;A_ToDo_Design.rtfd;linkMarkername ;¬ Next Section

4. To Do Tutorial

Introduction

Many kinds of applicationsÐword processors and spreadsheets, to name a coupleÐare designed with the notion of a *document* in mind. A document is a body of information, usually contained by a window, that is self-contained and repeatable. Users can create, modify, store, and access a document as a discrete unit. Multi-document applications (as these programs are called) can generate an almost unlimited number of documents.

The To Do application presented in this chapter is a multi-document application. It is a fairly simple personal information manager (PIM). Each To Do document captures the daily ªmust-doº items for a particular purpose. For instance, one could have a To Do list for work and another one for home. To Do allows users to:

SquareBullet.eps ¬   Enter appointments or actions that they must complete on particular days.
906738_SquareBullet.eps ¬   Specify the times those items are due.
31946_SquareBullet.eps ¬ Receive notifications at a specified interval before the due time.
141966_SquareBullet.eps ¬   Associate notes with to-do items.
249901_SquareBullet.eps ¬   Mark items as complete or deferred.

TD_FinalApp.eps ¬

As with Travel Advisor, you're going to cover a lot of OpenStep territory by completing this tutorial. It explores two major areas:

775664_SquareBullet.eps ¬   Multi-document architecture: The design of applications that can create multiple documents, save and restore those documents, and do the right thing on certain events, such as application termination.

897818_SquareBullet.eps ¬   Strategies for subclassing: Reuse of existing classes by adding behavior

and data, by overriding existing behavior, or by doing both things.

You will also learn about other aspects of OpenStep programming:

7609_SquareBullet.eps ¬   Opening and saving files
142144_SquareBullet.eps ¬   Loading nib files (and other bundles) programmatically
265296_SquareBullet.eps ¬   Creating and managing inspectors
373657_SquareBullet.eps ¬   Programmatic creation and manipulation of user-interface objects
497247_SquareBullet.eps ¬   Time and date manipulation
604781_SquareBullet.eps ¬   Declaring informal protocols
732934_SquareBullet.eps ¬   Using timers

And you'll be introduced to these important OpenStep concepts:

866386_SquareBullet.eps ¬   Event handling
985904_SquareBullet.eps ¬   The core program framework
108971_SquareBullet.eps ¬   Drawing and image composition

When you complete this tutorial, you should be ready to tackle OpenStep programming on your own.

Related Concept: ;ToDoConcepts.rtfd;linkMarkername
StartingUpÑWhatHappensinNSApplicationMain();,   Starting Up Ð What Happens in **NSApplicationMain()**