Smalltalk

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1 Abstract

2 Introduction

3 History

3.1 Why was the language designed?

The purpose of the Smalltalk project is to provide computer support for the creative spirit in everyone. Our work flows from a vision that includes a creative individual and the best computing hardware available. We have chosen to concentrate on two principle areas of research: a language of description (programming language) that serves as an interface between the models in the human mind and those in computing hardware, and a language of interaction (user interface) that matches the human communication system to that of the computer.

3.2 Who designed it?

Alan Kay, Dan Ingalls, Adele Goldberg, Ted Kaehler, Diana Merry, Scott Wallace, and others

3.3 What is its current status?

While Smalltalk is not "popular" today, it is certainly still widely used.

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