



# Advanced Object-Oriented Design with Smalltalk

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## Day one



- Quick Overview of the Environment
- A Taste of Smalltalk
- Smalltalk Syntax in a Nutshell
- Syntax and Messages
- Dealing with Classes
- Basic Objects, Conditionals and Loops

## Day two



- Abstract Classes
- Classes as objects
- The meta in the story
- Debugging applications
- Unit Tests
- Refactorings

## Day 3



- Naming
- Methods as Unit of reuse
- Law of Demeter
- Subclassing vs. Subtyping
- Double dispatch
- Double interface: clients/subclasses
- A look at Preference and configurability
- Design patterns

## Web Sources



<http://stephane.ducasse.free.fr/>  
Cincom Smalltalk  
<http://www.cincom.com/smalltalk/>

Pharo <http://www.pharo.st/>  
Squeak <http://www.squeak.org/>

Newsgroup: comp.lang.smalltalk

ESUG <http://www.esug.org/>

## About the lecture



If you have problems or questions, ask!  
Grab one of the Smalltalk distributions and play with it.  
We suggest:  
VisualWorks 7nc from [www.cincom.com/smalltalk](http://www.cincom.com/smalltalk)  
Pharo from [www.pharo.st](http://www.pharo.st)

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