

Using Examples:

The examples within this program are designed to show interaction of the objects within an *Interface Builder* designed interface. Messages between objects are displayed as a row of shaded dots beginning at the sender and ending at the receiving object.

The Method View Window:

The *Method View* displays the text corresponding to messages sent between objects. The names used for objects are found in the *Miscellaneous* inspector within the .nib file in *Interface Builder*. All of the messages sent from *TextFields*, *Sliders*, *Buttons*, and other control objects are captured and displayed. Lines are drawn at the beginning of each series of messages to break them up

Single Step Switch:

The single step switch allows only one message to be displayed at a time. After that message is animated, the *Next Method* button becomes highlighted. The program then proceeds with the next message between objects when the *Next Method* button is pressed. This is useful when a single mouse click triggers a successive string of messages. Ignore the spinning disk cursor as the program waits for the *Next Method* button to be pressed. Mouse clicks will still be accepted during this time.

Example Responses:

Each example responds as a normal interface. However, as the actions are sent, by sliding sliders or pressing buttons, the message is visually depicted by a row of dots that start as black and gradually fade to white. Dragging a slider sends its message multiple times. Feel free to experiment and see what happens.