

[AppKit](#) / NSTreeNode

Class

NSTreeNode

A node in a tree of nodes.

macOS 10.5+

```
class NSTreeNode
```

Overview

NSTreeNode simplifies the creation and management of trees of objects. Each tree node represents a model object. A tree node with `nil` as its parent node is considered the root of the tree.

Topics

Creating tree nodes

```
init(representedObject: Any?)
```

Initializes a newly allocated tree node that represents the specified object.

Getting information about a node

```
var representedObject: Any?
```

The object the tree node represents.

```
var indexPath: IndexPath
```

The position of the receiver relative to its root parent.

```
var isLeaf: Bool
```

A Boolean that indicates whether the receiver is a leaf node.

```
var children: [NSTreeNode]?
```

An array containing receiver's child nodes.

```
var mutableChildren: NSMutableArray
```

A mutable array that provides read-write access to the receiver's child nodes.

```
func descendant(at: IndexPath) -> NSTreeNode?
```

Returns the receiver's descendant at the specified index path.

```
var parent: NSTreeNode?
```

The receiver's parent node.

Sorting the subtree

```
func sort(with: [NSSortDescriptor], recursively: Bool)
```

Sorts the receiver's subtree using the values of the represented objects with the specified sort descriptors.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

See Also

Tree-Based Data

`{}` [Navigating Hierarchical Data Using Outline and Split Views](#)

Build a structured user interface that simplifies navigation in your app.

`class NSTreeController`

A bindings-compatible controller that manages a tree of objects.