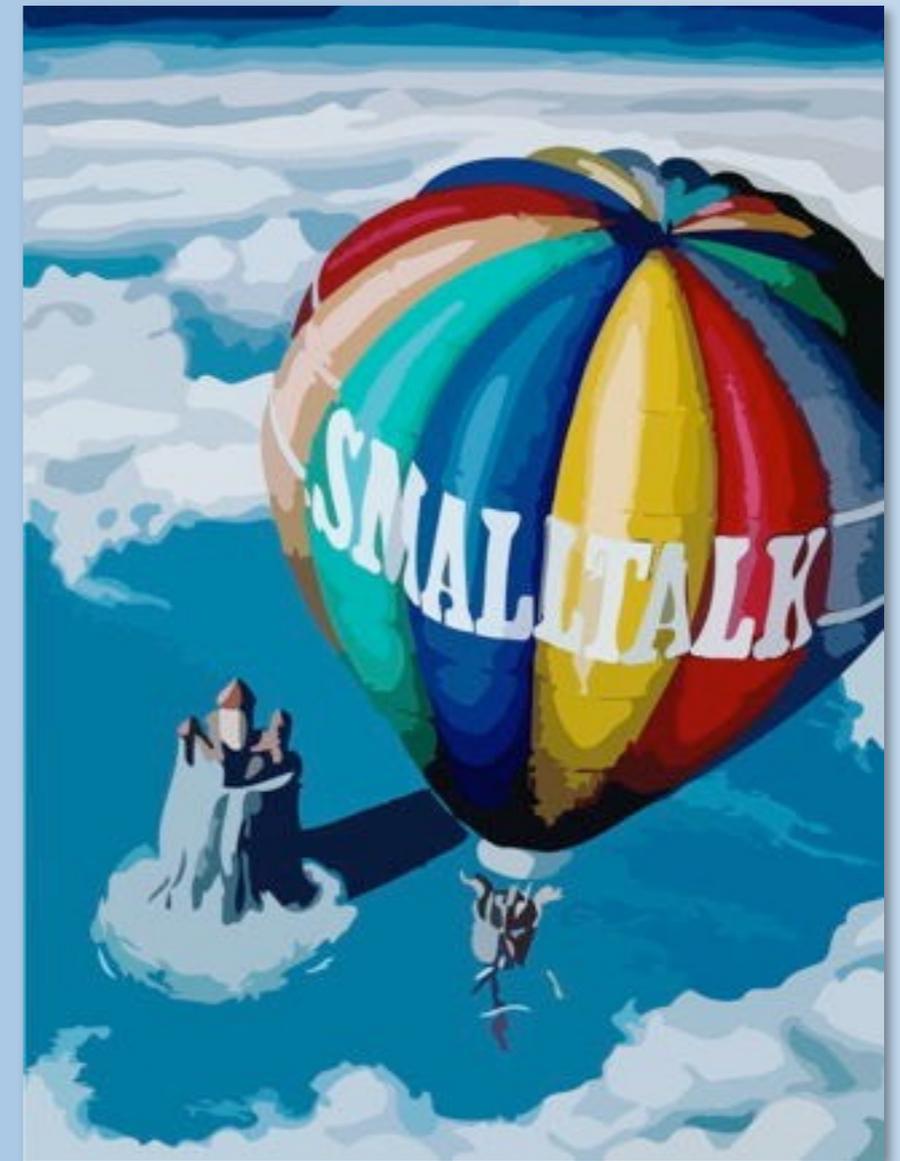


# 11. A bit of Smalltalk

Oscar Nierstrasz



# Roadmap

- > The origins of Smalltalk
- > Syntax in a nutshell
- > Pharo and Gt
- > Demo — the basics
- > Demo — live programming with Gt

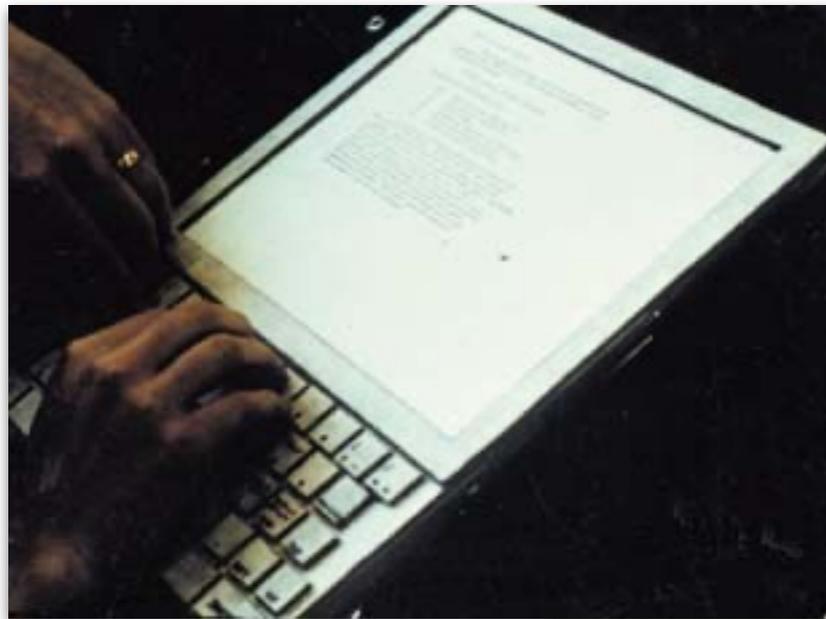


# Roadmap

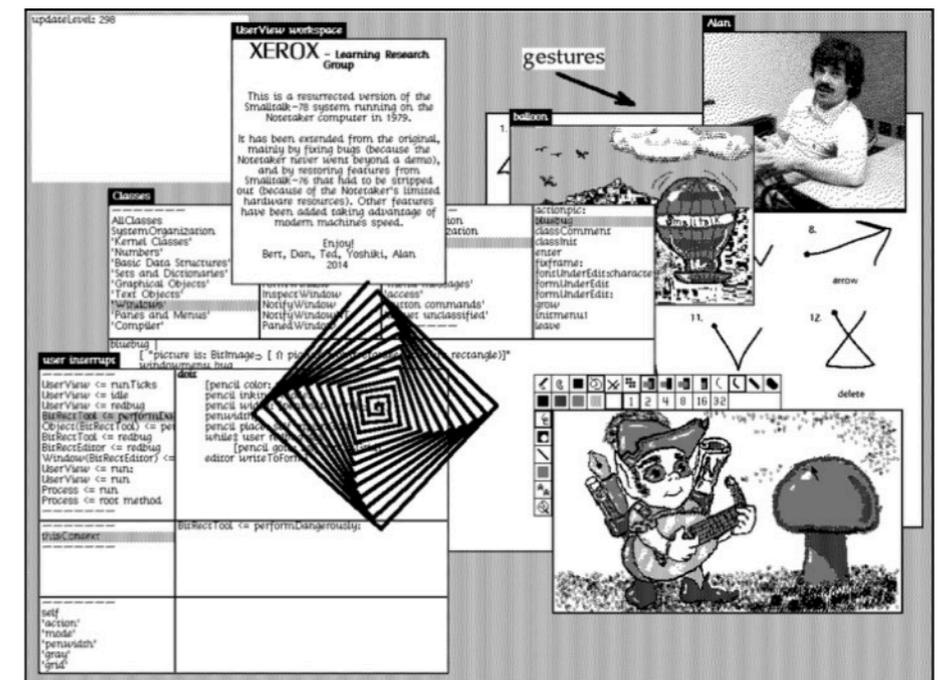


- > **The origins of Smalltalk**
- > Syntax in a nutshell
- > Pharo and Gt
- > Demo — the basics
- > Demo — live programming with Gt

# The origins of Smalltalk



## Alan Kay's Dynabook project (1968)



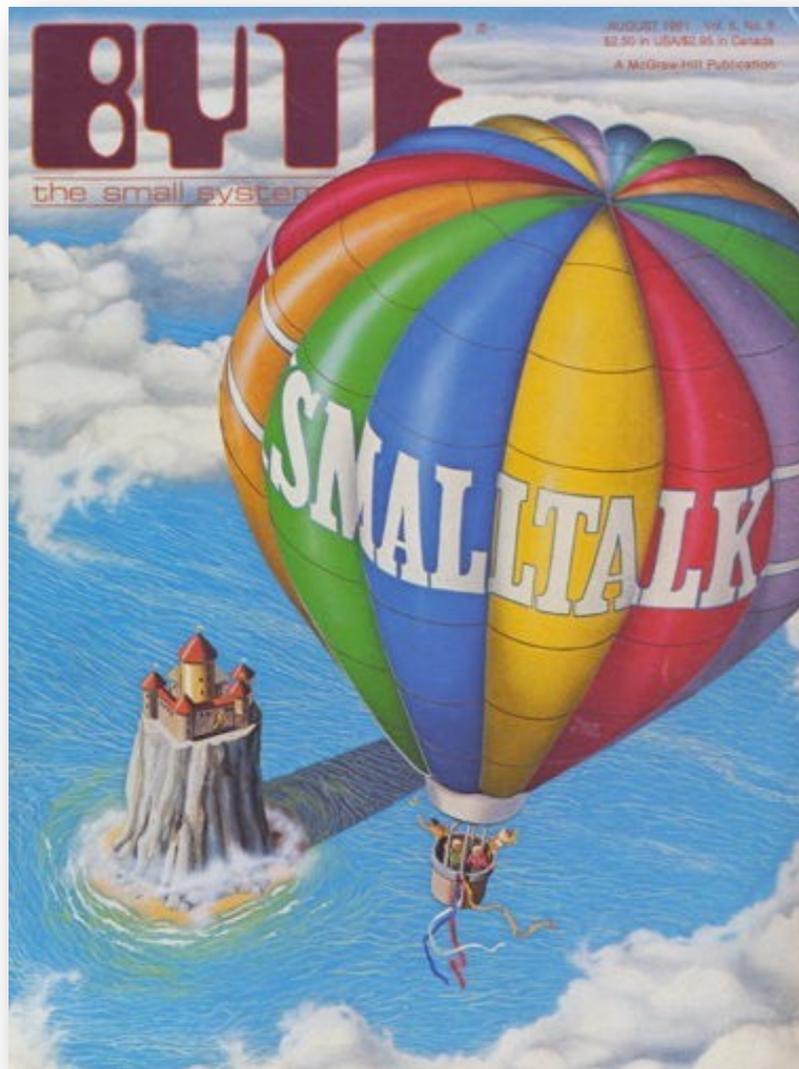
## Smalltalk-78 windows

## Alto — Xerox PARC (1973)

In the late 60s, Alan Kay predicted that in the foreseeable future handheld multimedia computers would become affordable. He called this a “Dynabook”. (The photo shows a mockup, not a real computer.)

He reasoned that such systems would need to be based on object from the ground up, so he set up a lab at the Xerox Palo Alto Research Center (PARC) to develop such a fully object-oriented system, including both software and hardware. They developed the first graphical workstations with windowing system and mouse.

# Smalltalk-80

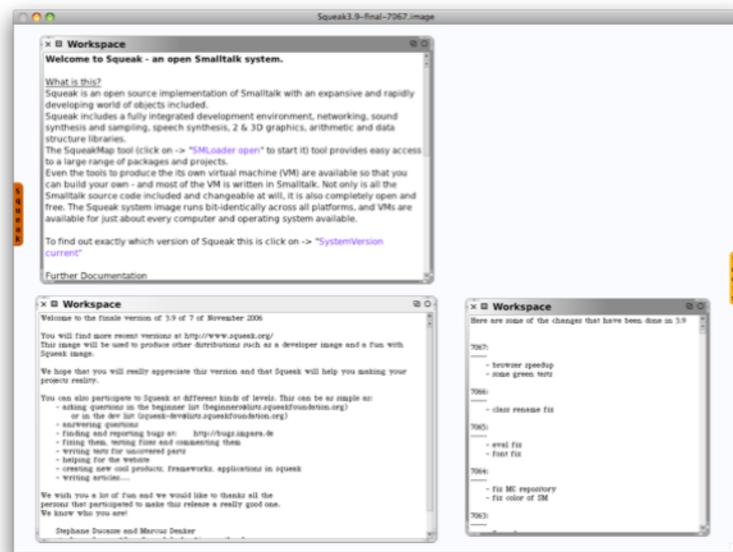


*Everything is an object.  
Everything is there, all the time.  
First windowing system with mouse.  
First graphical IDE.*

Smalltalk-80 was introduced to the world in 1981 in a now-famous issue of Byte Magazine. The “Smalltalk balloon” refers to this issue.

<https://archive.org/details/byte-magazine-1981-08>

# Smalltalk — a *live* programming environment

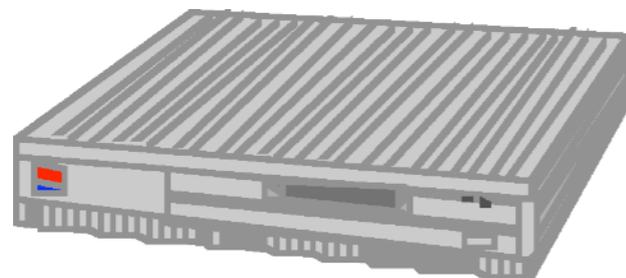


Image

+



Changes



Virtual machine

+



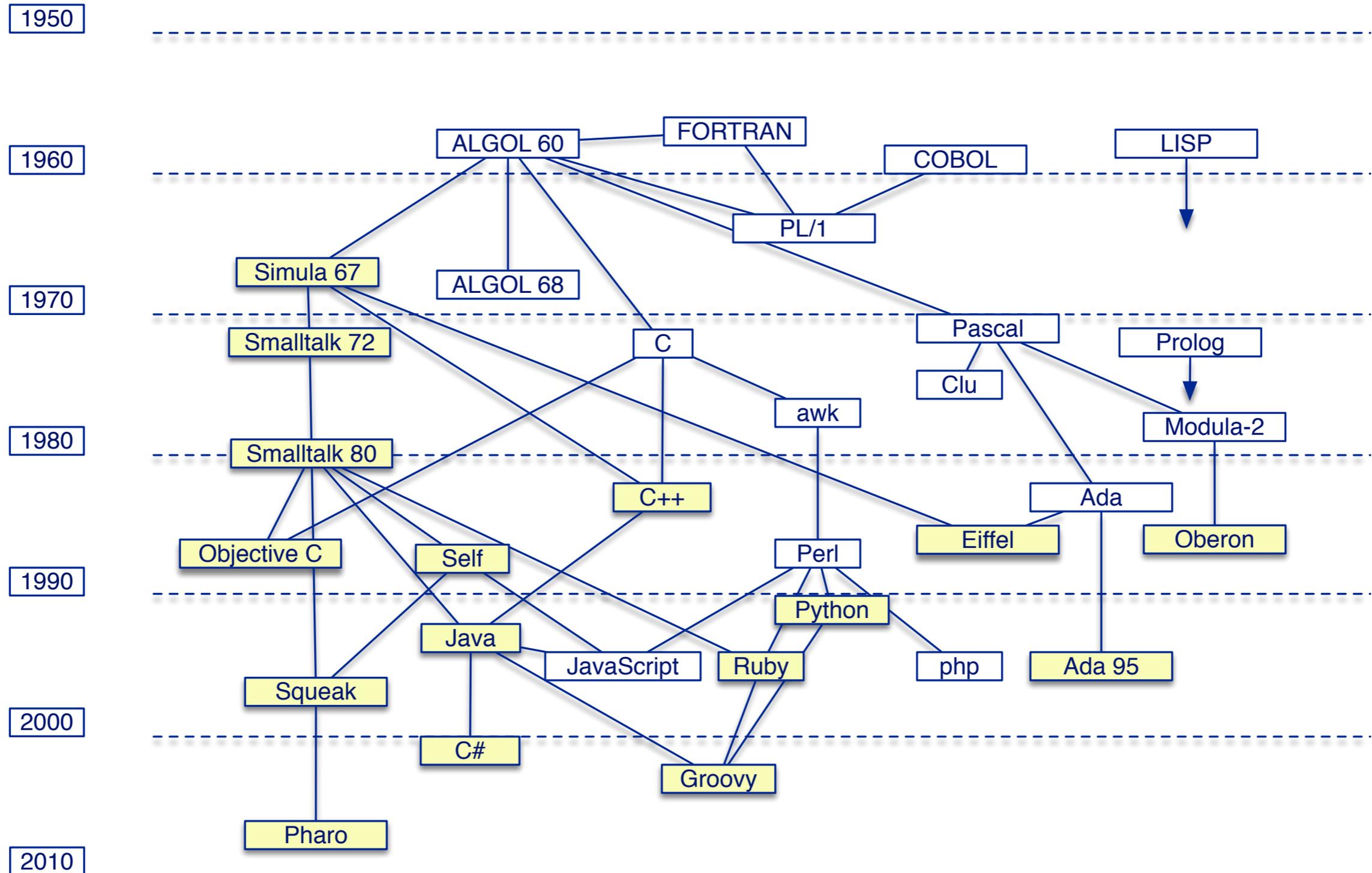
Sources

Smalltalk is often bundled into a single, “one-click” application, but there are actually four pieces that are important to understand.

Every user of Smalltalk can work with one or more Smalltalk images. The *image* file contains a snapshot of all the objects of the running system. Every time you quit Smalltalk, you can save and update this snapshot. In addition, the *changes* file consists of a log of all changes to the source code of that image, i.e., all new or changed classes and all compiled methods. If your image crashes (which is possible since Smalltalk allows you to do anything, even if that might be fatal), you can restart your image and *replay your changes*, so nothing is lost.

In addition, the virtual machine and sources files may be shared between users. The *VM* runs the bytecode of compiled methods and manages the image and changes file. Finally the *sources* file (optional) contains all the source code of objects in the base image (so you can not only explore this but modify it if you want).

# Object-oriented language genealogy



Simula was the first object-oriented language, designed by Kristen Nygaard and Ole Johan Dahl. Simula was designed in the early 60s, to support simulation programming, by adding classes and inheritance to Algol 60. The language was later standardized as Simula 67.

Programmers quickly discovered that these mechanisms were useful for general-purpose programming, not just simulations.

Smalltalk adopted the ideas of objects and message-passing as the core mechanisms, not just add-ons to a procedural language.

Stroustrup ported the ideas of Simula to C to support simulation programming. The resulting language was first called “C with classes”, and later C++.

Cox added Smalltalk-style message-passing syntax to C and called it “Objective-C”.

Java integrated implementation technology from Smalltalk and syntax from C++.

Squeak and Pharo are modern descendants of Smalltalk-80.

# Smalltalk vs. Java vs. C++

	<b><i>Smalltalk</i></b>	<b><i>Java</i></b>	<b><i>C++</i></b>
<i>Object model</i>	Pure	Hybrid	Hybrid
<i>Garbage collection</i>	Automatic	Automatic	Manual
<i>Inheritance</i>	Single	Single	Multiple
<i>Types</i>	Dynamic	Static	Static
<i>Reflection</i>	Fully reflective	Introspection	Introspection
<i>Modules</i>	Categories, namespaces	Packages	Namespaces

The most important difference between Smalltalk, Java and C++, is that Smalltalk supports “live programming”. Whereas in Java and C++ you must first write source code and compile it before you run anything, in Smalltalk you are always programming in a live environment. You incrementally add classes and compile methods within a running system.

As a consequence, Smalltalk has to be fully reflective, allowing you to reify (“turn in objects”) all aspects of the system, and change them at run time. The only thing you cannot change from within Smalltalk is the virtual machine.

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# Literals and constants

<i>Strings &amp; Characters</i>	'hello' \$a
<i>Numbers</i>	1 3.14159
<i>Symbols</i>	#yadayada
<i>Arrays</i>	#(1 2 3)
<i>Pseudo-variables</i>	self super
<i>Constants</i>	true false

Everything is an object in Smalltalk, including these literal and constant values.

Strings are just special kinds of ordered collections holding character values.

Smalltalk supports various kind of numbers, and also supports radix notation for numbers in different bases.

Symbols behave much like strings, but are guaranteed to be globally unique. They always start with a hash (#).

In addition to `self`, `super`, `true` and `false`, there are only two further reserved names in Smalltalk: `nil` and `thisContext`. (The latter is only needed for meta-programming!)

# Three kinds of messages

## > *Unary messages*

```
5 factorial  
Transcript cr
```

## > *Binary messages*

```
3 + 4
```

## > *Keyword messages*

```
3 raisedTo: 10 modulo: 5
```

```
Transcript show: 'hello world'
```

Smalltalk has a very simple syntax. There are just three kinds of messages:

1. *Unary messages* consist of a single word sent to an object (the result of an expression). Here we send `factorial` to the object `5` and `cr` (carriage return) to the object `Transcript`. (Aside: upper-case variables are global in Smalltalk, usually class names. `Transcript` is one of the few globals that is not a class.)
2. *Binary messages* are operators composed of the characters `+`, `-`, `*`, `/`, `&`, `=`, `>`, `|`, `<`, `~`, and `@`. Here we send the message `+ 4` to the object `3`.
3. *Keyword messages* take multiple arguments. Here we send `raisedTo: 10 modulo: 5` to `3` and `show: 'hello world'` to `Transcript`.

# Precedence

*First unary, then binary, then keyword:*

```
2 raisedTo: 1 + 3 factorial
```

128

*Same as:*

```
2 raisedTo: (1 + (3 factorial))
```

*Use parentheses to force order:*

```
1 + 2 * 3
```

```
1 + (2 * 3)
```

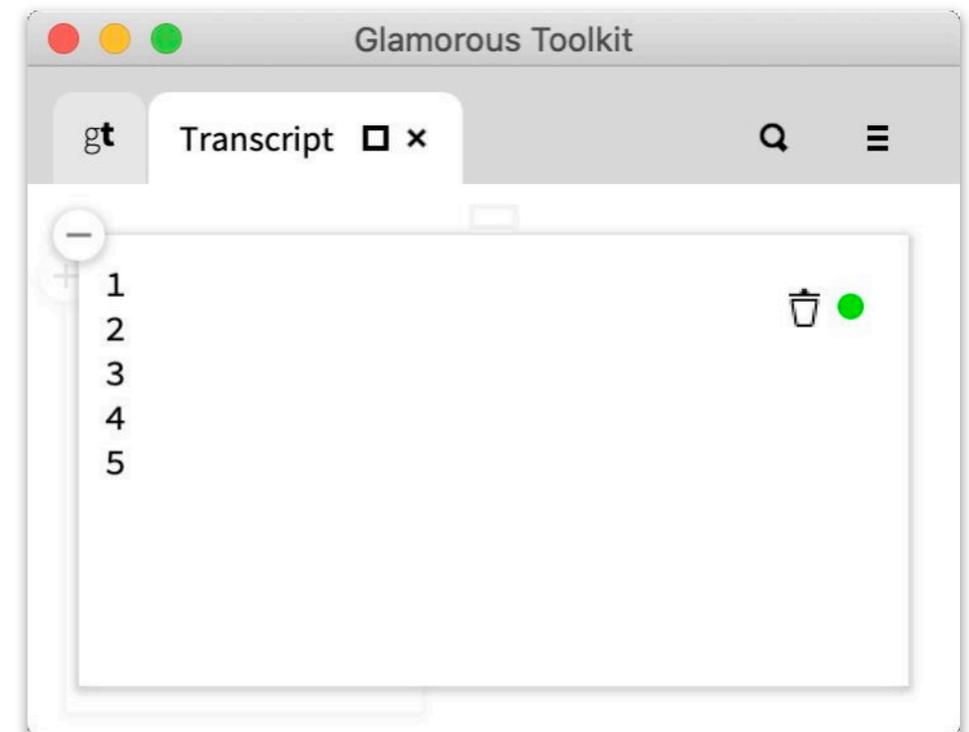
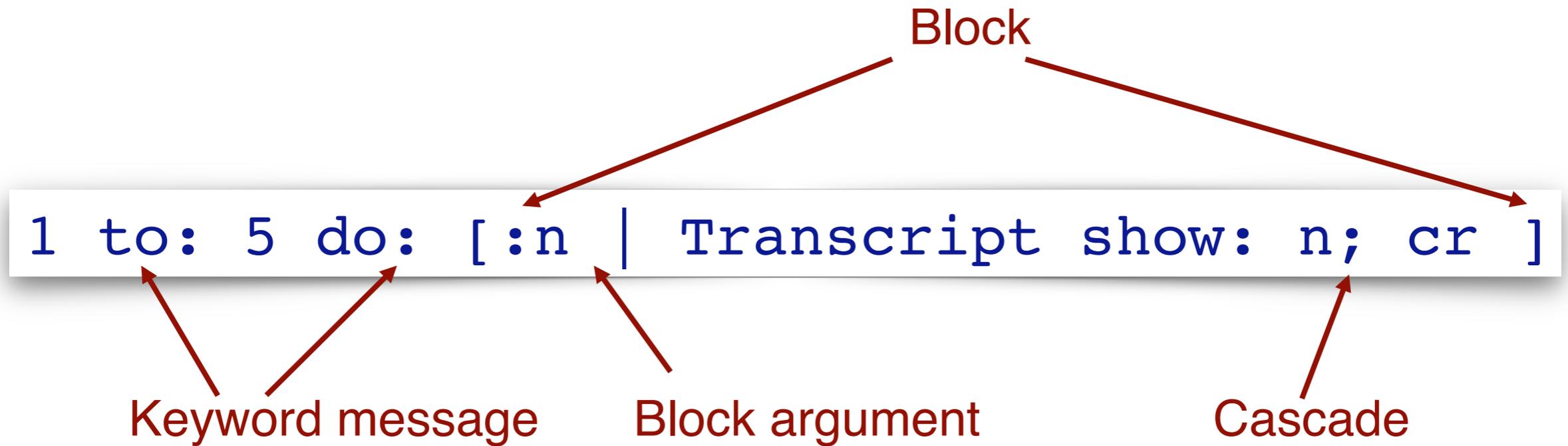
9 (!)

7

The precedence rules for Smalltalk are exceedingly simple: unary messages are sent first, then binary, and finally keyword messages. Use parentheses to force a different order.

Note that there is no difference in precedence between binary operators.

# Blocks



# A typical method in the class Point

Method name

Argument

Comment

```
<= aPoint
```

```
"Answer whether the receiver is neither  
below nor to the right of aPoint."
```

```
^ x <= aPoint x and: [y <= aPoint y]
```

Return

Instance variable

Binary message

Keyword message

Block

```
(2@3) <= (5@6)
```

```
true
```

The slide shows the `<=` method of the `Point` class as it appears in the IDE.

The first line lists the method name and its formal parameters. In this case we are defining the method for the `<=` selector. (In Smalltalk, method names are called “*selectors*”, because when a message is received, the selector is used to select the method to respond.)

*Comments* are enclosed in double quotation marks (*strings* are enclosed in single quotes).

The body of this method consists of a single expression. The caret (^) is a reserved symbol in Smalltalk and denotes a *return value*. A *block* is enclosed in square brackets and denotes an expression that may be evaluated. In this case, the Boolean `and:` method will only evaluate the block if its receiver (i.e., the subexpression to the left of the `and:`) evaluates to `true`.

# Statements and cascades

Temporary variables

Statement

```
| p pen |  
p := 100@100.  
pen := Pen new.  
pen up.  
pen goto: p; down; goto: p+p
```

Assignment

Cascade

This is a code snippet (not a method) that may be evaluated in the Playground.

Here we see that *statements* are expressions separated by periods (.).

Even though Smalltalk does not support type declarations, *local variables must still be declared*, appearing within or-bars (|).

A variable is bound to a value using the *assignment* operator (:=).

Smalltalk supports a special syntax, called a *cascade*, to send multiple messages to the same receiver. Messages in a cascade are separated by semi-colons (;). In this case we send the messages “goto: p”, “down”, and finally “goto: p+p” to the receiver p. (This draws a line from the `Point 100@100` to `200@200`.)

Note that `100@100` looks like special syntax for `Point` objects, but it is really just a `Factory` method of the `Number` class, which creates a new `Point` instance.

# Variables

- > *Local variables* are delimited by `| var |`  
*Block variables* by `: var |`

```
OrderedCollection>>collect: aBlock
  "Evaluate aBlock with each of my elements as the argument."
  | newCollection |
  newCollection := self species new: self size.
  firstIndex to: lastIndex do:
    [ :index |
      newCollection addLast: (aBlock value: (array at: index))].
  ^ newCollection
```

```
(OrderedCollection with: 10 with: 5) collect: [:each| each factorial ]
```

```
an OrderedCollection(3628800 120)
```

NB: Since source code for methods in the IDE does not show the class of the method, it is a common convention in documentation to add the missing class name, followed by two greater-than signs (>>), as in this example.

This example serves mainly to show that blocks can take arguments. The arguments are after the opening left square bracket, and each is preceded by a colon (:).

The block:

```
[ :each | each factorial ]
```

takes its arguments from the receiver of `collect:`, the collection holding 10 and 5.

# Control Structures

> *Every control structure is realized by message sends*

```
max: aNumber
  ^ self < aNumber
    ifTrue: [aNumber]
    ifFalse: [self]
```

```
4 timesRepeat: [Beeper beep]
```

There are no built-in control constructs in Smalltalk. *Everything happens by sending messages!*

Even a simple if statement is achieved by sending a message to a boolean expression, which will then evaluate the block argument only if it boolean is true.

Here we see that the `max:` method is implemented by sending `ifTrue:ifFalse:` to the Boolean expression `self<aNumber`. The `ifTrue:ifFalse:` method is itself defined in the Boolean classes `True` and `False`.

(Try to imagine how it would be implemented, and then check in the image to see how it is done.)

# Creating objects

## > *Class methods*

```
OrderedCollection new  
Array with: 1 with: 2
```

## > *Factory methods*

```
1@2
```

```
1/2
```

```
a Point
```

```
a Fraction
```

Ultimately all objects (aside from literals) are created by sending the message `new` to a class. (The message `new:` is used to create arrays of a given length.) Further constructors may be defined as convenience methods on classes, for example,

```
Array with: 1 with: 2
```

will create an `Array` of length 2 using `new:`, and then initialize it with the two arguments.

Other instance creation methods may be defined on the classes of arguments used to create the objects. For example, to create a `Fraction`, we send the message `/` to an `Integer`, with the numerator as its argument. This method will then actually create a new `Fraction` for us.

# Creating classes

> Send a message to a class (!)

```
Number subclass: #Complex
  instanceVariableNames: 'real imaginary'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'ComplexNumbers'
```

Everything is an object, ergo *classes are objects too!*

To create a new class, you must send a message to an existing class, asking it to create (or redefine) a subclass.

Since the class to be created probably does not yet exist, its name is not defined globally, so we must pass in the name as a symbol (here `#Complex`).

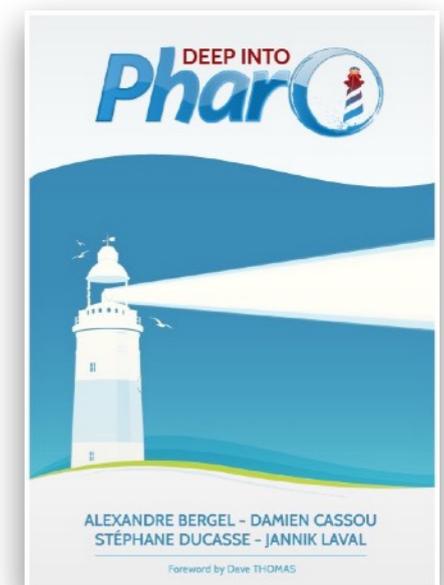
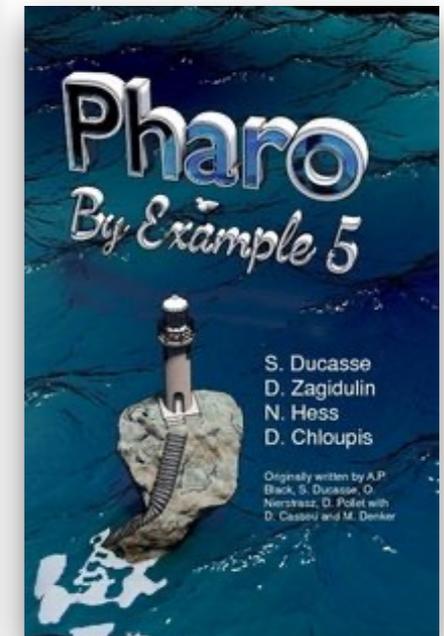
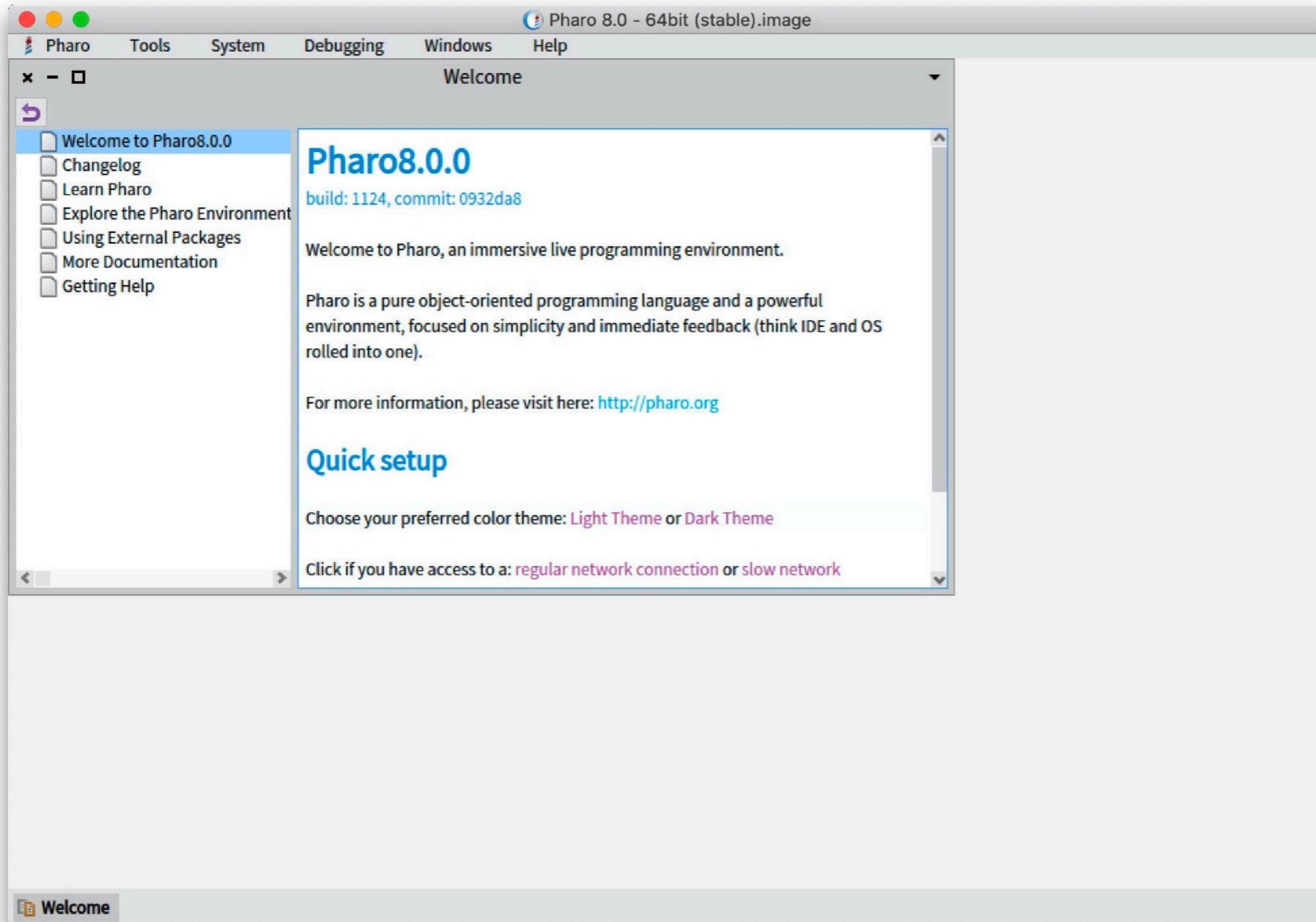
We can also provide the names of its instance variables (or we can update this later). Please ignore `classVariableNames` and `PoolDictionaries` — they are almost never needed. The “*category*” is the name of a related group of classes (something like a poor man's package).

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# Pharo — a modern Smalltalk



Pharo is an open-source evolution of Smalltalk-80.

Download it from:

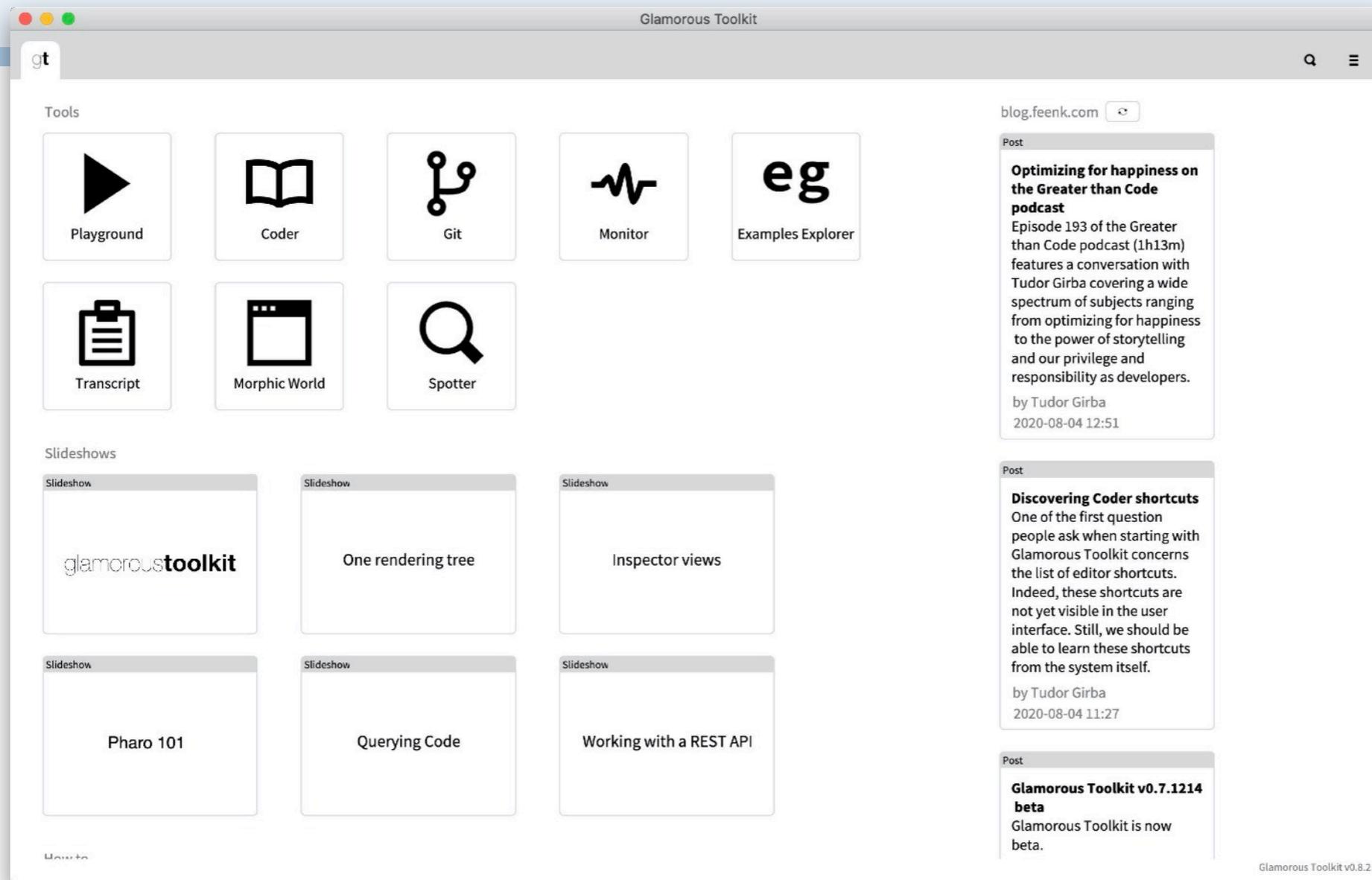
<http://pharo.org>

To learn how to use Pharo, start with the open-source book,  
*Pharo by Example*:

<http://books.pharo.org>

To learn about more advanced features, continue with *Deep into Pharo*

# Glamorous Toolkit — a moldable Smalltalk



Gt is a “moldable” development environment built on Pharo with native windows, software analysis support, and a visualization engine

GT offers a new graphical framework and a new set of tools for software development on top of Pharo.

<https://gtoolkit.com/download/>

NB: Although GT is quite mature, it does not yet offer replacements for all Pharo tools and features, so it is always possible to escape the the “Morphic World” to access the traditional tool set.

***Two rules to remember***

**Everything is an object**

(Nearly) everything in Smalltalk is an object, which means that you can “grab it” and talk to it. Everything that you see on the screen is an object, so you can interact with it programmatically.

The implementation of Smalltalk itself is build up of objects, so you can grab these objects and explore them. In particular, all the tools are objects, but also classes and methods are objects. This feature is extremely powerful and leads to a style of programming that is different from the usual edit/compile/run development cycle.

**Everything happens by  
sending messages**

The only way to make anything happen is by sending messages. To ask “what can I do with this object?” is the same as asking “what messages does it understand?”

The terminology of “message sending” is perhaps unfortunate, as those new to Smalltalk often assume it has something to do with network communication, but one should understand it as a metaphor: you do not “call an operation” of an object, but you politely ask it to do something by sending it a request (a “*message*”). The object then decides how to respond by checking to see if its class has a “*method*” for handling this request. If it does, it performs the method. If not, it asks its superclass if it has such a method, and so on. If this search fails, the object does not understand the message (but let’s not get into that now!).

# Don't panic!

*New Smalltalkers often think they need to understand all the details of a thing before they can use it.*

**Try to answer the question**

***“How does this work?”***

**with**

***“I don't care”.***

*Alan Knight. Smalltalk Guru*

This slide is a paraphrase of:

Try not to care — Beginning Smalltalk programmers often have trouble because they think they need to understand all the details of how a thing works before they can use it. This means it takes quite a while before they can master `Transcript show: 'Hello World' .`

One of the great leaps in OO is to be able to answer the question “How does this work?” with “I don’t care”.

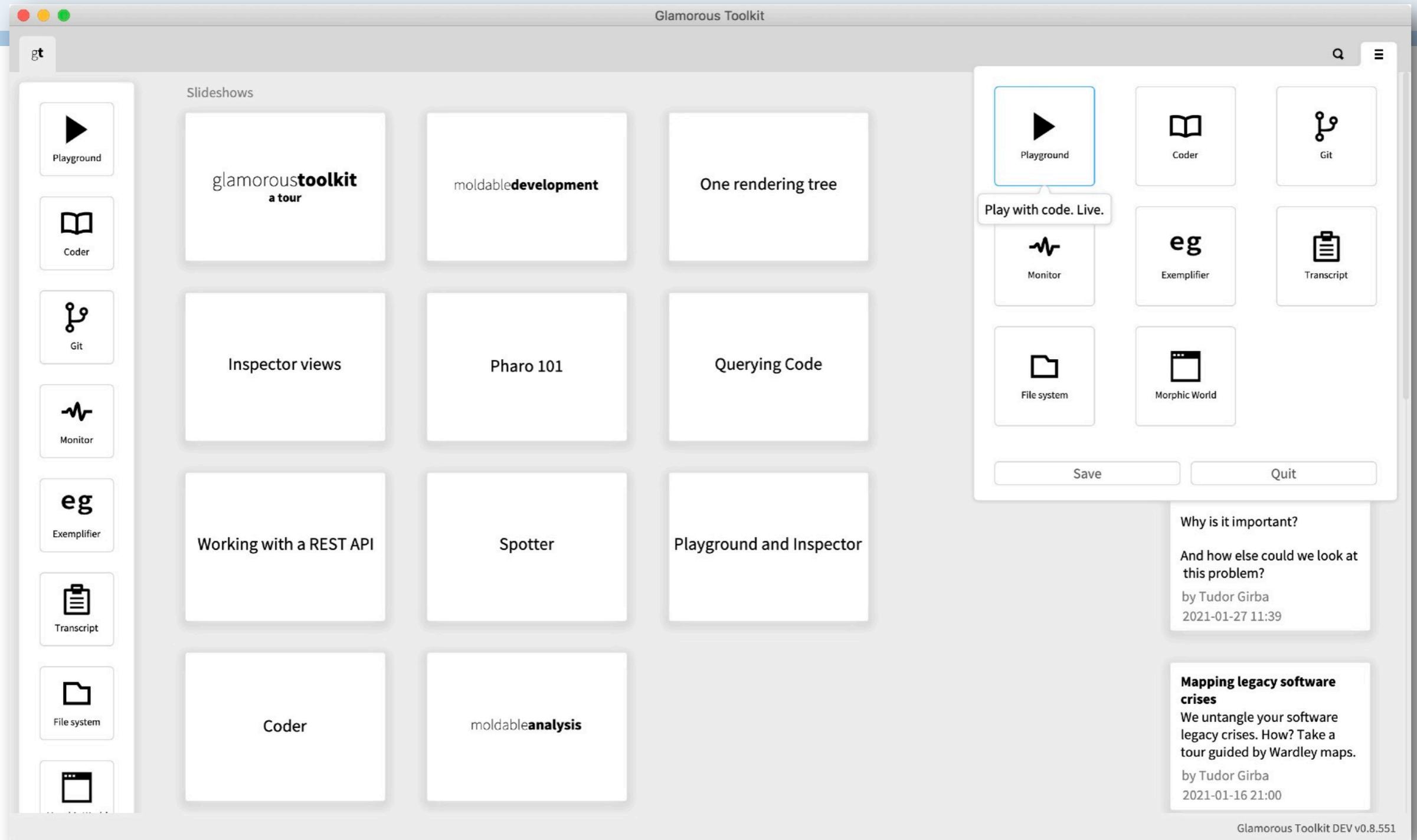
[alanknightsblog.blogspot.ch](http://alanknightsblog.blogspot.ch)

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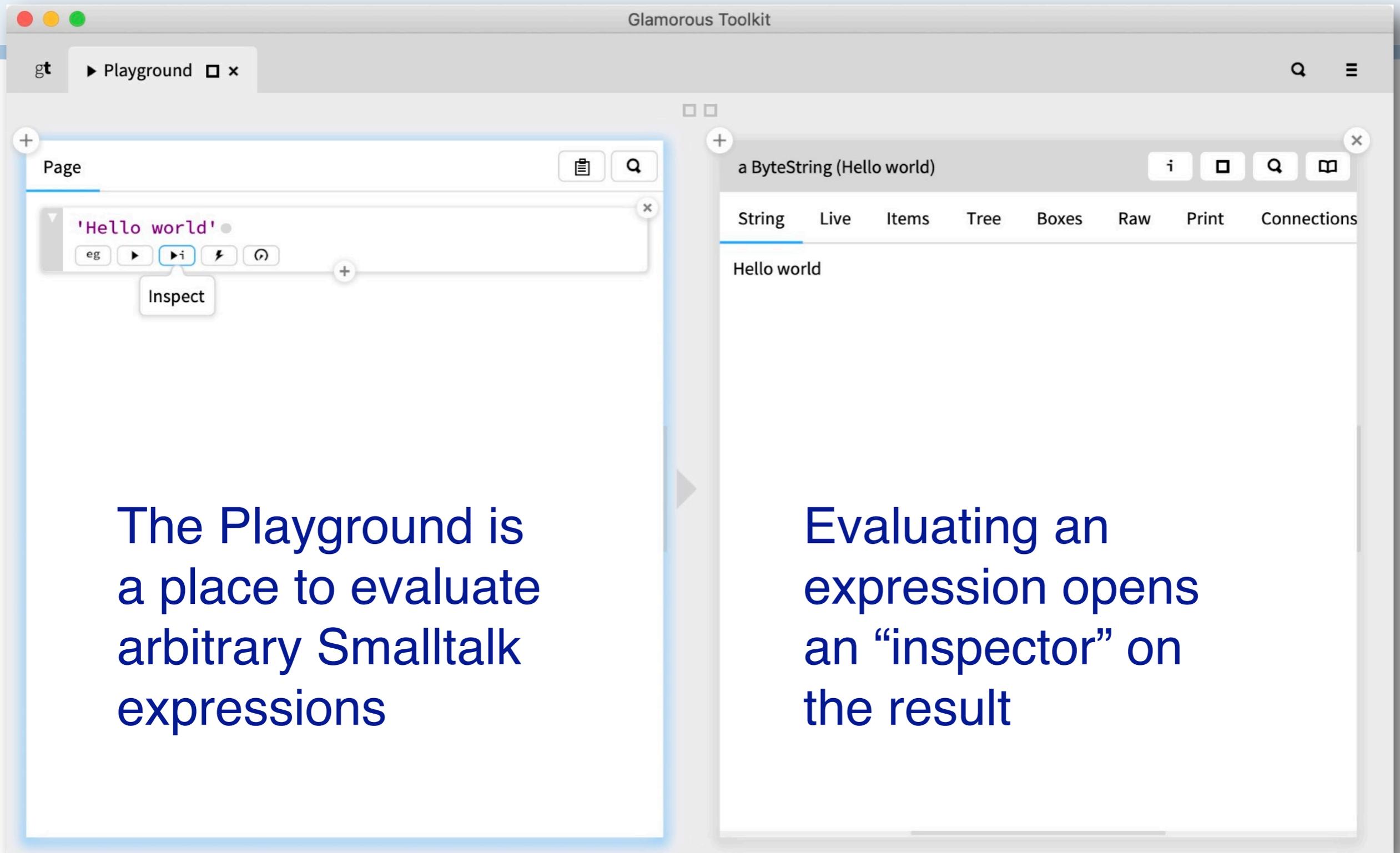
# Glamorous Toolkit



The Glamorous Toolkit is both a live programming environment and a “moldable” IDE providing support for data exploration and visualization. The core tools include a Playground for live exploration of code, a Coder for editing and managing code packages, a Git tool for managing repositories, and others.

Various tutorials and blogs are also available from the home window.

# The Playground



The Playground is a place to evaluate arbitrary Smalltalk expressions

Evaluating an expression opens an “inspector” on the result

You can select an expression in the Workspace and “do it”, “print it”, “inspect it”, or simply “do it and go”.

**NB:** use the keyboard shortcuts instead of the menu or buttons!

The inspector tabs provide various views of the object, such as the “raw” view showing the raw representation. The buttons open various tools, such as a new inspector, or a Coder view of the class.

# Exploring objects and code

The image shows the Glamorous Toolkit interface with two main panels. The left panel, titled 'Page', contains two code snippets. The top snippet shows the expression `3 + 4` with a play button and a result of 7. The bottom snippet shows the expression `3 +` expanded to reveal the source code for the `Kernel > SmallInteger` `+` method. A blue arrow points from the text 'Expand methods in place' to the expanded method code. The right panel, titled 'a SmallInteger (7)', shows the object's internal state with the value 7. A blue arrow points from the text 'Send messages to objects' to the `self + 1` expression in the bottom input field.

Page

```
3 + ▶ 4
```

```
Kernel > SmallInteger  
+ aNumber  
"Primitive. Add the receiver to the  
argument and answer with the result  
if it is a SmallInteger. Fail if the  
argument or the result is not a  
SmallInteger Essential No Lookup. See  
Object documentation whatIsAPrimitive."  
  
<primitive: 1>  
^super +▶ aNumber
```

4

Send messages to objects

```
self +▶ 1
```

a SmallInteger (7)

7

Expand methods in place

Send messages to objects

You can expand methods in place by clicking on the grey triangle.

You can also pull up a new playground from the bottom of any inspector to evaluate arbitrary code.

NB: `self` is bound to the inspected object.

# Finding senders and implementors

The screenshot shows the Glamorous Toolkit interface. On the left is a 'Playground' window with three code snippets:

- `5 factorial` with a search icon.
- `#factorial gtSenders` with a search icon.
- `#factorial gtImplementors` with a search icon.

On the right is a search results panel titled 'a GtSearchReferencesFilter (factorial references)'. It has tabs for 'Live', 'Metrics', 'Raw', 'Print', 'Connections', and 'Meta'. The results are categorized by 'Kernel-Tests-Extended' and 'Brick-Editor'. The first result is `testBenchFor` in `BlockClosureTest`. The second result is `testExample1` in `BlockClosuresTestCase`, showing a code snippet: `self assert: (self example1: 5) equals: 5 factorial`. Other results include `privateStyle:` in `BrBenchmarkStyler`, `bigExample:withMethodSignatureOnMultipleL` in `EFExamples`, and `bigMethod:example:` in `EFExamples`.

Use keyboard shortcuts  
or code snippets to find  
method usages

To find all the implementations of a method, just position the mouse within the method's name, and evaluate Command+M (for iMplementors). You can also find all methods that send it as a message by evaluating Command+N (for seNders).

Gt also has extensive support for programmatically querying code. For example, you can find the senders and implementors of the `factorial` method by evaluating these snippets:

```
#factorial gtSenders
```

```
#factorial gtImplementors
```

# Navigating to the class

Search class

The screenshot shows the Glamorous Toolkit interface. On the left is a playground window titled "Page" with a code editor containing "1@ ▶ 2" and execution controls. On the right is a class browser window titled "a Point ((1@2))" showing a table of variables and their values. A search bar at the top right of the browser window is labeled "Search class". A "Browse class" button is also visible. A callout box "View class in Coder" points to the search bar, and another callout box "View class here" points to the "Meta" column header in the class browser table.

Icon	Variable	Value
Ⓢ	self	(1@2)
Σ	x	1
Σ	y	2

View class in Coder

Browse class

View class here

There are numerous ways to navigation to the class of an object. You can view the class directly in the “Meta” tab, or open a dedicated Coder pane with the “Browse” button.

Alternatively you can search for a class (or anything else) with the Spotter, or open a new Coder pane and search there.

# The Coder

The screenshot shows the Glamorous Toolkit IDE with the 'Point' class selected. The interface is divided into several sections:

- Package Hierarchy / Class Hierarchy:** Located on the left, it shows a tree view of packages and classes. The 'Point' class is highlighted under the 'Kernel' package.
- Point Class Overview:** The main area displays the class name 'Point' with its superclass 'Object', package 'Kernel', and tag 'BasicObjects'.
- Methods / Comment / References:** A tabbed interface below the overview shows the 'Methods' tab selected, listing various methods like '=', 'max', '>', 'translateBy:', 'approvedSelectorsForMethodFinder', 'gtR:theta:', 'r:degrees:', 'settingInputWidgetForNode:', and 'x:y:'.
- Method Categories:** To the right of the methods list, there are buttons for categorizing methods, such as 'comparing', 'instance', 'arithmetic', 'transforming', and 'instance creation'.

Red boxes highlight the 'Package Hierarchy' and 'Class Hierarchy' tabs, the 'Methods' tab, and the 'comparing' and 'instance' category buttons for the '>' method.

The Coder is a dedicated tool for editing and managing classes and methods. You can view classes either within their package hierarchy or class hierarchy.

You can also view the methods of a class, or the class comment, or you can browse references to the class. Other panes will appear if they are relevant such as examples.

Methods in Smalltalk are tagged by their category, such as “comparing” or “instance creation”. Note that “class methods” are analogous to static methods in Java — you invoke them by sending the message to the class, not the object.

```
Point x: 1 y: 2
```

will create a new `Point` object `1@2`.

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# Demo: Defining classes and methods

The screenshot shows the Glamorous Toolkit IDE with three panels:

- Left Panel (Code Editor):** Shows a method definition for `postOfficeWithJackAndJill` in the `PostOffice` class. The code is:

```
GtDemos > PostOffice
postOfficeWithJackAndJill
<gtExample>
| po |
po := self postOfficeWithJack .
(Customer named: 'Jill') enters: po.
self assert: po waiting equals: 2.
^ po
```
- Middle Panel (Inspector):** Shows the state of a `PostOffice('Jack' 'Jill')` object. The `queue` variable is highlighted, showing its value as `a CollectionValueHolder[ a`.
- Right Panel (Inspector):** Shows the state of a `CollectionValueHolder[ an OrderedCol` object. The `Boxes` view shows two elements: `'Jack'` and `'Jill'`.

This demo script can also be found in the same github repo listed earlier.

Here we apply test-driven development to simulate a Post Office serving customers.

# Creating a class

The screenshot shows the Glamorous Toolkit interface. On the left, there is a 'Package Hierarchy' sidebar with a list of packages under the 'Pharo' environment. The main area displays a list of packages and their associated classes and extension methods. On the right, a class creation dialog is open for 'PostOfficeTestExamples'. The dialog shows the superclass as 'Object', the package as 'PostOffice', and various options for traits, slots, class vars, and pools. A 'Save' button is visible at the bottom of the dialog.

**Pharo**  
1169 Packages

- AST-Core**  
68 Classes, 7 Extension methods
- AST-Core-Tests**  
21 Classes
- AST-Core-Traits**  
1 Classes
- ActIt**  
6 Classes
- Alien-Core**  
13 Classes, 7 Extension methods
- Announcements-Core**  
10 Classes
- Announcements-Core-Tests**  
8 Classes
- Announcements-Help**  
3 Classes
- Athens-Balloon**  
12 Classes, 4 Extension methods
- Athens-Cairo**  
35 Classes, 2 Extension methods
- Athens-Cairo-Tests**

**PostOfficeTestExamples**

Superclass: Object

Package: PostOffice Tag:

Traits: +

Slots: +

Class vars: +

Pools: +

Save

Use the Coder to create a new class, specifying its name (`PostOfficeTestExamples`), superclass (`Object`), and package (`PostOffice`). You can also specify a tag (sub-package), instance variables (slots), and other properties.

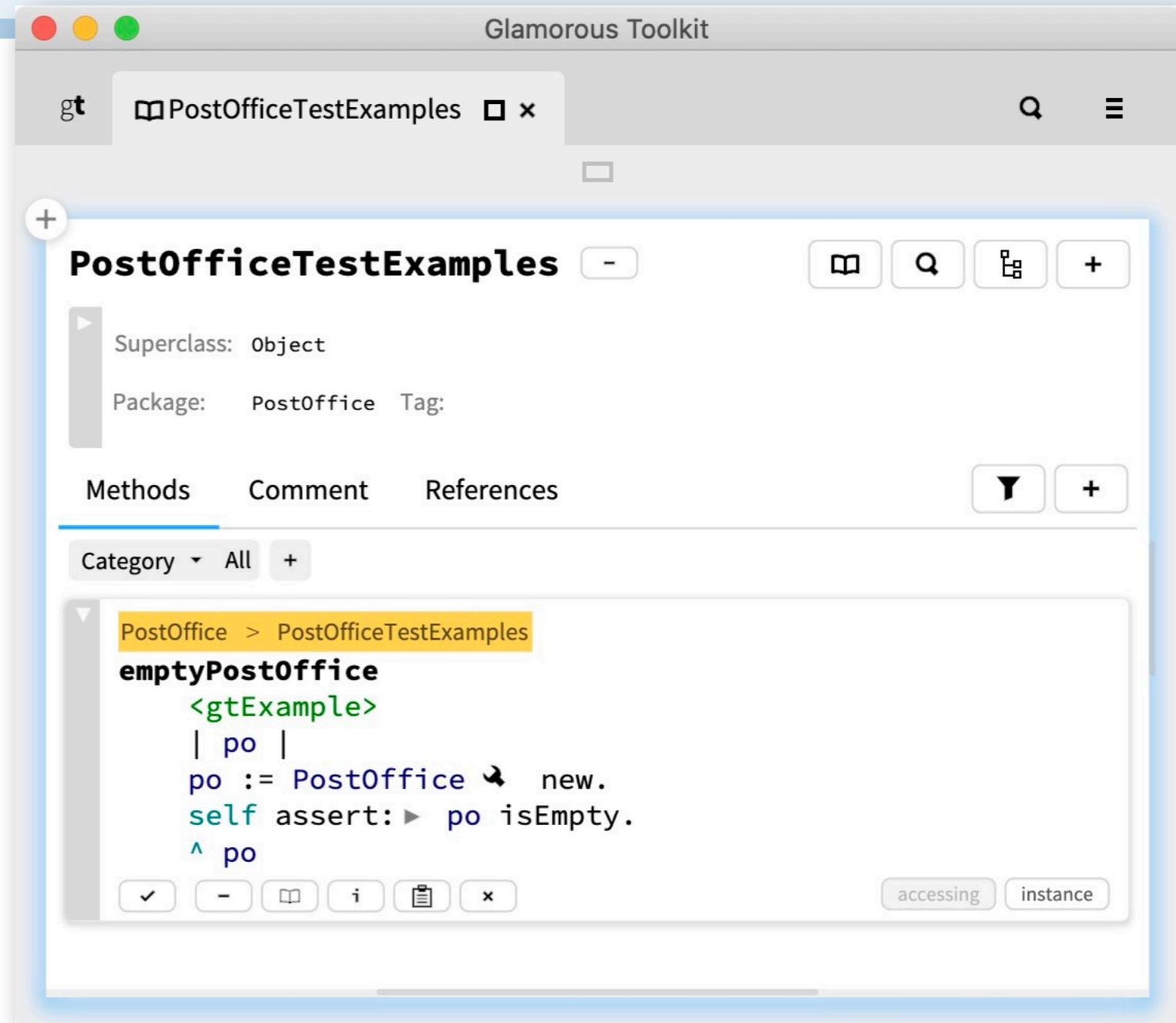
Click the checkmark (✓) to commit.

Note that you can also create class programmatically by sending a message to its superclass (“everything happens by sending messages”):

```
Object subclass: #PostOfficeTestExamples
  instanceVariableNames: ''
  classVariableNames: ''
  package: 'PostOffice'
```

# Creating test examples

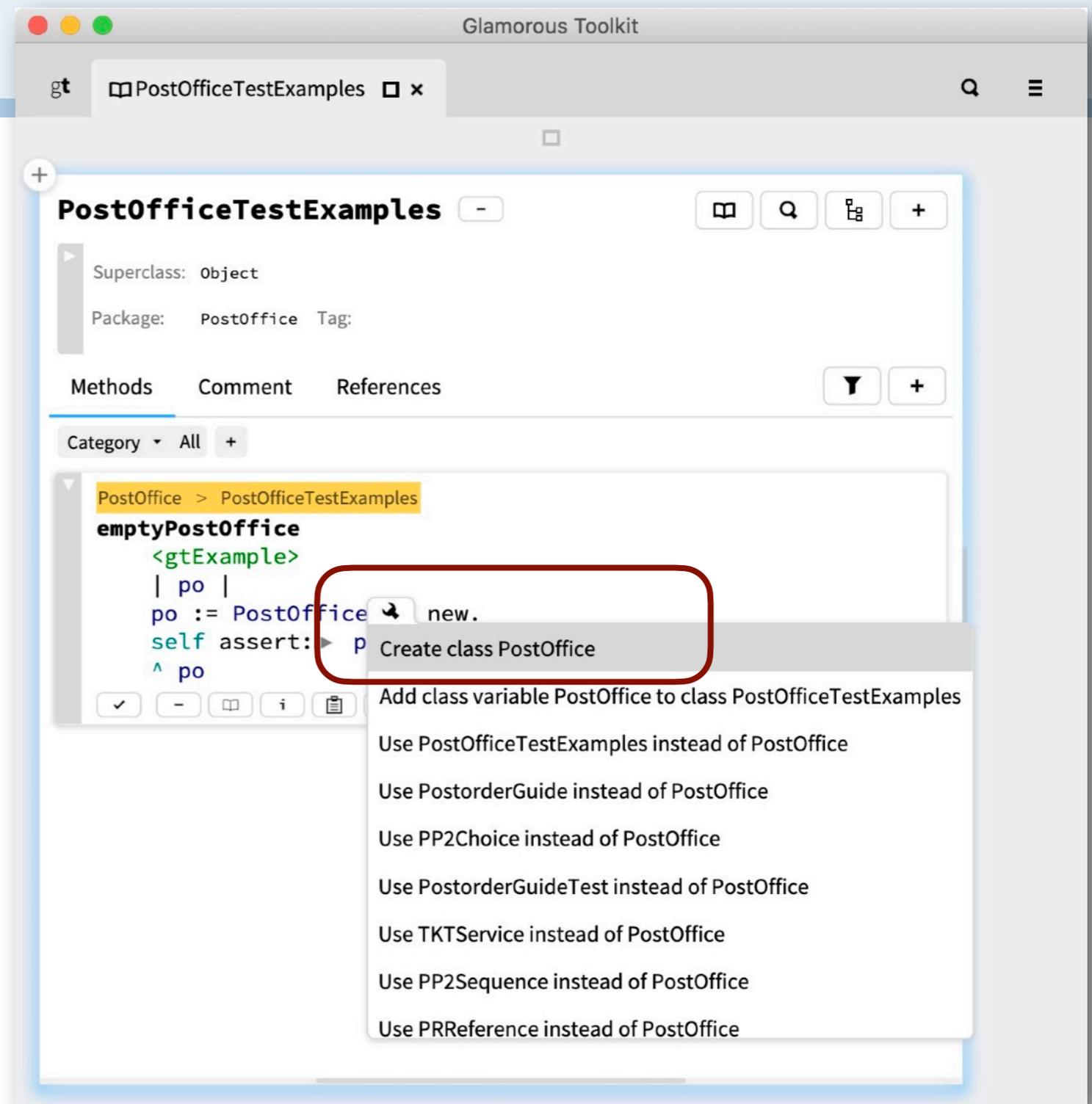
In Gt, tests are written as *example methods* that return an example object. This allows tests to be composed, and also allows the results to be inspected and explored. Just add the annotation `<gtExample>` to turn a method into a (test) example.



# Quick fixes

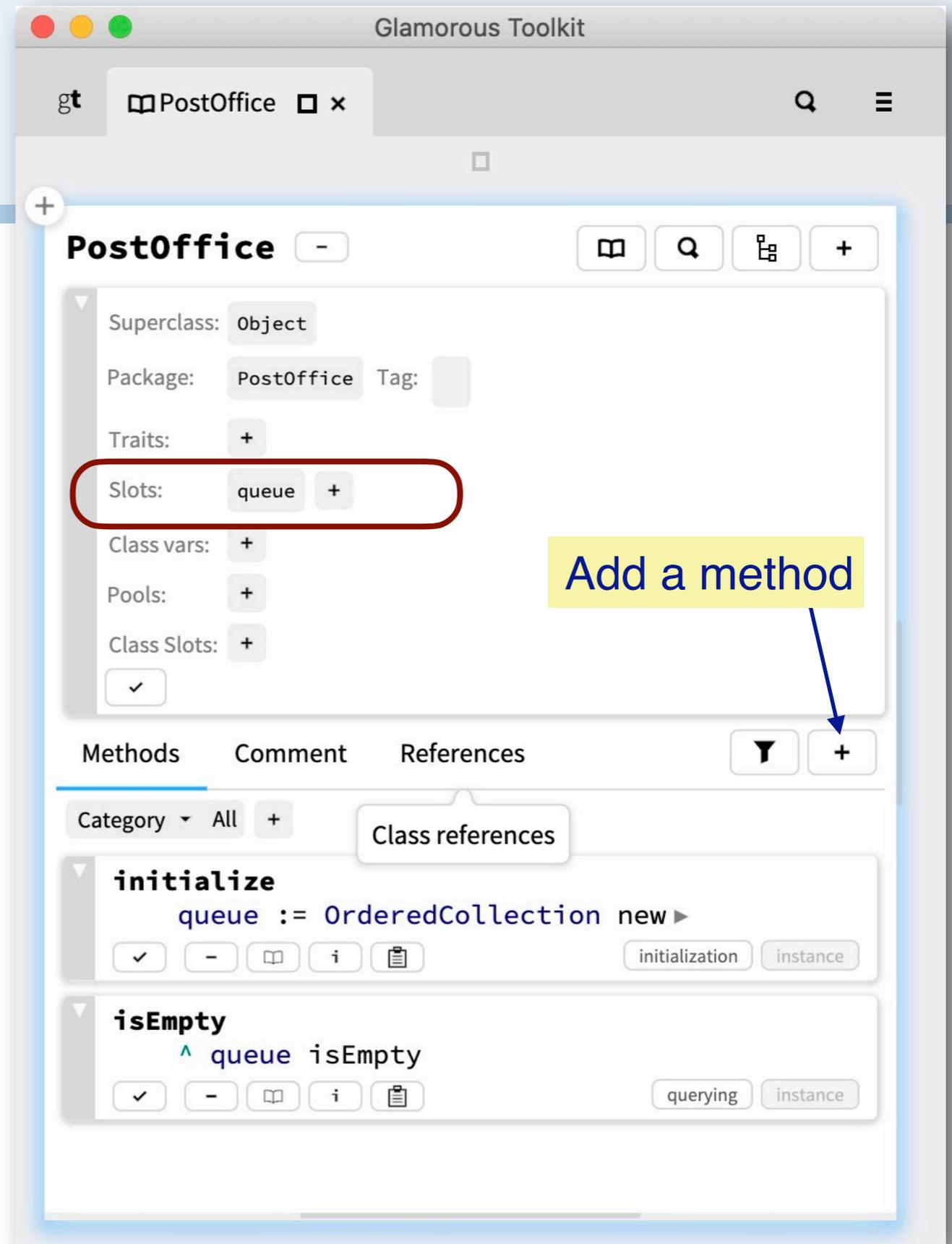
Like most modern IDEs, Gt provides quick fixes.

They appear as a “wrench” icon, not only within the Coder, but anywhere you might type a code snippet (such as the Playground).



# Initialization

The `initialize` method is run by default in Pharo Smalltalk for all newly created objects. Here we initialize a `queue` slot (instance variable) for new `PostOffice` instances.



Unless your class is a direct subclass of `Object`, it is best practice to perform `super initialize` as the first statement in your initialize method (just as in all OO languages).

We initialize `queue` to `OrderedCollection`, as it provides everything we need to model a queue, and there is no dedicated `Queue` class.

# Printing objects

The image shows three overlapping windows from the Glamorous Toolkit. The top-left window, titled 'PostOfficeTestExamples', displays a class definition for `PostOffice` with a test example `postOfficeWithJack`. The code for `postOfficeWithJack` is as follows:

```
<gtExample>
| po |
po := self emptyPostOffice ▶.
(Customer named: ▶ 'Jack') enters: | po.
self assert: po waiting equals: ▶ 1.
^ po
```

The top-right window shows an object inspection for `a PostOffice('Jack')`. The 'Print' tab is active, displaying the object's string representation: `a PostOffice('Jack')`.

The bottom window, titled 'Playground', shows a code snippet for `#PostOffice` that implements the `#printOn:` message:

```
#PostOffice gtPackageMatches ▶ | &
#printOn: gtImplementors ▶ ▶
```

The rightmost window shows the class hierarchy for `a GtSearchIntersectionFilter`. It lists the `printOn:` implementation for `Customer` and `PostOffice`:

```
PostOffice > Customer
printOn: aStream
self name ▶ printOn: aStream

PostOffice > PostOffice
printOn: aStream
super printOn: ▶ aStream.
queue printElementsOn: aStream
```

We can compose test examples, and implement `#printOn:` to make objects printable

The `postOfficeWithJack` test example is composed from the `emptyPostOffice` example.

The default `print` method of classes just show the class name, so we override it in both `PostOffice` and `Customer` to show the list of names of customers in the queue.

Note the use of a `Gt` query to find all the `printOn:` method implementations in our package.

# Running all the tests

The screenshot shows the Glamorous Toolkit interface. On the left, the Package Hierarchy view is active, showing a tree of packages. The 'PostOffice' package is selected and highlighted in blue. The main area displays the 'PostOffice' package details, including its location 'In: Pharo' and various tabs: 'Classes', 'Tags', 'Examples', 'References', and 'Dependency Analysis'. The 'Examples' tab is selected, showing a table of test results. The table has columns for 'Stat', 'Class', 'Selector', and 'Result'. All five test examples are marked with a green circle, indicating they passed. Summary statistics at the top of the Examples tab show: 5 examples, 5 executed, 5 successes, 0 failures, 0 errors, and 0 skipped.

Stat	Class	Selector	Result
●	PostOfficeTestExamples	emptyPostOffice	PostOffice
●	PostOfficeTestExamples	postOfficeWithJack	PostOffice
●	PostOfficeTestExamples	postOfficeWithJackAndJill	PostOffice
●	PostOfficeTestExamples	postOfficeWithJackAndJillSer	PostOffice
●	PostOfficeTestExamples	postOfficeWithJackServed	PostOffice

The package view provides a way to run all the tests

You can also run a query to extract all the test examples from a package:

```
(#PostOffice gtPackageMatches  
& #gtExample gtPragmas) gtExamples
```

(Everything happens by sending messages.)

# Enabling a “live” view

The screenshot shows the Glamorous Toolkit IDE with three panels illustrating a live view of a PostOffice object's state:

- Left Panel (PostOfficeTestExamples):** Shows the source code for `postOfficeWithJackAndJill`. The code includes a `<gtExample>` block with a `po` object and a `self assert: po waiting equals: 2.` statement.
- Middle Panel (a PostOffice('Jack' 'Jill')):** Displays the object's state in a table format. The `queue` variable is highlighted, showing its value as `a CollectionValueHolder`.
- Right Panel (a CollectionValueHolder[ an Orde...]):** Shows the contents of the `queue` variable, which is a list containing the string `'Jill'`.

At the bottom of the middle panel, a code editor shows `self serveCustomer` being executed, with a `self` object and a `serveCustomer` method call.

By wrapping the queue as a “value holder” obeying MVC, we obtain a live view of the PostOffice for free

If we change the initialization method of the PostOffice as follows:

```
initialize
    queue := OrderedCollection new asValueHolder
```

the queue will be wrapped as a “value holder” that produces `ValueChanged` events when the collection is updated. The Boxes view then updates itself automatically.

# What we didn't see

---

- > Smalltalk is fully reflective
  - Classes are objects too; the entire system is implemented in itself
- > The debugger is your friend
  - Sophisticated live debugging
  - You can change the system while debugging
- > You can't lose code
  - All changes are stored and can be replayed
- > “Moldable” views in Gt
  - You can create dedicated live visualizations for objects

# *What you should know!*

- ✎ What are the key differences between Smalltalk, C++ and Java?*
- ✎ What is at the root of the Smalltalk class hierarchy?*
- ✎ What kinds of messages can one send to objects?*
- ✎ What is a cascade?*
- ✎ Why does  $1+2/3 = 1$  in Smalltalk?*
- ✎ How are control structures realized?*
- ✎ How is a new class created?*
- ✎ What are categories for?*
- ✎ What are Factory methods? When are they useful?*

# *Can you answer these questions?*

- ✎ Which is faster, a program written in Smalltalk, C++ or Java?*
- ✎ Which is faster to develop & debug, a program written in Smalltalk, C++ or Java?*
- ✎ How are Booleans implemented?*
- ✎ Is a comment an Object? How would you check this?*
- ✎ What is the equivalent of a static method in Smalltalk?*
- ✎ How do you make methods private in Smalltalk?*
- ✎ What is the difference between = and ==?*
- ✎ If classes are objects too, what classes are they instances of?*



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