

If you want to find out before calling a method whether it will succeed, use the “respondsToSelector” method to test for it, like this,

```
if ([thatObject respondsToSelector:@selector(methodName:)]) {  
    [thatObject methodName:arg];  
}
```

You send a message to an object with a call that looks like

```
[target messageName:argument1:argument2];
```

where there might be any number of arguments. The compiler compresses the name (messageName::) into a selector and hands it with the arguments to obj\_msgSend, a system call that does this:

