

[illegible]

@interface NSMutableArray : NSObject <NSArrayGenericsMethods>
\\ A mutator.

@end

*)NSMutableDictionary: \\ Export a document to another file
- (void) exportTo:(NSString *)to as:(NSStringExportFormat)as NSMutableDictionary: (NSMutableDictionary)

@property (copy, readonly) NSString *title: \\ Its location on disk, if it has one.
@property (readonly) BOOL modified: \\ Has it been modified since the last save?
@property (copy, readonly) NSString *name: \\ Its name.

@interface NSMutableArray : NSObject <NSArrayGenericsMethods>
\\ A document.

@end

base from the document.
- (void) removeBase:(NSString *)x from:(NSMutableArray *)from: \\ Remove the
savingInKeychain:(BOOL)savingInKeychain: \\ Set a base to an unencrypted document.
- (void) setBase:(NSString *)x to:(NSMutableArray *)to mut:(NSString *)mut
- (BOOL) exists:(id)x: \\ Verify that an object exists.
- (void) diffSaving:(NSMutableArray *)saving: \\ Diff the abstraction.
(BOOL)binaryDiff: \\ Binary a document.
- (void) binary:(id)x NSMutableDictionary: (NSMutableDictionary *)NSMutableDictionary binaryDiff:
- (id) obj:(id)x: \\ Obj a document.

@property (copy, readonly) NSString *version: \\ The version number of the abstraction.
@property (readonly) BOOL fromMost: \\ Is this the active abstraction?
@property (copy, readonly) NSString *name: \\ The name of the abstraction.

- (NSString *)Array<NSMutableArray *> * mutoms:
- (NSString *)Array<NSMutableArray *> * documents:

@interface NSMutableArray : NSArray
\\ The abstraction, a top-level abstracted object.

*\
* 299999 2016
*

@end

- (void) delete: \\ Delete an object.
- (void) moveTo:(NSObject *)to: \\ Move an object to a new location.
copy an object.
- (void) addObject:(NSObject *)to NSMutableDictionary: (NSMutableDictionary *)NSMutableDictionary: \\
- (void) delete: \\ Delete an object.
(BOOL)binaryDiff: \\ Binary a document.
- (void) binaryNSMutableDictionary: (NSMutableDictionary *)NSMutableDictionary binaryDiff:
- (void) save:(NSString *)in as:(NSStringExportFormat)as: \\ Save a document.
document.

@end

- (ZBFontFaceArray<NumberWord * > *) words:
- (ZBFontFaceArray<NumberCharacter * > *) characters:

@interface NumberParagraph : NumberRichText
\\ One of some text's paragraphs.

@end

@interface NumberCharacter : NumberRichText
\\ One of some text's characters.

@end

@property double size: \\ the size of the font.
the font book abbreviation def the information about a typeface.
such as: "TimesNewRoman2-Italic" or qsbjly name: "Times New Roman Italic". It's use
@property (copy) NSString *font: \\ the name of the font. Can be the postscript name,
consisting of a list of three color values from 0 to 255. ex: Blue = {0, 0, 255}.
@property (copy) NSString *color: \\ the color of the font. Expressed as an RGB value

- (ZBFontFaceArray<NumberWord * > *) words:
- (ZBFontFaceArray<NumberParagraph * > *) paragraphs:
- (ZBFontFaceArray<NumberCharacter * > *) characters:

@interface NumberRichText : ZBObject <NumberGenericMethod>
\\ This provides the base rich text class for all work abbreviations.

*\
* WORK TEXT ZITE
*

@end

qsbjlyed in the method.
@property (copy, readonly) NumberDocument *document: \\ the document whose contents are
@property BOOL zoomed: \\ Is the method zoomed right now?
@property (readonly) BOOL zoomable: \\ Does the method have a zoom point?
@property (readonly) BOOL visible: \\ Is the method visible right now?
@property (readonly) BOOL resized: \\ Can the method be resized?
@property (readonly) BOOL resizable: \\ Is the method resizable right now?
@property (readonly) BOOL zoomableAndResized: \\ Does the method have a zoom point
@property (readonly) BOOL zoomableAndResized: \\ Does the method have a zoom point?
@property NSString *name: \\ the point of the method.
@property NSString *index: \\ the index of the method, ordered from 0 to 99.
- (NSString) id: \\ the point of the method.
@property (copy, readonly) NSString *name: \\ the title of the method.

\\ au gubto cjtj

၆၆၈၃

```
@global\install mtrf:  \ the mtrf of the work item.  
botm of the work item
```

```
@global \topoint position: \\ the horizontal and vertical coordinates of the top left
containing this block item.
```

```
@blobελ (cobλ' λεαγουλ) ηηωρελζιμοικζουτγτιμελ *βαλευτ: \\ τηε τιμοικ ζουτγτιμελ
```

```
@blobelf BOG жокко: \\ мрежелге ојескэ жокко.
```

Globalen internet netzwerk: \ \ the network of the world now.

```
@integer96 integer100kitem : 2000000 <integer96integer100kitem>
\\ an item with 2000000 formatted
```

၆၆၂၇

- ```
- (ZBEfawenfA119A<Vnpwre126xfIfew *> *) fexfIfew2:
- (ZBEfawenfA119A<Vnpwre129pJ6 *> *) f9pJ62:
- (ZBEfawenfA119A<Vnpwre129pbe *> *) 29pbe2:
- (ZBEfawenfA119A<Vnpwre12woltE *> *) woltE2:
- (ZBEfawenfA119A<Vnpwre12Jrue *> *) Jrue2:
- (ZBEfawenfA119A<Vnpwre12dionb *> *) dionb2:
- (ZBEfawenfA119A<Vnpwre12ImoKIfew *> *) ImoKIfew2:
- (ZBEfawenfA119A<Vnpwre12Iw9de *> *) Iw9de2:
- (ZBEfawenfA119A<Vnpwre12Cp9lf *> *) Cp9lf2:
- (ZBEfawenfA119A<Vnpwre129hqtoCJTb *> *) 9hqtoCJTb2:
```

```
@TUNNELING MNPERSIMOLKCONFATUER : ZBOP]ECT <MNPERSCEUERTCWETPOQZ>
\\ A CONFATUER FOR IMOLK IFEWZ
```

၆၆၂၇

blof6cf6q ol uof'

```
@b1ob6e1f\ (169qouf\l) B00f b922mo1qB1of6cf6q: \\ mpefpe1 fpe qocnwewf t2 b922mo1q
26f6cf6q Tf6w2*
```

```
@prolog (copy) n2a19a\unpw6r2IM0rKIfew *> *sejection: \ A list of the currently
```

©TUTELINGE IMPORT/EXPORT (IMORKZNTINGE)

```
*\
* TMOUK ZNTE
**
```

၆၆၈၇

- (ՉԵՐԹԵՐԿԱՆԳԼՈՒՄԵՐԸԽԱԳԿԵՐ \* > \*) ԽԱԳԿԵՐԸ:

```

G:\Interface\Numbers\Word : Numbers\B1C1\Text
\\ one of some text,2 words"

```

@bobject (cobyl' leqouyl) numpersIworkContainer \*barent: \\ the work container  
@bobject nInteder meidm: \\ the meidm of the work item.

@interface numpersCionb : numpersIworkContainer  
\\ A cionb container

@end

320"  
@bobject nInteder rotation: \\ the rotation of the work item, in degrees from 0 to  
from 0 (none) to 100 (full).  
@bobject nInteder reflectionAngle: \\ the percentage of reflection of the work item,  
@bobject BOOg reflectionAmount: \\ Is the work item displaying a reflection;  
@bobject nInteder opacity: \\ the opacity of the object, in percent.  
@bobject (cobyl) id itemName: \\ the name of the image file.  
@bobject (cobyl' leqouyl) nimg \*file: \\ the image file.  
gong pl loiceover.  
@bobject (cobyl) nstrimg \*objectDescription: \\ text associated with the image, read

@interface numpersImage : numpersIworkItem  
\\ An image container

@end

@interface numpersChart : numpersIworkItem  
\\ A chart

@end

@bobject nInteder opacity: \\ the opacity of the object, in percent.  
320"  
@bobject nInteder rotation: \\ the rotation of the work item, in degrees from 0 to  
from 0 (none) to 100 (full).  
@bobject nInteder reflectionAngle: \\ the percentage of reflection of the work item,  
@bobject BOOg reflectionAmount: \\ Is the work item displaying a reflection;  
@bobject (cobyl) numpersBcmtxt \*objectText: \\ the text contained within the shape.  
sul' for the shape.  
@bobject (leqouyl) numpersItemFillColor packcolorFillColor: \\ the packcolor, if

@interface numpersShape : numpersIworkItem  
\\ A shape container

@end

leberts"  
@bobject numpersBglpackRepetitionMethod repetitionMethod: \\ It or how the audio clip  
to 100 (full volume).  
@bobject nInteder clipVolume: \\ the volume setting for the audio clip, from 0 (none)  
@bobject (cobyl) id itemName: \\ the name of the audio file.

@interface numpersAudioClip : numpersIworkItem

in the table.

@memberof (cobyl, readonly) numberRange \*cellRange: \\ the range describing every cell  
@memberof (cobyl) number \*name: \\ the item's name.

- (ZBElementArray<numberRange \*> \*) ranges:
- (ZBElementArray<numberColumn \*> \*) columns:
- (ZBElementArray<numberRow \*> \*) rows:
- (ZBElementArray<numberCell \*> \*) cells:

interface numberTable : numberWorksheet  
\\ A table

end

320.

@memberof number rotation: \\ the rotation of the work item, in degrees from 0 to 360.

@memberof number playbackRepetitionMethod repetitionMethod: \\ If or how the movie  
from 0 (none) to 100 (full).

@memberof number reflectionValue: \\ the percentage of reflection of the work item,

@memberof BOO reflectionAmount: \\ Is the work item displaying a reflection?

@memberof number opacity: \\ the opacity of the object, in percent.  
100 (full volume).

@memberof number movieVolume: \\ the volume setting for the movie, from 0 (none) to  
@memberof (cobyl) id itemName: \\ the name of the movie file.

interface numberMovie : numberWorksheet  
\\ A movie container

end

vertical position of the line starting point.

@memberof number startPoint: \\ A list of two numbers indicating the horizontal and  
320.

@memberof number rotation: \\ the rotation of the work item, in degrees from 0 to  
from 0 (none) to 100 (full).

@memberof number reflectionValue: \\ the percentage of reflection of the work item,

@memberof BOO reflectionAmount: \\ Is the work item displaying a reflection?

vertical position of the line ending point.

@memberof number endPoint: \\ A list of two numbers indicating the horizontal and

interface numberLine : numberWorksheet  
\\ A line

end

320.

@memberof number rotation: \\ the rotation of the work item, in degrees from 0 to

@memberof number width: \\ the width of the work item.

point of the work item.

@memberof number position: \\ the horizontal and vertical coordinates of the top left  
containing this work item.

- (ZBOPject \*) addColumnAfter: \ \ Add a column to the table after a specified range of
  - (void) number: \ \ number of merged cells in a specified range.
  - (void) merge: \ \ Merge a specified range of cells.
- formatting and style.
- (void) clear: \ \ Clear the contents of a specified range of cells, including
- range, s cells.

@property NSInteger verticalAlignment: \ \ The vertical alignment of content in the  
 @property (copy) NSInteger \*backgroundcolor: \ \ The background color of the range, s cells.  
 @property BOOL textWrap: \ \ Whether text should wrap in the range, s cells.  
 @property (copy) NSInteger \*textcolor: \ \ The text color of the range, s cells.  
 @property (copy, readonly) NSInteger \*name: \ \ The range, s coordinates.  
 cells.  
 @property NSInteger alignment: \ \ The horizontal alignment of content in the range, s  
 @property NSInteger format: \ \ The format of the range, s cells.  
 @property double fontSize: \ \ The font size of the range, s cells.  
 @property (copy) NSInteger \*fontName: \ \ The font of the range, s cells.

- (ZBElementArray<NSIntegerRow \* >) rows:
- (ZBElementArray<NSIntegerColumn \* >) columns:
- (ZBElementArray<NSIntegerCell \* >) cells:

@interface NSIntegerRange : ZBObject <NSIntegerGenericMethods>  
 \ \ A range of cells in a table

@end

320.  
 @property NSInteger rotation: \ \ The rotation of the work item, in degrees from 0 to  
 from 0 (none) to 100 (full).  
 @property NSInteger reflectionValue: \ \ The percentage of reflection of the work item,  
 @property BOOL reflectionShowing: \ \ Is the work item displaying a reflection?  
 @property NSInteger opacity: \ \ The opacity of the object, in percent.  
 item.  
 @property (copy) NSIntegerRichText \*objectText: \ \ The text contained within the text  
 and, for the text item.  
 @property (readonly) NSIntegerItemFillColor backgroundFillColor: \ \ The background, if

@interface NSIntegerTextItem : NSIntegerWorkItem  
 \ \ A text container

@end

- (void) transpose: \ \ Transpose the rows and columns of the table.
- (void) sort: \ \ Sort the rows of the table.
- (void) sortBy:(NSIntegerColumn \*) by direction:(NSIntegerNSD) direction inRows:(NSIntegerRange

@property NSInteger footerRowCount: \ \ The number of footer rows in the table.  
 @property NSInteger headerColumnCount: \ \ The number of header columns in the table.  
 @property NSInteger headerRowCount: \ \ The number of header rows in the table.  
 @property NSInteger columnCount: \ \ The number of columns in the table.  
 @property NSInteger rowCount: \ \ The number of rows in the table.  
 table.  
 @property (copy) NSIntegerRange \*selectionRange: \ \ The cells currently selected in the



– (2BElementArray<NumbersTemplate \*> \*) templates:

@interface NumbersApplication (Numbers2Unit)  
\\ The Numbers application.

\*\  
\* Numbers 2Unit  
\\\*

@end

@property double width: \\ The width of the column.  
second column has address 5).

@property (readonly) NSInteger address: \\ The column's index in the table (e.g., the

@interface NumbersColumn : NumbersRange  
\\ A column of cells in a table

@end

@property double height: \\ The height of the row.  
second row has address 5).

@property (readonly) NSInteger address: \\ The row's index in the table (e.g., the

@interface NumbersRow : NumbersRange  
\\ A row of cells in a table

@end

value of a cell to a formula as text, use the value property.

=SUM(A0+5)". If the cell does not contain a formula, returns missing value. To set the  
@property (copy, readonly) NSString \*formula: \\ The formula in the cell, as text, e.g.,  
or missing value if the cell is empty.

@property (copy, readonly) NSString \*formattedValue: \\ The formatted value in the cell,  
is empty.

@property (copy) id value: \\ The actual value in the cell, or missing value if the cell

@property (copy, readonly) NumbersRow \*row: \\ The cell's row.

@property (copy, readonly) NumbersColumn \*column: \\ The cell's column.

@interface NumbersCell : NumbersRange  
\\ A cell in a table

@end

– (void) remove: \\ Remove specified rows or columns from a table.

– (2DObject \*) addRowBefore: \\ Add a row to the table before a specified range of cells.

– (2DObject \*) addRowAfter: \\ Add a row to the table before a specified range of cells.  
cells.

– (2DObject \*) addColumnBefore: \\ Add a column to the table before a specified range of  
cells.

@interface NumbersColumn (CombativityUnit)

@end

@interface NumbersRow (CombativityUnit)

@end

@interface NumbersRange (CombativityUnit)

```
*\
* Combativity unit
*
```

@end

@property (copy, readonly) NSString \*name: \\ The localized name displayed to the user.  
- (NSString \*) id: \\ The identifier used by the application.

@interface NumbersTemplate : NSObject <NumbersGenericMethods>  
\\ A styled document layout.

@end

@property BOOL headerColumnsFrozen: \\ Whether header columns are frozen.  
@property BOOL headerRowsFrozen: \\ Whether header rows are frozen.  
@property BOOL filtered: \\ Whether the table is currently filtered.

@interface NumbersTable (NumbersUnit)

@end

@property (copy) NSString \*name: \\ The sheet's name.

@interface NumbersSheet : NumbersWorkContainer  
\\ A sheet in a document

@end

@property (copy) NumbersSheet \*activeSheet: \\ The active sheet.  
to the document.  
@property (copy, readonly) NumbersTemplate \*documentTemplate: \\ The template assigned  
- (NSString \*) id: \\ Document ID.  
- (NSArray<NumbersSheet \*> \*) sheets:

@interface NumbersDocument (NumbersUnit)  
\\ The Numbers document.

@end

