

### 3. Travel Advisor Tutorial

# Defining the Classes of Travel Advisor

Travel Advisor has three classes: Country, Converter, and TAController. Only TAController has outlets and actions. And, rather than defining the Converter class, you are simply going to add it to the project from the CurrencyConverter project and reuse it.

#### 1 Specify the Country and TAController classes.

In Interface Builder, bring up the Classes display of the nib file window.  
For each class, select NSObject as the superclass.  
Choose Subclass from the Operations menu.  
Type the class name.

[\\_TA\\_DefineClasses.eps](#) ↩

#### 2 Specify TAController's outlets.

Add the outlets shown in the nib file window below.

[\\_TA\\_ControllerOutlets.eps](#) ↩

#### 3 Specify TAController's actions.

Define the action methods shown in the nib file window below.

[\\_TA\\_ControllerActions.eps](#) ↩

In OpenStep there are many ways to reuse objects through their classes. For example, subclassing an existing class to obtain slightly different behavior is one way to reuse the functionality of the superclass. Another way is to integrate an existing class—like the `Converter` class—into your project.

#### 4 Reuse the `Converter` class.

*In Interface Builder:*

Open **CurrencyConverter.nib** in the **English.lproj** subdirectory of the **CurrencyConverter** project directory.

In the Classes display of the nib file window, select the `Converter` class.

Choose Edit → Copy.

Select the nib file window for **TravelAdvisor.nib**.

In the Classes display, select the superclass (`NSObject`).

Choose Edit → Paste.

\_IB\_ReuseClass.eps →

*In Project Builder:*

Launch Project Builder.

Select Classes in the project browser.

Choose Project → Add Files.

In the Add Classes panel, navigate to the **CurrencyConverter** project directory and select **Converter.m**.

When asked if you want to include the header file, click OK.

\_PB\_ReuseClass.eps →

#### 5 Generate instances of the `TAController` and `Converter` classes.

\_TA\_GenerateInstances.eps →

You don't need to instantiate the Country class in the nib file because it is not involved in any outlet or action connections. TAController interacts behind the scenes with users as they manipulate the application's interface. It therefore needs access to interface objects and to be made the target of action messages.

## 6 Connect the TAController instance to its outlets.

Outlet	Make Connection To
215614_TableHeadRule.eps ↪celsius	Text field labelled <sup>a</sup> Celsius <sup>o</sup>
TableRule.eps ↪commentsLabel	Label that reads <sup>a</sup> Notes and Itinerary for <sup>o</sup>
49711_TableRule.eps ↪commentsFieldText	object within scroll view
157945_TableRule.eps ↪converter	Instance of Converter class (cube in Instances display)
253921_TableRule.eps ↪countryField	Text field labelled <sup>a</sup> Country <sup>o</sup>
348305_TableRule.eps ↪currencyDollarsField	Text field labelled <sup>a</sup> Dollars <sup>o</sup>
443552_TableRule.eps ↪currencyLocalField	Text field labelled <sup>a</sup> Local <sup>o</sup>
538617_TableRule.eps ↪currencyNameField	Text field labelled <sup>a</sup> Currency <sup>o</sup>
633818_TableRule.eps ↪currencyRateField	Text field labelled <sup>a</sup> Rate <sup>o</sup>
728875_TableRule.eps ↪englishSpokenSwitch	Switch (button) labelled <sup>a</sup> English widely spoken <sup>o</sup>
824119_TableRule.eps ↪fahrenheit	Text field labelled <sup>a</sup> Fahrenheit <sup>o</sup>
919386_TableRule.eps ↪languagesField	Text field labelled <sup>a</sup> Languages <sup>o</sup>
27991_TableRule.eps ↪logisticsForm	Form in group (box) labelled <sup>a</sup> Logistics <sup>o</sup> ; the form is selected when a gray line borders it.
136798_TableRule.eps ↪tableView	The area underneath the <sup>a</sup> Countries <sup>o</sup> column
245385_TableRule.eps ↪	

**Related Concept:** ;TravelAdvisorConcepts.rtf;linkMarkername CheckingConnectionsinOutlineMode;,,

## Checking Connections in Outline Mode

### 7 Connect the TAController instance to the interface via its actions.

Action	Make Connection From
<b>350020_TableHeadRule.eps</b> ↗	
addRecord:	^Add^ button
453791_TableRule.eps ↗	
blankFields:	^Clear^ button
558238_TableRule.eps ↗	
convertCelsius:	^Convert^ button to the right of the ^Fahrenheit^ field
666765_TableRule.eps ↗	
convertCurrency:	^Convert^ button to the right of the ^Local^ field
775529_TableRule.eps ↗	
deleteRecord:	^Delete^ button
870620_TableRule.eps ↗	
handleTVClick:	The table view(the area beneath the ^Countries^ column header)
966052_TableRule.eps ↗	
nextRecord:	The ^Next Record^ menu command on the Records submenu
61239_TableRule.eps ↗	
prevRecord:	The ^Previous Record^ menu command on the Records submenu
156455_TableRule.eps ↗	
switchChecked:	The ^English widely spoken^ switch
251403_TableRule.eps ↗	

### 938726\_TableRule.eps ↗ ***Before You Go On***

You're next going to connect objects through an outlet defined by several OpenStep classes. The value of this outlet, named **delegate**, is the **id** of a custom object. As the delegate of NSApp (the NSApplication object), TAController will receive messages from it as certain events happen.

55588\_TableRule.eps ↗

[You can assign delegates programmatically or in Interface Builder. For more information, see ``Getting in on the Action: Delegation and Notification." ;TravelAdvisorConcepts.rtf;GettinginontheAction:DelegationandNotification;↗](#)

Every application has a global `NSApplication` object (called `NSApp`) that coordinates events specific to the application. Among many other messages, `NSApp` sends a message to its delegate notifying it that the application is about to terminate. Later, you will implement `TAController` so that, when it receives this message, it archives (saves) the dictionary containing the `Country` objects.

## 8 Connect the delegate outlet.

Drag a connection line from `File's Owner` to the `TAController` object.

In the `Connections` display of the `Inspector` panel select `delegate` and click `OK`.

`_TA_NSApDelegateConnect.eps` ↪

**Related Concept:** `;TravelAdvisorConcepts.rtf;linkMarkername File'sOwner;;` `File's Owner`

## 9 Generate source code files for the `TAController` and `Country` classes.

Save `TravelAdvisor.nib`.

Select the class in the `Classes` display of the `nib` file window.

Choose `Create Files` from the `Operations` pull-down menu.

When you generate the header and implementation files for all classes of `Currency Converter`, you are finished with the `Interface Builder` portion of development. Be sure you save the `nib` file before you switch over to `Project Builder`.