



How changes in the UI are handled and propagated in EOAssociations objectChanged method

(AppKit) I. action: delegateMethod... An association is connected to its EODisplayGroup by its bindings. The name of each binding is called the aspect. **EOAssociation** (EODelayedObserver) A binding has a keyPath to address the EOEnterpriseObject or objects of the EODisplayGroup. 3. setValue:forObject:Key: The shown configuration, where an 3b. setValue:forObject:Key: EOAssociation updates two different EOs at the same time is rarely seen. That an EOAssociation reads from several objects to EODisplayGroup EODisplayGroup derive and set the UI state is very common though. 4. takeValue:forKeyPath: 4b. takeValue:forKeyPath: EO EO mange

NSControl

then changes are back propagated to the UI as seen on the previous page

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