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Protocol

# NSTableViewDataSource

A set of methods that a table view uses to provide data to a table view and to allow the editing of the table view's data source object.

macOS

```
protocol NSTableViewDataSource : NSObjectProtocol
```

## Overview

Some of the methods in this protocol, such as [tableView\(\\_:objectValueForRowAt:\)](#) and [numberOfRows\(in:\)](#) along with other methods that return data, are called frequently, so they must be efficient.

### Note

View-based table views must not use the [tableView\(\\_:setObjectValue:forRowAt:\)](#) method for setting values. Instead the views must explicitly set the values for the fields, or use Cocoa bindings. Likewise, use target/action for editing. See [Table View Programming Guide for Mac](#) for more information on populating view-based and cell-based table views.

If you're not using Cocoa bindings to provide data to the table view, the following methods are required:

- [numberOfRows\(in:\)](#)
- [tableView\(\\_ :objectValueForRowAt:\)](#)
- [tableView\(\\_ :setObjectValue:forRowAt:\)](#) (cell-based tables only)

To learn more about Cocoa bindings, see [Cocoa Bindings Programming Topics](#).

# Topics

## Getting Values

```
func numberOfRows(in: NSTableView) -> Int
```

Returns the number of records managed for aTableView by the data source object.

```
func tableView(NSTableView, objectValueFor: NSTableColumn?, row: Int) -> Any?
```

Called by the table view to return the data object associated with the specified row and column.

## Setting Values

```
func tableView(NSTableView, setObjectValue: Any?, for: NSTableColumn?, row: Int)
```

Sets the data object for an item in the specified row and column.

## Implementing Pasteboard Support

```
func tableView(NSTableView, pasteboardWriterForRow: Int) -> (any NSPasteboardWriting)?
```

Called to allow the table to support multiple item dragging.

## Drag and Drop

{ } Supporting Table View Drag and Drop Through File Promises

Share data between macOS apps during drag and drop by using an item provider.

```
func tableView(NSTableView, acceptDrop: any NSDraggingInfo, row: Int, dropOperation: NSTableView.DropOperation) -> Bool
```

Called by aTableView when the mouse button is released over a table view that previously decided to allow a drop.

~~```
func tableView(NSTableView, namesOfPromisedFilesDroppedAtDestination: URL, forDraggedRowsWith: IndexSet) -> [String]
```~~

Returns an array of filenames that represent the indexSet rows for a drag to drop Destination.

Deprecated

```
func tableView(NSTableView, validateDrop: any NSDraggingInfo, proposedRow: Int, proposedDropOperation: NSTableView.DropOperation) -> NSDragOperation
```

Used by aTableView to determine a valid drop target.

```
func tableView(NSTableView, writeRowsWith: IndexSet, to: NSPasteboard) -> Bool
```

Returns a Boolean value that indicates whether a drag operation is allowed.

Deprecated

```
func tableView(NSTableView, draggingSession: NSDraggingSession, willBeginAt: NSPoint, forRowIndexes: IndexSet)
```

Implement this method to determine when a dragging session will begin.

```
func tableView(NSTableView, updateDraggingItemsForDrag: any NSDraggingInfo)
```

Implement this method to allow the table to update dragging items as they are dragged over a view.

```
func tableView(NSTableView, draggingSession: NSDraggingSession, endedAt: NSPoint, operation: NSDragOperation)
```

Implement this method to determine when a dragging session has ended.

## Sorting

```
func tableView(NSTableView, sortDescriptorsDidChange: [NSSortDescriptor])
```

Called by aTableView to indicate that sorting may need to be done.

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## Relationships

### Inherits From

NSObjectProtocol

### Conforming Types

## See Also

### Management

`protocol NSTableViewDelegate`

A set of optional methods you implement in a table view delegate to customize the behavior of the table view.

`class NSTableViewDiffableDataSource`

The object you use to manage data and provide items for a table view.