



findMatchingObject:anObject

addObject:

Debugging an autorelease pool+ enableDoubleReleaseCheck:  
+ enableRelease:  
+ setPoolCountThreshold:

`(void)addObject:anObject`

Adds `anObject` to the receiver, so that it will be sent a release message when the pool itself is deallocated. The object may be added several times to the same pool, and will receive a release message for each time. `anObject` must not be nil.