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# WebUndefined Class Reference

[Cocoa](#) > [User Experience](#)



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Apple Inc.  
1 Infinite Loop  
Cupertino, CA 95014  
408-996-1010

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<b>Inherits from</b>	NSObject
<b>Conforms to</b>	NSCoding NSCopying NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/WebKit.framework
<b>Availability</b>	Available in Mac OS X v10.3.9 and later.
<b>Companion guide</b>	WebKit Objective-C Programming Guide
<b>Declared in</b>	WebScriptObject.h

## Overview

WebUndefined objects are simply used to represent the JavaScript “undefined” value in methods when bridging between JavaScript and Objective-C. For example, if you invoke a JavaScript function that returns the JavaScript “undefined” value, then a WebUndefined object is returned to the Objective-C calling context.

## Tasks

### Getting the Shared Instance

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Returns the shared WebUndefined instance.

## Class Methods

### **undefined**

Returns the shared WebUndefined instance.

+ (WebUndefined \*)undefined

**Availability**

Available in Mac OS X v10.3.9 and later.

**Declared In**

WebScriptObject.h

# Document Revision History

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

Date	Notes
2006-05-23	First publication of this content as a separate document.

## REVISION HISTORY

### Document Revision History



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