

`mutableCopy`

Invokes `mutableCopyWithZone:` with the same memory zone as the receiver. Subclasses should implement their own versions of `mutableCopyWithZone:`, not `mutableCopy`, to define class-specific copying.

`copy` (NSCopying protocol)

`mutableCopyWithZone:(NXZone *)zone`

Returns a new instance that's an exact copy of the receiver. Memory for the new instance is allocated from `zone`. The copy returned is mutable if the consideration "immutable vs. mutable" applies to the receiving object. The returned copy is not autoreleased.

This method usually creates only one new object, performing a shallow copy of the receiver. If the receiver has instance variables that point to other objects, the instance variables in the copy will point to the same objects. The values of the instance variables are copied, but the objects they point to are not.

`copyWithZone:` (NSMutableCopying protocol)