

[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.