

AppleScriptObjC Cheatsheet: Objective-C Interoperability

Overview

AppleScriptObjC is a powerful framework that allows developers to write AppleScript code using Objective-C syntax. One of the key benefits of AppleScriptObjC is its ability to easily interoperate with Objective-C code. This cheatsheet focuses on the Objective-C interoperability features of AppleScriptObjC.

Declaring Variables

Declaring Objective-C Variables

```
set myArray to current application's NSMutableArray's arrayWithObjects:"Hello",  
"World"
```

Calling Objective-C Methods

Calling Objective-C Methods on Objects

```
set myArray to current application's NSMutableArray's arrayWithObjects:"Hello",  
"World"  
set objectCount to myArray's count()
```

Calling Objective-C Class Methods

```
set myArray to current application's NSMutableArray's arrayWithObjects:"Hello",  
"World"  
set newArray to current application's NSMutableArray's arrayWithArray:myArray
```

Working with Objective-C Objects

Creating Objective-C Objects

```
set myArray to current application's NSMutableArray's alloc()  
set myArray to myArray's initWithCapacity:10
```

Releasing Objective-C Objects

```
set myArray to current application's NSMutableArray's arrayWithObjects:"Hello",  
"World"  
set myArray to missing value
```

Working with Objective-C Properties

Getting Objective-C Property Values

```
set myWindow to current application's NSApplication's sharedApplication()'s  
mainWindow()
```

```
set windowTitle to myWindow's title()
```

Setting Objective-C Property Values

```
set myWindow to current application's NSApplication's sharedApplication()'s  
mainWindow()  
myWindow's setTitle:"My Window Title"
```

Working with Objective-C Constants

Getting Objective-C Constants

```
set myConstant to current application's NSApplication's NSAppKitVersionNumber
```

Resources

- [AppleScriptObjC Programming Guide](#)
- [AppleScriptObjC Language Guide](#)
- [AppleScriptObjC Release Notes](#)
- [Objective-C Programming Guide](#)