Creating a User Interface

4   Making and Managing Connections

Once you build an interface with objects, you connect those objects so they can communicate
with each other. You make connections between objects in Interface Builder by Control-dragging
a line between them and then selecting the type of connection.

;ConnectingObjects.rtfd;connectingobjects;,   **Connecting objects**

;MakingConnectionsInOutlineMode.rtfd;Makingconnectionsinoutlinemode;,   **Making connections in outline mode**

;ExaminingConnections.rtfd;Examiningconnections;,   **Examining connections**

;IdentifyingObjectsInOutlineMode.rtfd;Identifyingobjectsinoutlinemode;,   **Identifying objects in outline mode**

;EnablingInterfieldTabbing.rtfd;Enablinginterfieldtabbing;,   **Enabling inter-field tabbing**

;DisconnectingObjects.rtfd;Disconnectingobjects;,   **Disconnecting objects**

;CopyingInterconnectedObjects.rtfd;Copyinginterconnectedobjects;,   **Copying interconnected objects**

;TestingTheInterface.rtfd;Testingtheinterface;,   **Testing the interface**

;ConnectionsConcepts.rtfd;;,   **Related Concepts**

It could be said of me that in this book I have only made up a bunch of other men's flowers,
providing of my own only the string that binds them together.
          Montaigne, *Essais*

Let him look to his bond.
          Shakespeare, *Merchant of Venice*