



# 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

setInputForm:

id inputForm

setOutputForm:

id outputForm

calc:



## Sample Header file (Calculator.h)

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

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

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

@end
```