects (which don't allow **nil** values). For example, NSDictionaries fetched by an EOAdaptorChannel contain the EONull instance for such values. EONull is automatically translated to **nil** in enterprise objects, however, so most applications should rarely need to account for this class. See the NSObject Additions class specification for details on where this translation is performed.

EONull has exactly one instance, returned by the **null** class method. This object isn't reference-counted, can't be copied (**copyWithZone:** returns **self**), and is never deallocated. You can thus safely cache this instance and use pointer comparison to test for the presence of a null value:

```
static id NULL_VALUE;

- (void)applicationDidFinishLaunching:(NSNotification *)aNotification
{
    /* ... */
    NULL_VALUE = [EONull null];
    return;
}

if (value == NULL_VALUE) {
    /* ... */
}
```

Adopted Protocols

NSCoding	– encodeWithCoder: – initWithCoder:
NSCopying	– copyWithZone:

Class Methods

nil

+ (EONil *)**nil**

Returns the unique instance of EONil.