

Generating source code files;↵Generating source code files

- 1 Select your class in the Classes display.
- 2 Choose Create Files from the Operations pull-down list.
- 3 Click Yes in the subsequent attention panels.

Before you begin specifying the behavior of your class in code, you typically generate template source code files for your class from the information contained in the nib file. The header file (*MyClass.h*) created by Interface Builder declares the outlets you specified as instance variables (of type *id*) and declares the actions as instance methods of the form *methodName:sender*. The implementation file (*MyClass.m*) contains empty function blocks for each of these methods.

_GeneratingSourceCodeFiles1.eps ↵

When you generate source code files, Interface Builder displays an attention panel to confirm creation of the files.

_GeneratingSourceCodeFiles2.eps ↵

If you confirm creation and the nib file is associated with a project, another attention panel subsequently asks if you wish to add the template code files to the project. Click Yes to add the files to the project.

_GeneratingSourceCodeFiles3.eps ↵

And then they appear in Project Builder.

_GeneratingSourceCodeFiles4.eps ↵