Appendix A
Glossary

Action An event generated by the user, such as a click of the mouse or the typing of a key from the keyboard.

Action Method The section of code that gets executed within an object after an event takes place. For a new object, this is created from the Class panel of the inspector.

Access Method Any section of code that is used to read or write the instance variables of an object. Usually refered to as a method.

Class A way of grouping structures in a tree that create objects.

Factory Method A section of code that is executed when an object is created. Objects are created in "factorys". After objects are created and their instance variables are initialized they become instances of a Class of objects.

Instance Variable A data struceture that is kept inside of an object. These can be simple data sturctures such as integers, floating point numbrs or strings, or they can be complicated structures such as linked lists or binary trees.

Object A structure which groups data and the procedures that access that data in a single unit.

Outlet A way of assigning a name to an object. The scope of the outlet is restricted to the object that it is used in. For a new object, this is created from Interface Builder in the Class panel of the inspector.

Sub-Class A class of that is lower on the inheritance tree. The lower on the tree, the more specific details are added.

Super-Class A class of that is higher on the inheritance tree. The higher on the tree, the more characteristics are shared.

Objective C Reserved Words

The following words have been added to the C language for use by Objective C.

`Id` A pointer to an object.

`Implementation` The portion of an class definition that holds the program code for all the access methods for an object.

`Interface` The portion of an class definition that indicates what instance variables will reside within the object, the access methods for the object and the types of the arguments for the access methods.

`Self` An id pointing to the class of the current object.

`Super` An id pointing to the superclass of the existing object.