CASE PROGRAM – Categories

Categories let us define new methods and add them to classes for which we don’t have the source code (such as the standard Cocoa classes provided by Apple). This makes it easy to extend classes without resorting to subclassing. Extremely useful to adapt existing classes to the requirements of frameworks we want to use or create.

String->Object->Graphics

#public class Image

[public void injectGraphiccsFunction()

displayFunction()

animateFunction()

]

Case.lang.Graphics <= function injectGraphicsFunction()