Creating a User Interface

3   Setting an Object's Attributes

*All objects on Interface Builder's standard palettes have attributes that you can
initialize through the Inspector panel. This chapter describes many of those
attributes, especially the effect they have on appearance and behavior.*

table views

> But four young Oysters hurried up,
>   All eager for the treat;
> Their coats were brushed, their faces washed,
>   Their shoes were clean and neat Ð
> And this was odd, because, you know,
>   They hadn't any feet.
>   Lewis Carroll, *Through the Looking Glass*

> Is it a world to hide virtues in?
>   Shakespeare, *Twelfth Night*