

`-[id]finishLaunching`

Activates the application, opens any files specified by the "NSOpen" user default, and unhighlights the application's icon in the Workspace Manager. This method is invoked by run before it starts the event loop. When this method begins, it posts the notification `NSApplicationWillFinishLaunchingNotification` with the receiving object to the default notification center. When it successfully completes, it posts the notification `NSApplicationDidFinishLaunchingNotification`. If you override `finishLaunching`, the subclass method should invoke the superclass method.

`-[id]activateIgnoringOtherApps:(BOOL)flag`

Makes this the active application. If flag is NO, the application is activated only if no other application is currently active.

`-[id]deactivate`

Deactivates the application.

`-(BOOL)isActive`

Returns whether this is the active application.

`-[id]abortModal`

Aborts the event loop started by `runModalForWindow:`.

`-(NSModalSession)beginModalSessionForWindow:(NSWindow *)theWindow`

Sets up a modal session with theWindow.

`-[id]endModalSession:(NSModalSession)session`

<pre>(id)sendEvent:(NSEvent *)theEvent</pre>	<p>Dispatches events to other objects. When sending the activate application notification, this method posts the notifications <code>NSApplicationWillBecomeActiveNotification</code> and <code>NSApplicationDidBecomeActiveNotification</code> with the receiving object to the default notification center. When sending the deactivate application notification, it posts <code>NSApplicationWillResignActiveNotification</code> and <code>NSApplicationDidResignActiveNotification</code> with the receiving object to the default notification center.</p>
<pre>(id)stop:(id)sender</pre>	<p>Stops the main event loop.</p>
<pre>(id)stopModal</pre>	<p>Stops the modal event loop.</p>
<pre>(id)stopModalWithCode:(int)returnCode</pre>	<p>Stops the event loop started by <code>runModalForWindow:</code> and returns the <code>returnCode</code>.</p>
<pre>(NSEvent *)currentEvent</pre>	<p>Returns the current event.</p>
<pre>(id)discardEventsMatchingMask:(unsigned int)mask beforeEvent:(NSEvent *)lastEvent</pre>	<p>Removes from the event queue all events matching <code>mask</code> that were posted before <code>lastEvent</code>.</p>
<pre>(NSEvent *)nextEventMatchingMask:(unsigned int)mask untilDate:(NSDate *)expiration inMode:(NSString *)mode dequeue:(BOOL)flag</pre>	<p>Returns the next event matching <code>mask</code>, or <code>nil</code> if no such event is found before the expiration date. If <code>flag</code> is YES, the event is removed from the queue. The mode is the <code>NSRunLoop</code> mode that determines what other ports and timers may fire while the <code>NSApplication</code> is waiting for events.</p>
<pre>(id)postEvent:(NSEvent *)event atStart:(BOOL)flag</pre>	<p>Adds event to the beginning of the application's event queue if <code>flag</code> is YES, or to the end otherwise.</p>
<pre>(BOOL)sendAction:(SEL)aSelector to:(id)aTarget from:(id)sender</pre>	<p>Sends an action message to <code>aTarget</code> or up the responder chain.</p>
<pre>(id)targetForAction:(SEL)aSelector</pre>	<p>Returns the object that receives the action message <code>aSelector</code>.</p>
<pre>(BOOL)tryToPerform:(SEL)aSelector with:(id)anObject</pre>	<p>Attempts to send a message to the application or the delegate.</p>
<pre>(id)setApplicationIconImage:(NSImage *)anImage</pre>	<p>Sets the application's icon to <code>anImage</code>.</p>
<pre>(NSImage *)applicationIconImage</pre>	<p>Returns the <code>NSImage</code> used for the application's icon.</p>
<pre>(id)hide:(id)sender</pre>	<p>Hides all the application's windows. When this method begins, it posts the notification <code>NSApplicationWillHideNotification</code> with the sender to the default notification center. When it completes successfully, it posts the notification <code>NSApplicationDidHideNotification</code>.</p>

NSWindow *)keyWindow	Returns the key window.
NSWindow *)mainWindow	Returns the main window.
NSWindow *)makeWindowsPerform:(SEL)aSelector inOrder:(BOOL)flag	Sends the aSelector message to the application's NSWindows in the order if flag is YES, otherwise in the order of the array method returns.
(id)miniaturizeAll:(id)sender	Miniaturizes all the receiver's application windows.
(id)preventWindowOrdering	Suppresses the usual window ordering in handling the mouse event.
(id)setWindowsNeedUpdate:(BOOL)flag	Sets whether the application's windows need updating when finished processing the current event. This method is essential for making sure menus are updated to reflect changes not reflected in actions.
(id)updateWindows	Sends an update message to on-screen NSWindows. When finished, it sends the notification NSApplicationWillUpdateNotification to the receiving object to the default notification center. When the update completes, it sends the notification NSApplicationDidUpdateNotification.
NSArray *)windows	Returns an array of the application's NSWindows.
NSWindow *)windowWithWindowNumber:(int>windowNum	Returns the NSWindow object corresponding to windowNum.
(id)orderFrontColorPanel:(id)sender	Brings up the color panel.
(id)orderFrontDataLinkPanel:(id)sender	Shows the shared instance of the data link panel, creating it if necessary.
(id)orderFrontHelpPanel:(id)sender	Shows the application's help panel or the default one.
(id)runPageLayout:(id)sender	Runs the application's page layout panel.
NSMenu *)mainMenu	Returns the id of the application's main menu.
(id)setMainMenu:(NSMenu *)aMenu	Makes aMenu the application's main menu.
(id)addWindowsItem:(id)aWindow title:(NSString *)aString filename:(BOOL)isFilename	Adds a Windows menu item for aWindow.
(id)arrangeInFront:(id)sender	Orders all registered NSWindows to the front.
(id)changeWindowsItem:(id)aWindow title:(NSString *)aString filename:(BOOL)isFilename	Changes the Windows menu item for aWindow.
(id)removeWindowsItem:(id)aWindow	Removes the Windows menu item for aWindow.
(id)setWindowsMenu:(id)aMenu	Sets the Windows menu.

<code>(id)setServicesMenu:(NSMenu *)aMenu</code>	Sets the Services menu.
<code>invalidRequestorForSendType:(NSString *)sendType returnType:(NSString *)returnType</code>	Indicates whether the NSApplication can send and receive
<code>(SDPSPContext *)context</code>	Returns the NSApplication's Display PostScript context.
<code>(id)reportException:(NSException *)anException</code>	Logs the given exception by calling NSLog().
<code>(id)terminate:(id)sender</code>	Frees the NSApplication object and exits the application.
<code>delegate</code>	Returns the NSApplication's delegate.
<code>(id)setDelegate:(id)anObject</code>	Makes anObject the NSApplication's delegate.
<code>(BOOL)application:(id)sender openFileWithoutUI:(NSString *)filename</code>	Sent directly by sender to the delegate. Opens the specified file to run without a user interface. Work with the file via programmatic control of sender, rather than under keyboard user. Returns YES or NO to indicate whether the file was
<code>(BOOL)application:(NSApplication *)application openFile:(NSString *)filename</code>	Sent directly by application to the delegate. Like <code>application:openFileWithoutUI:</code> , but brings up the user interface of the application.
<code>(BOOL)application:(NSApplication *)application openTempFile:(NSString *)filename</code>	Sent directly by application to the delegate. Like <code>application:openFile:</code> , but a file opened through this method is temporary it's the application's responsibility to remove the file at the appropriate time.
<code>(id)applicationDidBecomeActive:(NSNotification *)aNotification</code>	Sent by the default notification center to the delegate a <code>NSNotification</code> object of type <code>NSNotificationNameApplicationDidBecomeActiveNotification</code> . If the delegate implements this method, it's automatically registered to receive the notification.
<code>(id)applicationDidFinishLaunching:(NSNotification *)aNotification</code>	Sent by the default notification center to the delegate a <code>NSNotification</code> object of type <code>NSNotificationNameApplicationDidFinishLaunchingNotification</code> . If the delegate implements this method, it's automatically registered to receive the notification.
<code>(id)applicationDidHide:(NSNotification *)aNotification</code>	Sent by the default notification center to the delegate a <code>NSNotification</code> object of type <code>NSNotificationNameApplicationDidHideNotification</code> . If the delegate implements this method, it's automatically registered to receive the notification.
<code>(id)applicationDidResignActive:(NSNotification *)aNotification</code>	

	NSApplicationDidUpdateNotification. If the delegate implements this method, it's automatically registered to receive the notification.
(BOOL)applicationOpenUntitledFile:(NSApplication *)application	Sent directly by application to the delegate. Like applicationOpenDocument, it's automatically registered to receive the notification. Returns YES if the delegate opens a new, untitled document.
(BOOL)applicationShouldTerminate:(id)sender	Sent directly by sender to the delegate. Returns YES if the delegate should terminate.
(id)applicationWillBecomeActive:(NSNotification *)aNotification	Sent by the default notification center to the delegate aNotification. If the delegate implements the applicationWillBecomeActiveNotification method, it's automatically registered to receive this notification.
(id)applicationWillFinishLaunching:(NSNotification *)aNotification	Sent by the default notification center to the delegate aNotification. If the delegate implements the applicationWillFinishLaunchingNotification method, it's automatically registered to receive this notification.
(id)applicationWillHide:(NSNotification *)aNotification	Sent by the default notification center to the delegate aNotification. If the delegate implements the applicationWillHideNotification method, it's automatically registered to receive this notification.
(id)applicationWillResignActive:(NSNotification *)aNotification	Sent by the default notification center to the delegate aNotification. If the delegate implements the applicationWillResignActiveNotification method, it's automatically registered to receive this notification.
(id)applicationWillUnhide:(NSNotification *)aNotification	Sent by the default notification center to the delegate aNotification. If the delegate implements the applicationWillUnhideNotification method, it's automatically registered to receive the notification.
(id)applicationWillUpdate:(NSNotification *)aNotification	Sent by the default notification center to the delegate aNotification. If the delegate implements the applicationWillUpdateNotification method, it's automatically registered to receive this notification.