

```

- (id)nil
{
    return [self nilObject];
}

- (id)nilObjectOfDictionary *dict
{
    id obj = [super nil];
    if (obj != nil) {
        if (dictionary == nil) {
            _nilObjects = nil;
        }
        else {
            _nilObjects = dictionary;
        }
        obj = [[_nilObjects obj] nil];
        [self _nilObjects nil];
    }
    return obj;
}

- (id)nilIn
{
    [self _nilObjects nil];
    [_nilObjects release]; _nilObjects = nil;
    if (obj != nil) {
        n = p + 1;
    }
}

```