The Squeak Environment

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Smalltalk Run-Time Architecture
- Virtual Machine + Image + Changes and Sources
  - All the objects of the system are managed in memory.
  - Byte-code interpreter
  - Sources and changes = code (text)
  - Image = bytecodes

Runtime Architecture
- The byte-code is in fact translated into native code by a just-in-time compiler.
- The source and the changes are not necessary for interpreting the byte-code, this is just for the development. Normally they are removed for deployment.
- An application can be delivered as some byte-code files that will be executed with a VM. The development image is stripped to remove the unnecessary development components.

Mouse Semantics
- Select
- Operate
- Window
- Red
- Blue
- Yellow

World Menu and Open Menu
- World Menu
- Open Menu

Browsing a class
- Browsing methods

Inspector
- To look inside objects
- Violates encapsulation!!!
- Monster new inspect

Direct Manipulation
- Bring the halo
- Experiment
Changes Menu...Recently logged files

- Everything you do is recorded

Changes to sort your changes

Change your Mind

Everything you do is recorded!!
So try and learn how to recover your code

You are smart so
Experiment,
Learn for you, browse,
educate your taste (not all Squeak code is good)
Be aggressive, it's all there

Repository

Monticello

Monticello Change Browser

Squeak Source

Squeak Map Package Loader

Squeak Package Loader

Monticello

Change Browser

Cool Packages to Load

Shout

Refactoring Browser
eCompletion

SqueakSource

Repository

Monticello

Change Browser

Squeak Source

Repository