2. Currency Converter Tutorial

Introduction

The application that you are going to create in this tutorial is called Currency Converter. It is a simple application, yet it exemplifies much of what software development with OpenStep is about. As you'll discover, Currency Converter is amazingly easy to create, but it's equally amazing how many features you get ªfor freeºÐ as with all OpenStep applications.

Currency Converter converts a dollar amount to an amount in another currency, given the rate of that currency relative to the dollar. Here's what it looks like:

_CC_Final.eps ¬

Instead of clicking the button, you can also press the Return key. You can double-click the converted amount, copy it (with the Edit menu's Copy command) and paste it in another application that takes text. You can tab between the first two fields. You can do many other things common to OpenStep applications.

In this tutorial you'll learn the basic things you must do to create a OpenStep application. You will discover how to:

SquareBullet.eps ¬   Create a project.
295501_SquareBullet.eps ¬   Create an interface.
865171_SquareBullet.eps ¬   Create a custom subclass.
475173_SquareBullet.eps ¬   Connect an instance of the custom subclass to the interface.
456879_SquareBullet.eps ¬   Design an application using a common object-oriented design paradigm.

By following the steps of this chapter, you will become more familiar with the two most important OpenStep applications for program development: Interface Builder and Project Builder. You will also learn the typical work flow of OpenStep application development:

WorkFlow.eps ¬

You can find the **CurrencyConverter** project in the **AppKit** subdirectory of **/NextDeveloper/Examples**.