

Stepping into a method or function;↵Stepping into a method or function

[arrow.eps](#) ↵ Click the step button.

If the program counter is pointing to a line containing a method invocation and you click the next button, that method executes before the program stops. If you want the program to stop inside of that method, click the step button instead.

[_SteppingInto.eps](#) ↵

The step button executes the program until control reaches a different line in the program. If the current line contains a method invocation, the program stops at the beginning of that method. If the method isn't part of your program (if it's in one of the OpenStep frameworks, for example), the entire method is executed. Execution doesn't stop until the next line of code you own.