Choosing Commands with Buttons

The user interface lets you communicate with a program. In the old days, you had to type a command to make a program do something. If you didn’t know the command to type or if you misspelled it, your command wouldn’t work, and the program wouldn’t respond to your actions.

Fortunately, today’s programs use a graphical user interface (GUI) that displays options on the screen for the user to select using the mouse or keyboard. For most programs, the simplest way to offer options for the user to select involves using buttons.

A button typically appears on the screen as a rectangular object with a descriptive command displayed inside such as the word *Print or Cancel*. However, buttons can appear in different sizes, shapes, and colors, as shown in Figure 15–1, which you can display by choosing Tools ➤ Library.
In this chapter, you’ll learn how to create and customize different buttons and connect them to your Objective-C code to make them work.

Creating a Button

These are some of the more common types of buttons available for your user interface:

- Push Button
- Gradient Button
- Rounded Rect Button
- Rounded Textured Button
- Textured Button
- Textured Button
- Recessed Button
- Disclosure Triangle