

# How I (we) learnt Smalltalk



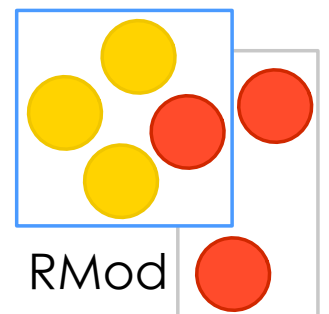
Gise Decuzzi  
&  
Guille Polito



10 Pines



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*inria*

*Procedural programming*

*top down diagrams  
(and maybe just that)*

*Pascal,  
debug with stdout*

Programming

Background

*manual  
memory management,  
premature optimizations*

*C, pointers, stuff*

# *Programming Paradigms*

a classroom full of (crazy) people



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# *Object*

*are the main characters*  
i.e., pepita the swallow

# *Message*

*the language of the objects*  
pepita fly: 20

# *Polymorphism*

where messages become stars



# *Polymorphism*

where messages become stars

or

“may the force be with oop”

# *Visual* feedback

to understand what happens in the backstage

Code *from* km0

get dirty soon  
fail fast  
practice more!

*Where are the* **classes?**

be patient, my dear padawan



# ozono

*formerly loop, formerly object browser*



9/10 (almost there!)





# ozono

*formerly loop, formerly object browser*  
*yes, we have a problem sticking with names*



9/10 (almost there!)

# ozono

*Focus on simple ideas: object, message, polymorphism*

*Raise complexity gradually*

*Visual Feedback*

# ozono

*deleted scene (for the extended edition)*

*Sharing behavior: prototype based*

*Emphasis on object references*

*Utilities for teachers (like us)*

# ozono

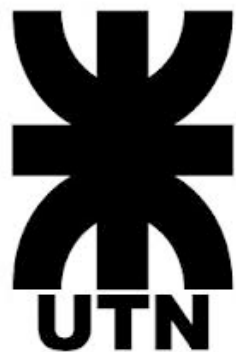
*deleted scene 2 (for the extended edition)*



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SAN MARTÍN

# ozono

*deleted scene 3 (for the extended edition)*

*MIT (open source, contributions are welcome ;)*

*We have some doc (spanish so far) :)*

*<https://sites.google.com/site/objectbrowsertool/>*