
SMALLTALK PROJECT

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1 Introduction

2 History

Smalltalk, like many different languages, has developed and branched to the point where a number of different variants exist in one form or another. And it itself began as a variant of another language, namely Simula, the language supposedly being made on a dare as a version of that language based on message passing. It would go on to become one of the first ever object oriented programming languages in history, and many others to come would draw inspiration from it and its design principles, including Ruby, Java, Python, and Objective C. As far as its own use, it was originally released to a specified number of universities and firms, before seeing a general release. As of now, so far as my limited research can tell, it seems to be kept alive by a dedicated core group of users, like most languages that don't completely dominate the professional field.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary