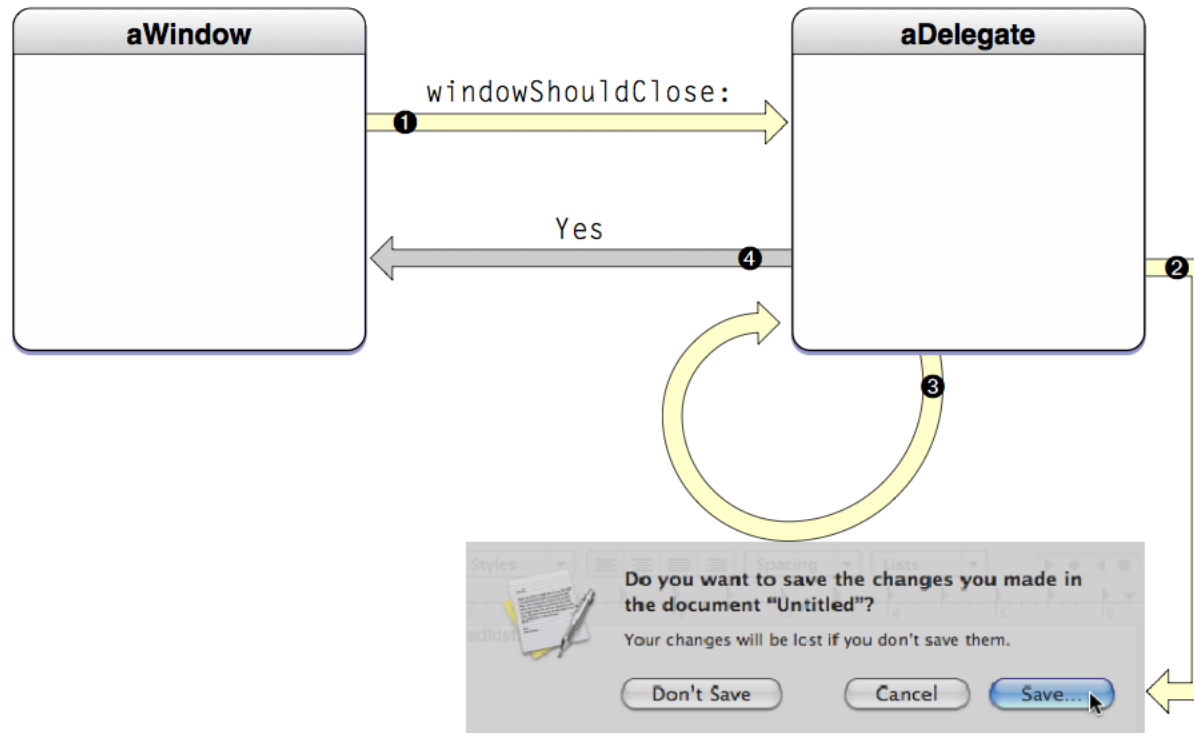


The methods of the protocol mark significant events handled or anticipated by the delegating object. This object wants either to communicate these events to the delegate or, for impending events, to request input or approval from the delegate. For example, when a user clicks the close button of a window in OS X, the window object sends the `windowShouldClose:` message to its delegate; this gives the delegate the opportunity to veto or defer the closing of the window if, for example, the window has associated data that must be saved (see Figure 5-2).

Figure 5-2 A more realistic sequence involving a delegate



The delegating object sends a message only if the delegate implements the method. It makes this discovery by invoking the `NSObject` method `respondsToSelector:` in the delegate first.