

# Testingtheinterface;↵Testing the interface

- 1 Choose Test Interface from the Document menu.
- 2 Check the functioning of OpenStep objects.
- 3 Choose Quit from the application menu or double-click the switch icon in the application dock.

After you create an interface, Interface Builder lets you see how it works from the user's perspective.

Interface Builder's menu, windows, and panels disappear, leaving only the actual interface and (if you are testing the application's main nib file) the main menu. Give your interface a test ride. Here's some of the things you might try:

SquareBullet.eps ↵Verify that the cursor moves from field to field when you press Tab.

SquareBullet.eps ↵Verify that you can copy, cut, and paste text (First Responder actions).

SquareBullet.eps ↵See if you can print (the Print menu item must be connected to an appropriate view object's **print:** action method).

**Note:** When you test your interface, the behavior provided by your custom classes is not called into play (with the exception of static, compiled palette objects). You can only test the behavior that OpenStep and static palette objects exhibit in themselves and when they send messages to each other. To test all components of your application, you must compile and run it.

When you are finished testing the interface, exit from test mode.