

The Taste of Smalltalk

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Goals

Two examples:
 “hello world”
 a LAN simulator

To give you an idea of:
 the syntax
 the elementary objects and classes
 the environment

To provide the basis for all the lectures:
 all the code examples,
 constructs,
 design decisions, ...



An Advice

You do not have to know everything!!!

“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””. Alan Knight. Smalltalk Guru

Some Conventions

Return Values

`1 + 3 -> 4`

`Node new -> aNode`

Method selector `#add:`

Instance Method defined in class Node:

`Node>>accept: aPacket`

Class method defined in class Node (in the class of the class Node)

`Node class>>withName: aSymbol`

Roadmap

“hello world”
a LAN simulator



Hello World



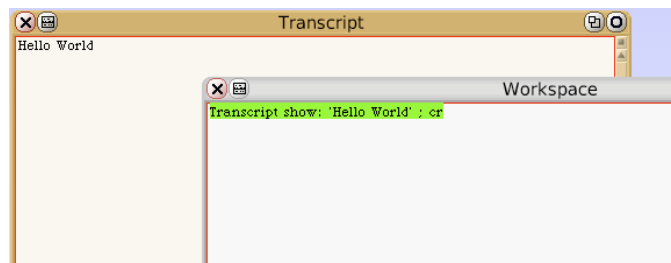
Transcript show: ‘hello world’

At anytime we can dynamically ask the system to evaluate an expression. To evaluate an expression, select it and with the middle mouse button apply dolt.

Transcript is a special object that is a kind of standard output.

It refers to a TextCollector instance associated with the launcher.

Transcript show: ‘hello world’



Everything is an Object



The workspace is an object.
The window is an object: it is an instance of ApplicationWindow.
The text editor is an object: it is an instance of ParagraphEditor.
The scrollbars are objects too.
‘hello word’ is an object: it is aString instance of String.
#show: is a Symbol that is also an object.
The mouse is an object.
The parser is an object: instance of Parser.
The compiler is also an object: instance of Compiler.
The process scheduler is also an object.
The garbage collector is an object: instance of MemoryObject.
Smalltalk is a consistent, uniform world written in itself. You can learn how it is implemented, you can extend it or even modify it. All the code is available and readable

Smalltalk Object Model



Everything is an object

- Only message passing

- Only late binding

- Instance variables are private to the object

Methods are public

Everything is a pointer

Garbage collector

Single inheritance between classes

Only message passing between objects

Roadmap

Hello World

First look at the syntax

LAN Simulator



Complete Syntax on a PostCard



exampleWithNumber: x

“Illustrates every part of Smalltalk method syntax. It has unary, binary, and key word messages, declares arguments and temporaries, accesses a global variable (but not an instance variable), uses literals (array, character, symbol, string, integer, float), uses the pseudo variable true false, nil, self, and super, and has sequence, assignment, return and cascade. It has both zero argument and one argument blocks.”

```
|y|
```

```
true & false not & (nil isNil) ifFalse: [self halt].
```

```
y := self size + super size.
```

```
#($a #a 'a' | 1.0)
```

```
do: [:each | Transcript
```

```
show: (each class name);
```

```
show: (each printString);
```

```
show: ' '].
```

Yes ifTrue: is sent to a boolean



Weather isRaining

ifTrue: [self takeMyUmbrella]

ifFalse: [self takeMySunglasses]

ifTrue:ifFalse is sent to an object: a boolean!

Yes a collection is iterating on itself



```
#(1 2 -4 -86)
do: [:each | Transcript show: each abs printString.
    Transcript cr ]
```

```
> 1
> 2
> 4
> 86
```

Yes we ask the collection object to perform

Dolt, PrintIt, InspectIt and Accept



Accept = Compile: Accept a method or a class definition

Dolt: send a message to an object

PrintIt: send a message to an object + print the result (#printOn:)

InspectIt: send a message to an object + inspect the result (#inspect)

Objects send messages

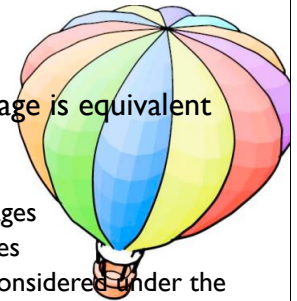


Transcript show: 'hello world'

The above expression is a message
the object Transcript is the **receiver** of the message
the **selector** of the message is #show:
one **argument**: a string 'hello world'
Transcript is a global variable (starts with an uppercase letter) that refers to the Launcher's report part.

Vocabulary Point

Message passing or sending a message is equivalent to
invoking a method in Java or C++
calling a procedure in procedural languages
applying a function in functional languages
of course the last two points must be considered under the light of polymorphism



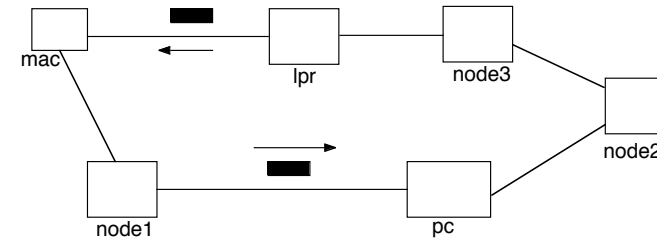
Roadmap

Hello World
First look at the syntax
LAN Simulator



A LAN Simulator

A LAN contains nodes, workstations, printers, file servers. Packets are sent in a LAN and each node treats them differently.

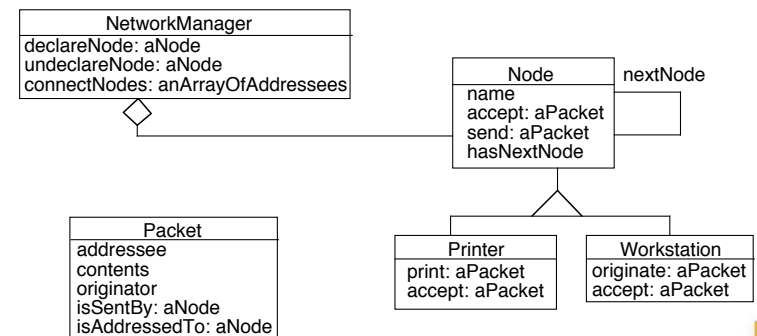


Three Kinds of Objects

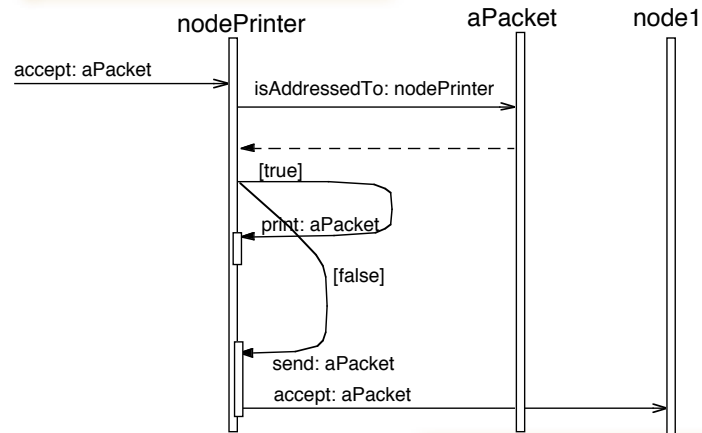
Node and its subclasses represent the entities that are connected to form a LAN.
Packet represents the information that flows between Nodes.
NetworkManager manages how the nodes are connected



LAN Design



Interactions Between Nodes



Node and Packet Creation



```

|macNode pcNode node1 printerNode node2 node3 packet|
macNode := Workstation withName: #mac.
pcNode := Workstation withName: #pc.
node1 := Node withName: #node1.
node2 := Node withName: #node2.
node3 := Node withName: #node2.
printerNode := Printer withName: #lpr.
macNode nextNode: node1.
node1 nextNode: pcNode.
pcNode nextNode: node2.
node3 nextNode: printerNode.
lpr nextNode: macNode.
    
```

Objects Send Messages



Message: **1 + 2**

receiver : 1 (an instance of SmallInteger)
 selector: #+
 arguments: 2

Message: **lpr nextNode: macNode**

receiver: lpr (an instance of LanPrinter)
 selector: #nextNode:
 arguments: macNode (an instance of Workstation)

Message: **Packet send: 'This packet travelled to' to: #lpr**

receiver: Packet (a class)
 selector: #send:to:

Transmitting a Packet



| aLan packet macNode|

...

macNode := aLan findNodeWithAddress: #mac.
 packet := Packet send: 'This packet travelled to the printer'
 to: #lpr.

macNode originate: packet.

- > mac sends a packet to pc
- > pc sends a packet to node1
- > node1 sends a packet to node2
- > node2 sends a packet to node3
- > node3 sends a packet to lpr
- > lpr is printing

How to Define a Class?



- Fill the template:
NameOfSuperclass subclass: #NameOfClass
instanceVariableNames: 'instVarName1'
classVariableNames: 'ClassVarName1 ClassVarName2'
poolDictionaries: "
category: 'LAN'

Packet



- For example to create the class Packet
Object subclass: #**Packet**
instanceVariableNames: '**addressee originator**
contents'
classVariableNames: "
poolDictionaries: "
category: 'LAN'

How to Define a Method?



message selector and argument names

"comment stating purpose of message"
| temporary variable names |
statements

accept: thePacket

"If the packet is addressed to me, print it. Otherwise just behave like a normal node."

```
(thePacket isAddressedTo: self)
  ifTrue: [self print: thePacket]
```

In Java



- In Java we would write
void accept(thePacket Packet)
/*If the packet is addressed to me, print it. Otherwise just behave like a normal node.*/

```
if (thePacket.isAddressedTo(this)){
  this.print(thePacket)
  else super.accept(thePacket)}
```

Summary

What is a message?
What is the message receiver?
What is the method selector?
How to create a class?
How to define a method?