**Class Definition Revisited Squeak**

- **NameOfSuperclass subclass: #NameOfClass**
- instanceVariableNames: 'InstVarName1'  
classVariableNames: 'classVarName1'
  poolDictionaries: "
  category: 'LAN'

**Goals**
- Syntax in a Nutshell
- OO Model in a Nutshell

**Messages and their Composition**
- Three kinds of messages
  - **Unary**: Node new
  - **Binary**: `1 + 2, 3@4`
  - **Keywords**: `Tomagoshi withHunger: 10`

**Blocks**
- Anonymous method
- Passed as method argument or stored
- Functions
  - `fct(x) = x * x + 3, fct(2)`
  - `fct := [:x | x * x + 3]. fct value: 2`

**Summary**
- Objects and Messages
  - Three kinds of messages
    - unary
    - binary
    - keywords

**Instance Creation**
- `1, 'abc'`
- Basic class creation messages are
  - `new, new:, basicNew, basicNew:`
  - `Monster new`
- Class specific message creation (messages sent to classes)
  - `Tomagoshi withHunger: 10`

**Goals**
- Syntax in a Nutshell
- OO Model in a Nutshell

**Instance Creation**
- Only one model
- Uniformly applied
- Classes are objects too

**Instance and Class**
- 1, 'abc'

**Method Definition Revisited**
- Normally defined in a browser or (by directly invoking the compiler)
- Methods are public
- Always return self

- `Node>>accept: thePacket`  
  "If the packet is addressed to me, print it. Else just behave like a normal node."
  
  `(thePacket isAddressedTo: self)
  ifTrue: [self print: thePacket]
  ifFalse: [super accept: thePacket]`

**Blocks**
- Anonymous method
- Passed as method argument or stored
- Functions
  - `fct(x) = x * x + 3, fct(2), fct := [:x | x * x + 3]. fct value: 2`

**Lookup...Class + Inheritance**

- `Node accept: thePacket`
- `msg node1 when:`
Classes are objects too

- Instance creation is just a message send to a ... Class
- Same method lookup than with any other objects
- A Class is the single instance of a nononymous class
- Point is the single instance of Point class

Class Parallel Inheritance

- Node class
  - new
  - withName: aString
  - instance of
  - Node
  - name
  - accept: aPacket
  - send: aPacket

- Workstation
  - originate: aPacket
  - accept: aPacket

  A Workstation (BigMac)

  Workstation
  - class
  - instance of
  - Object
  - withName: 'BigMac'

About the Buttons

- Instance of
- Message
- Name

Summary

- Everything is an object
- One single model
- Single inheritance
- Public methods
- Private attribute
- Classes are simply objects too
- Class is instance of another class
- One unique method lookup
  look in the class of the receiver