Part II

1) Tour of Interface Builder

2) Objective C syntax

3) Graphics Modules

Interface Builder Summary

Palette of AppKit Objects

Inspect initial values

Connections between objects

Custom objects

Syntax of Objective C

Every object has two files:

header file (*.h) for interface

```
#import <appkit.h>
@interface name : superclass
...
@end
```

module file (*.m) for code

```
#import "MyClass.h"
@implementation name
...
@end
```

Syntax of Objective C
(continued)

Import is just like C *include* but will not duplicate previously included files.

<> indicates a system file

" " indicates a local file

<Appkit.h> includes all other objects

<appkit/Form.h> includes just one object

Syntax of Objective C
(continued)

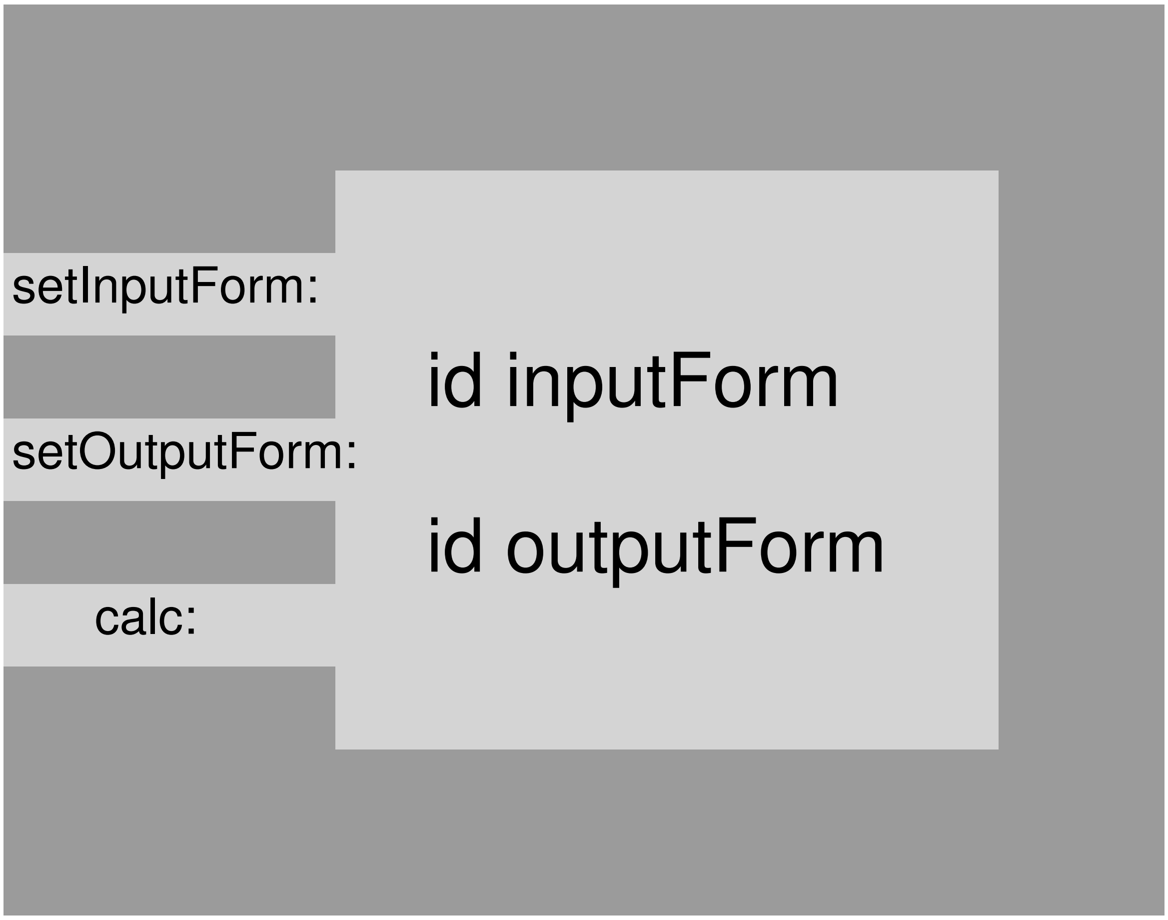
+ indicates a factory method

- indicates a regular method

"id" pointer to an object

"self" pointer to self

Calculator Object



Sample Header file (Calculator.h)

```
#import <objc/Object.h>

@interface Calculator:Object
{
    id  outputForm;
    id  inputForm;
}

- setOutputForm:anObject;
- setInputForm:anObject;
- calc:sender;

@end
```