
EOArrayDataSource

Inherits From:	EODataSource : NSObject
Conforms To:	NSCoding NSObject (NSObject)
Declared In:	EOControl/EOArrayDataSource.h

Class Description

EOArrayDataSource is a concrete subclass of EODataSource that can be used to provide enterprise objects to an EODisplayGroup 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. It can also provide a detail data source.

Method Types

Creating instances	– initWithClassDescription:editingContext:
Getting the objects	– fetchObjects
Inserting and deleting objects	– insertObject: – deleteObject:
Creating detail EODataSources	– dataSourceQualifiedByKey:
Getting the editing context	– editingContext
Getting the class description	– classDescriptionForObjects
Setting the EOArrayDataSource's array of objects	– setArray:

Instance Methods

initWithClassDescription:editingContext:

- **initWithClassDescription:**(EOClassDescription *)*classDescription*
editingContext:(EOEditingContext *)*editingContext*

The designated initializer of the EOArrayDataSource class, this method initializes a newly allocated EOArrayDataSource object with *classDescription* and *editingContext*, both of which it retains. Returns **self**.

classDescriptionForObjects

- (EOClassDescription *)**classDescriptionForObjects**

Returns an EOClassDescription containing information about the objects provided by the receiver.

dataSourceQualifiedByKey:

- (EODataSource *)**dataSourceQualifiedByKey:**(NSString *)*relationshipKey*

Returns a detail EODataSource that provides the destination objects of the relationship named by *relationshipKey*.

deleteObject:

- (void)**deleteObject:**(id)*anObject*

Deletes *anObject* from the receiver's array.

editingContext

- (EOEditingContext *)**editingContext**

Returns the receiver's EOEditingContext.

fetchObjects

- (NSArray *)**fetchObjects**

Returns the receiver's array.

insertObject:

– (void)**insertObject:**(id)*object*

Inserts *anObject* into the receiver's array.

setArray:

– (void)**setArray:**(NSArray *)*array*

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