```
@property (readonly) BOOL frontmost; // Is this the active application?
@property (copy, readonly) NSString *name; // The name of the application.
- (SBElementArray<InstrumentsWindow *> *) windows;
- (SBElementArray<InstrumentsDocument *> *) documents;
@interface InstrumentsApplication : SBApplication
// The application's top-level scripting object.
 *\
 * Standard Suite
\*
@end
- (void) moveTo:(SBObject *)to; // Move an object to a new location.
Copy an object.
- (void) duplicateTo:(SBObject *)to withProperties:(NSDictionary *)withProperties; //
- (void) delete; // Delete an object.
(BOOL)printDialog; // Print a document.
- (void) printWithProperties:(NSDictionary *)withProperties printDialog:
- (void) saveIn:(NSURL *)in_ as:(id)as; // Save a document.
a document.
- (void) closeSaving:(InstrumentsSaveOptions)saving savingIn:(NSURL *)savingIn; // Close
@protocol InstrumentsGenericMethods
typedef enum InstrumentsPrintingErrorHandling InstrumentsPrintingErrorHandling;
};
PostScript errors */
    InstrumentsPrintingErrorHandlingDetailed = 'lwdt' /* print a detailed report of
hand \lim */,
    InstrumentsPrintingErrorHandlingStandard = 'lwst' /* Standard PostScript error
enum InstrumentsPrintingErrorHandling {
typedef enum InstrumentsSaveOptions InstrumentsSaveOptions;
};
*\
    InstrumentsSaveOptionsAsk = 'ask ' /* Ask the user whether or not to save the file.
    InstrumentsSaveOptionsNo = 'no ' /* Do not save the file. */,
    InstrumentsSaveOptionsYes = 'yes ' /* Save the file. */,
enum InstrumentsSaveOptions {
InstrumentsDocument;
@class InstrumentsApplication, InstrumentsDocument, InstrumentsWindow,
#import <ScriptingBridge/ScriptingBridge.h>
#import <AppKit/AppKit.h>
 *\
 * Instruments.h
\*
```

```
@property (copy, readonly) NSString *version; // The version number of the application.
- (id) open:(id)x; // Open a document.
- (void) print:(id)x withProperties:(NSDictionary *)withProperties printDialog:
(BOOL)printDialog; // Print a document.
- (void) quitSaving:(InstrumentsSaveOptions)saving; // Quit the application.
- (BOOL) exists:(id)x; // Verify that an object exists.
@end
// A document.
@interface InstrumentsDocument : SBObject <InstrumentsGenericMethods>
@property (copy, readonly) NSString *name; // Its name.
@property (readonly) BOOL modified; // Has it been modified since the last save?
@property (copy, readonly) NSURL *file; // Its location on disk, if it has one.
@end
@end
```

@interface InstrumentsWindow : SBObject <InstrumentsGenericMethods> @property (copy, readonly) NSString *name; // The title of the window. - (NSInteger) id; // The unique identifier of the window. @property NSInteger index; // The index of the window, ordered front to back. @property NSRect bounds; // The bounding rectangle of the window. @property (readonly) BOOL closeable; // Does the window have a close button? @property (readonly) BOOL miniaturizable; // Does the window have a minimize button? @property BOOL miniaturized; // Is the window minimized right now? @property (readonly) BOOL resizable; // Can the window be resized? @property BOOL visible; // Is the window visible right now? @property (readonly) BOOL zoomable; // Does the window have a zoom button? @property BOOL zoomed; // Is the window zoomed right now? @property (copy, readonly) InstrumentsDocument *document; // The document whose contents are displayed in the window.

@end

@end

```
* Instruments Data

*/

* Instruments Data

// A Trace Document.

@interface InstrumentsDocument (InstrumentsData)

@property (copy, readonly) NSString *name; // Its name.

@property (readonly) BOOL modified; // Has it been modified since the last save?

@property (copy, readonly) NSURL *file; // Its location on disk, if it has one.
```