GTInspector Introduction script

- we start with a script that creates an OrderedDictionary (hashtable)
    - present each object that gets added to the dictionary: date, color, morph (graphical component)

- select the code and choose 'Do it and go' from the context menu.

    - explain that we select the code and execute it in place
    - the dictionary object is opened in a new pane to the right

- emphasize that the state view is useful for understanding how the object is implemented

    - explore the implementation of the dictionary:
        - sorted keys are stored in an array (expand orderedKeys)
        - actual values are stored in a simple dictionary (expand dictionary)

- this view is especially useful for the person implementing a dictionary/hashtable

- if all we want is to quickly browse through the content of a dictionary object a much better solution is to display its content as a table

- the Items view gives a quick way to scan through the elements;

    - switch to the items view

- next I want to inspect these objects in more details

    - I can select an object and it is opened in another pane to the right.

- select the Color object

    - the color object has a natural representation
    - show the Color view

- select the date object

    - the state view shows how it is implemented
        - expand start
    - the Details view shows more specific data about this date
    - the Calendar view simply shows a calendar

- select the morph object (HSVColorSelectionMorph)

    - the state view shows how it's implemented
    - most of the time I also want to see how it looks like
        - switch to the Morph view
    - morphs form a containment structure
        - let's see how we can find the morph representing the two arrows
    - switch to the State view and start expanding the submorphs arrays
        - it's quite difficult
    - show the Submorphs view
        - select any submorph and in the new pane switch to the Morph view
        - we get a browser to visually look for a morph
        - use it to find the two arrows

- briefly introduce the navigation mechanism

    - every circle at the bottom is a previously inspected object
    - on hover we get a preview
    - on click the inspector navigates to that object
    - we can also scroll
    - we can also increase/reduce the number of visible objects