

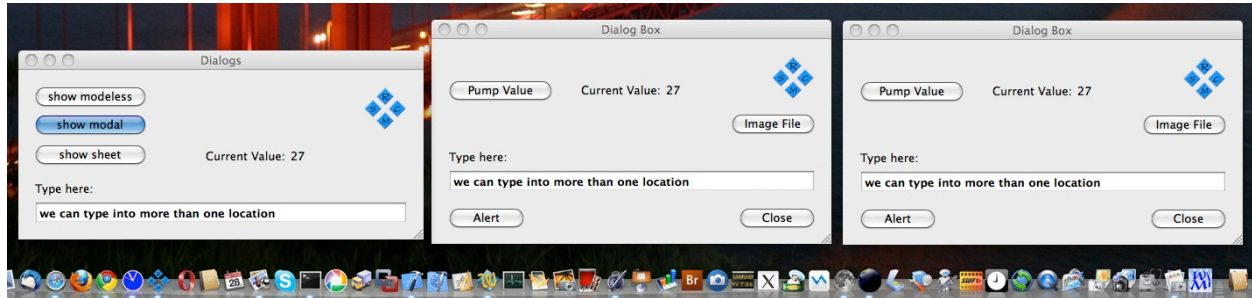
## DIALOGS TUTORIAL

### WORKING WITH DIALOG BOX IN COCOA

This tutorial explains how to work with Dialog Boxes in Cocoa. In addition to explaining how get them to appear on the screen, I'm going to discuss 4 different ways of communicating between the dialog boxes. The four methods which I'll discuss are:

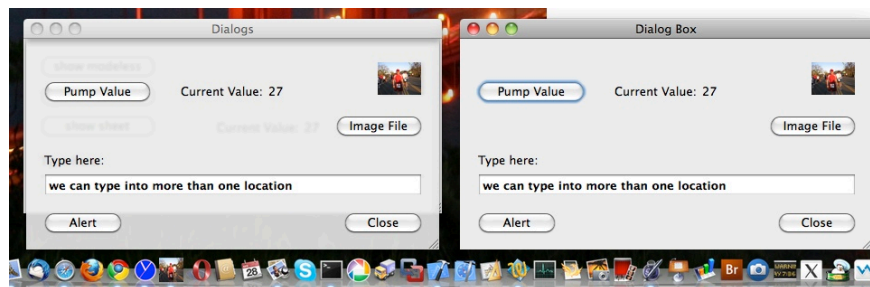
- 1 Direct communication (when a child calls it's parent)
- 2 Notifications
- 3 Use of delegates (callbacks)
- 4 Using bindings to achieve key-value observing

These methods are all quite easy to use and work within a single process. Interprocess communications can usually be used within a single process. In the client server tutorial, I will discuss interprocess communication on sockets. I'm not deal with that here.



Dialog boxes can be displayed in four rather different ways:

- 1 Modeless      The child window is almost independent of its parent.
- 2 Modal        The child window blocks most of the message from its parent.  
The parent window can be moved around on screen, however the child is always 'above'
- 3 Sheets        The child window is tethered to the top of the parent and obscures part the parent.



I won't spend much time on controls to populate dialog boxes. However I am going to demonstrate that it's possible to change not only icons being displayed in dialog box, you can even change the icon in the dock. You'll notice it the row of three dialogs (parent, modeless child, and modal child), the icon is the RMC logo. In the row of two (parent, sheet and modeless child), I have changed the icon everywhere - including the application icon in the dock. (Dock icon 7 from left).

You can download the code from: <http://clanmills.com/files/Dialogs.zip>

## TO BE WRITTEN

This document is a placeholder for the moment. I hope to complete it in the on April 30, 2010.

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## Revision History

20100428 Placeholder version published. There's a short summary of the tutorial. The code's available. To be written.