Objects

If all computation took place in workspaces, then Glyphic Codeworks applications would be very boring and have no user interfaces.   However, the bulk of Glyphic Codeworks programs use objects that you create and give the user a nice, graphical interface to interact with.

In this chapter you will create a cash-register object that will be used in later chapters.   Please follow the instructions for creating the cash-register and save your work if you take a break.