Using Examples:

The examples within this program are designed to show interaction of the objects within an *Interface Builder* designed interface.   Messages between objects are displayed as a row of shaded dots beginning at the sender and ending at the recieving object.

The Method View Window:

The *Method View* displays the text corresponding to messages sent between objects.   The names used for objects are found in the *Miscellaneous* inspector within the .nib file in *Interface Builder*.   All of the messages sent from *TextFields*, *Sliders*, *Buttons*, and other control objects are captured and displayed.   Lines are drawn at the beginning of each series of messages to break them up

Single Step Switch:

The single step switch allows only one message to be displayed at a time.   After that message is animated, the *Next Method* button becomes highlighted.   The program then proceeds with the next message between objects when the *Next Method* button is pressed.   This is useful when a single mouse click triggers a successive string of messages. Ignore the spinning disk cursor as the program waits for the *Next Method*

button to be pressed.   Mouse clicks will still be accepted during this time.

Example Responses:

Each example responds as a normal interface.   However, as the actions are sent, by sliding sliders or pressing buttons, the message is visually depicted by a row of dots that start as black and gradually fade to white. Dragging a slider sends its message multiple times.   Feel free to

experiment and see what happens.