
CalTask Class Reference

[Cocoa](#) > [Apple Applications](#)



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CalTask Class Reference

Inherits from	CalCalendarItem : NSObject
Conforms to	NSCopying (CalCalendarItem) NSObject (NSObject)
Framework	/System/Library/Frameworks/CalendarStore.framework
Availability	Available in Mac OS X v10.5 and later.
Companion guide	Calendar Store Programming Guide
Declared in	CalTask.h
Related sample code	Reminders

Overview

A `CalTask` object represents a task added to a calendar in iCal.

You can create a new task using the `task` (page 8) method or get existing tasks using the `tasksWithPredicate: CalCalendarStore` method. If you create a new task then you need to set the inherited `calendar` property before saving the task using the `saveTask:error: CalCalendarStore` method.

The `tasksWithPredicate: CalCalendarStore` method takes an `NSPredicate` object as the argument so you can build your own queries. Use the

`taskPredicateWithUncompletedTasksDueBefore: calendars:` and `taskPredicateWithTasksCompletedSince: calendars: CalCalendarStore` methods to create `NSPredicate` objects for common queries that you can pass to the `tasksWithPredicate: method`.

Use the properties in this class to set and get information about a task. For example, use the `dueDate` (page 6) property to get the due date of a task and the `isCompleted` (page 7) property to determine if the task is done. The values of the `completedDate` (page 6) and `isCompleted` (page 7) properties are interdependent. Read the property descriptions to learn more.

If you retain task objects, you can observe the `CalTasksChangedNotification` notification to update task objects when they change. Task objects can be added, changed, or deleted locally or externally after you fetch them.

Tasks

Creating and Initializing Tasks

+ [task](#) (page 8)

Creates and initializes a newly allocated task object.

Getting Properties

[dueDate](#) (page 6) *property*

The due date and time for this task.

[priority](#) (page 7) *property*

The priority of this task—an integer ranging from 0 to 9 with 0 representing an undefined priority, 1 the highest priority, and 9 the lowest priority.

[isCompleted](#) (page 7) *property*

YES if this task is completed; otherwise, NO.

[completedDate](#) (page 6) *property*

The task's completed date.

Properties

For more about Objective-C properties, see “Properties” in *The Objective-C 2.0 Programming Language*.

completedDate

The task's completed date.

```
@property(copy) NSDate *completedDate;
```

Discussion

If you set `completedDate` to `nil`, then `isCompleted` (page 7) is set to NO. If you set `completedDate` to a valid date, then `isCompleted` is set to YES.

Availability

Available in Mac OS X v10.5 and later.

Declared In

CalTask.h

dueDate

The due date and time for this task.

```
@property(copy) NSDate *dueDate;
```

Availability

Available in Mac OS X v10.5 and later.

Related Sample Code

Reminders

Declared In

CalTask.h

isCompleted

YES if this task is completed; otherwise, NO.

```
@property BOOL isCompleted;
```

Discussion

If you set `isCompleted` to YES, then `completedDate` (page 6) is set to the current date. If you set `isCompleted` to NO, then `completedDate` is set to nil.

Availability

Available in Mac OS X v10.5 and later.

Declared In

CalTask.h

priority

The priority of this task—an integer ranging from 0 to 9 with 0 representing an undefined priority, 1 the highest priority, and 9 the lowest priority.

```
@property CalPriority priority;
```

Discussion

Typically, you use one of the constants described in “[Task Priority Constants](#)” (page 8) to set this property. However, any integer between 0 and 9 are valid values.

Availability

Available in Mac OS X v10.5 and later.

Related Sample Code

Reminders

Declared In

CalTask.h

Class Methods

task

Creates and initializes a newly allocated task object.

```
+ (id)task
```

Return Value

A newly created task object.

Availability

Available in Mac OS X v10.5 and later.

Related Sample Code

Reminders

Declared In

CalTask.h

Constants

CalPriority

Type that describes the priority of a task.

```
typedef NSInteger CalPriority;
```

Availability

Available in Mac OS X v10.5 and later.

Declared In

CalTask.h

Task Priority Constants

The priority of a task.


```
enum {  
    CalPriorityNone      = 0,  
    CalPriorityHigh     = 1,  
    CalPriorityMedium    = 5,  
    CalPriorityLow      = 9  
};
```

Constants

CalPriorityNone

The priority is not set for this task.

Available in Mac OS X v10.5 and later.

Declared in CalTask.h.

CalPriorityHigh

The priority for this task is high.

Available in Mac OS X v10.5 and later.

Declared in CalTask.h.

CalPriorityMedium

The priority for this task is medium.

Available in Mac OS X v10.5 and later.

Declared in CalTask.h.

CalPriorityLow

The priority for this task is low.

Available in Mac OS X v10.5 and later.

Declared in CalTask.h.

Discussion

These constants can be used to set the priority property.

Declared In

CalTask.h

Document Revision History

This table describes the changes to *CalTask Class Reference*.

Date	Notes
2007-10-31	New document that describes the class used to get properties about a task.

REVISION HISTORY

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