



# Applications in Pharo

## Come to the Desktop Side

Pablo Tesone - Pharo Consortium  
ESUG 2023





# It's a me, Pablo!

**Pablo Tesone**  
Pharo Consortium  
Engineer

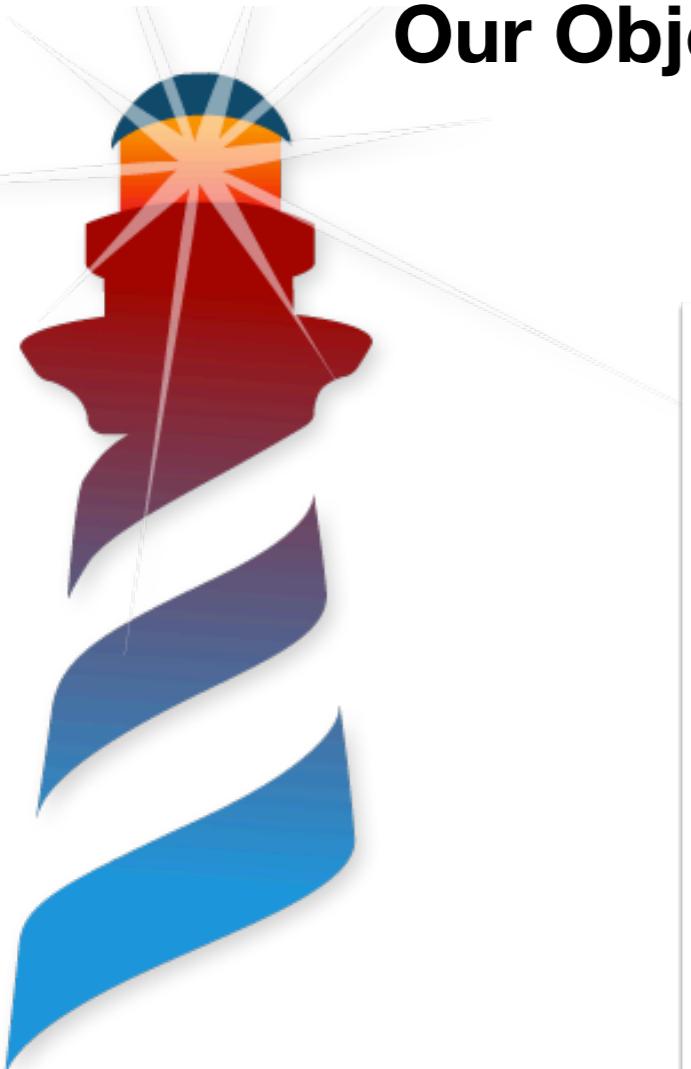


@tesonep  

- 24 years trying to code
- 13 years of experience in industrial applications
- 9 Years working on Pharo
- PhD in Dynamic Software Update
- Interested in improving development tools and the daily development process.
- Enthusiast of the object oriented programming and their tools.

# Desktop Applications

Our Objective Today



# Desktop Applications

## Our Objective Today



- We want:
  - Multiplatform Applications
  - Seamless Operating System Integration
  - Packaging and Installation
  - Automatic Process / CI integration



# We want to develop in Pharo

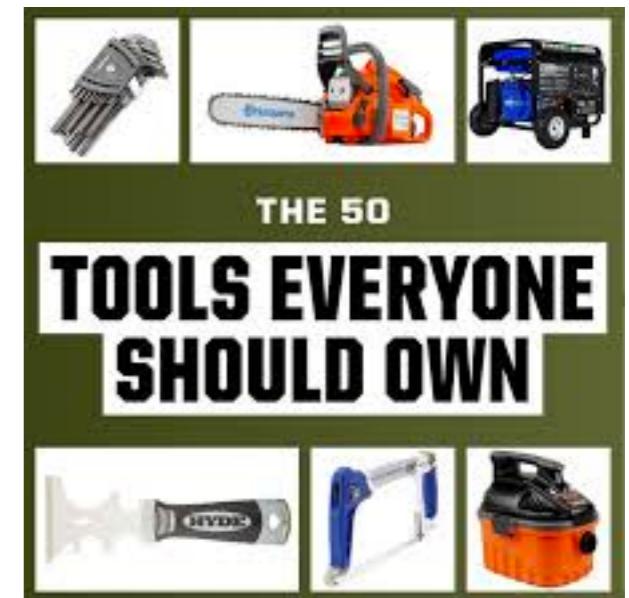
- Cool Tools
- Iterative Process
- Fun & Addictive



We want Pharo Everywhere

# Because Pharo has a Rich Ecosystem

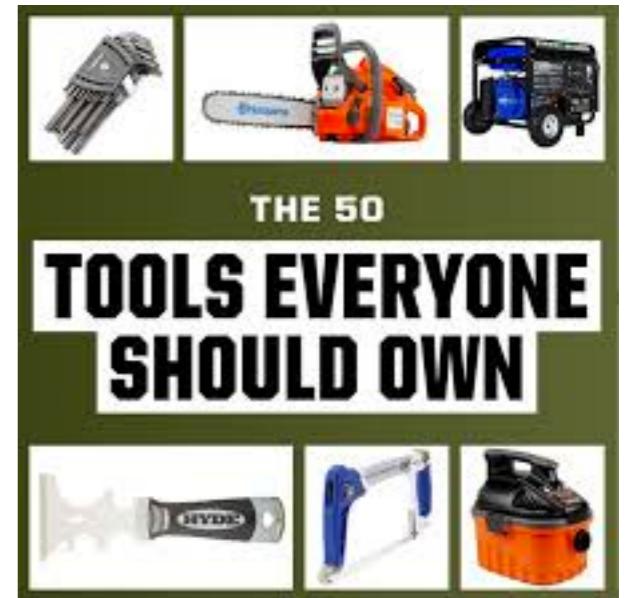
- Tools
- Frameworks
- Language Support



# Because Pharo has a Rich Ecosystem



- Tools
- Frameworks
- Language Support



We want to take  
advantage of  
them!!!

# A broad spectrum of Applications

And Pharo is fit for it



Native  
Applications

Custom UI  
Apps



# A broad spectrum of Applications

And Pharo is fit for it



Native  
Applications



Spec + GTK

Custom UI  
Apps

Bloc + Toplo  
Spec

Cairo / Alexandrie

# A broad spectrum of Applications

And Pharo is fit for it



Native  
Applications



Spec + GTK

Custom UI  
Apps

Bloc + Toplo  
Spec

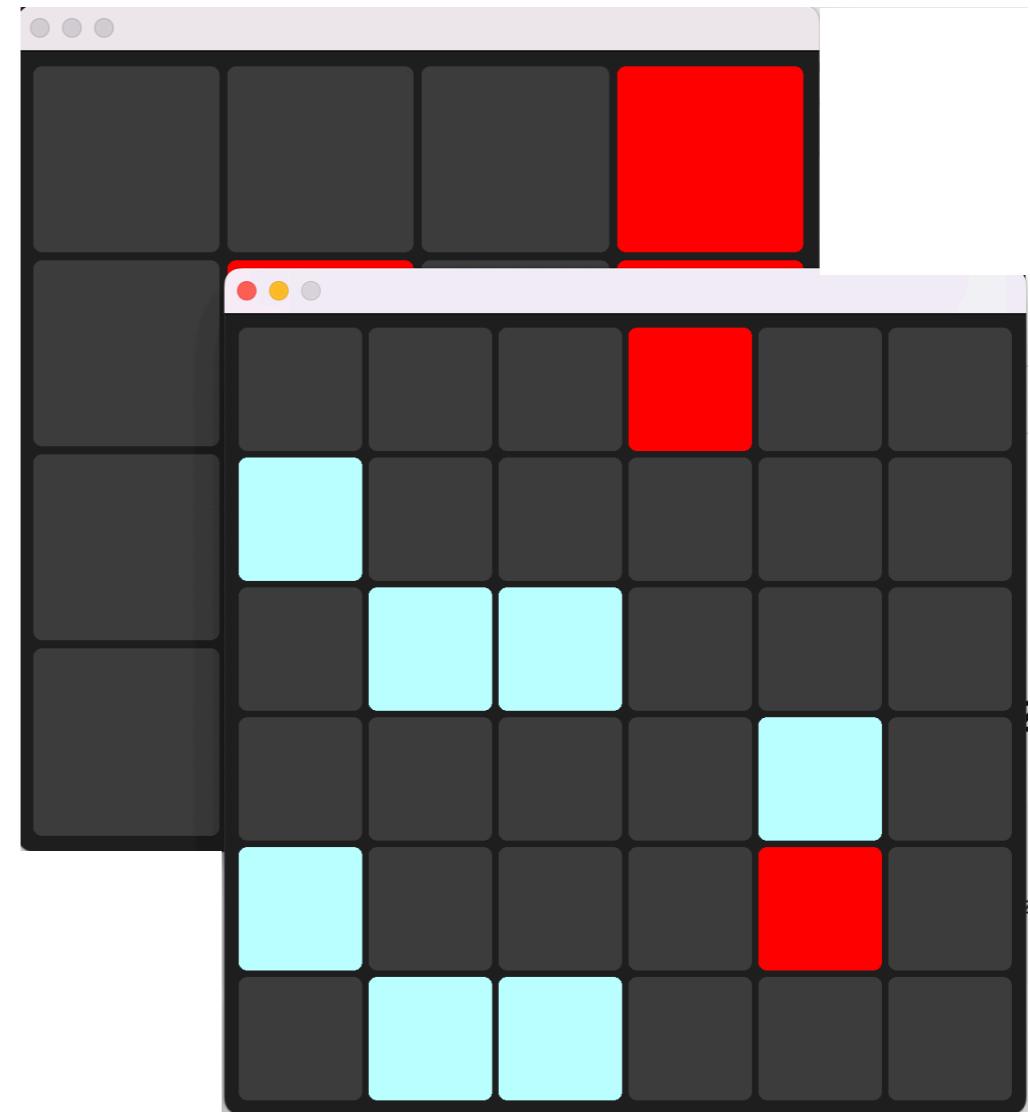
Cairo / Alexandrie

**Let's Automate  
the Packaging  
and Installer**

# An Example Application



- Let's take a nice game using Bloc + Toplo
- Takuzu (puzzle game similar to Sudoku)

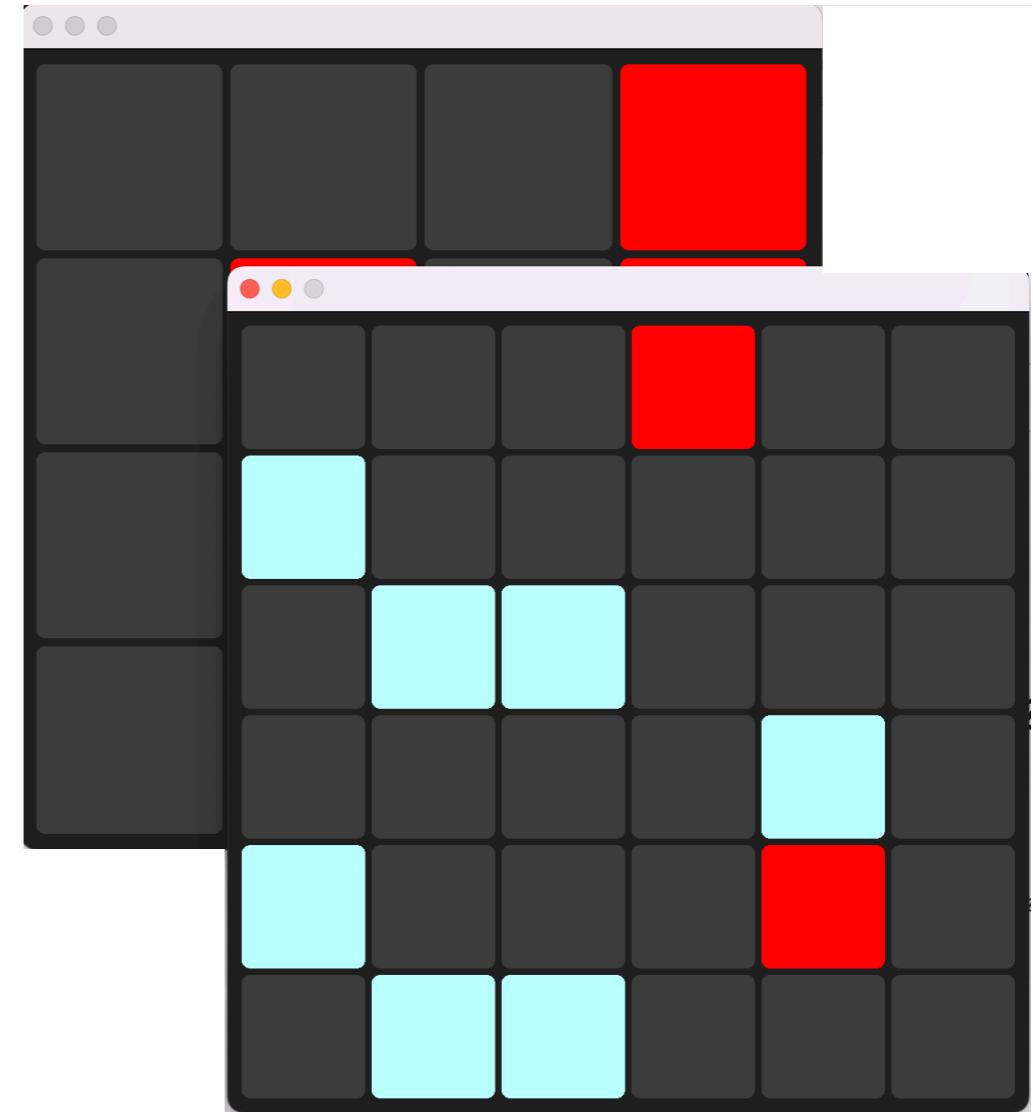


```
Metacello new
baseline:'Takuzu';
repository: 'github://Enzo-Demeulenaere/Takuzu/src';
load: 'core'
```

# An Example Application



- Let's take a nice game using Bloc + Toplo
- Takuzu (puzzle game similar to Sudoku)



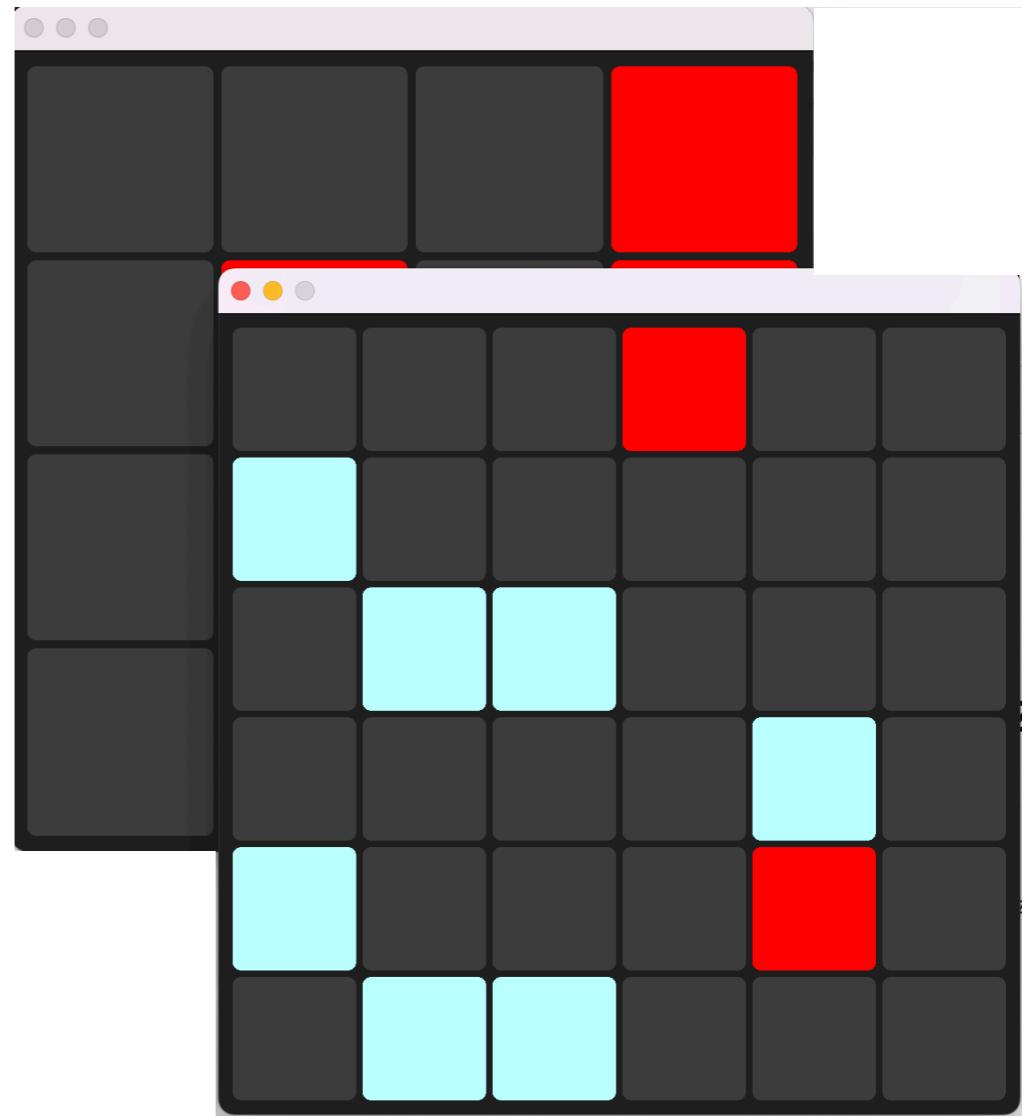
```
Metacello new  
baseline:'Takuzu';  
repository: 'github://Enzo-Demeulenaere/Takuzu/src';  
load: 'core'
```



**Thanks Enzo  
Demeulenaere**

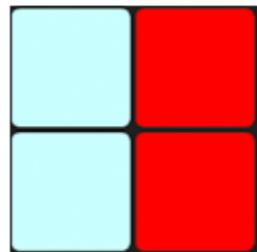
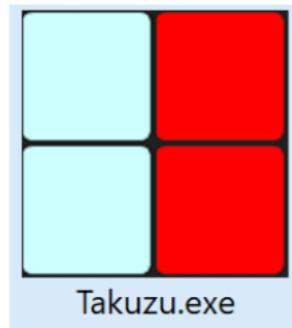
# An Example Application

- Let's make it look like a Nice App
- Let's package it and have a nice installer for it
- We are going to do it for Windows and MacOS



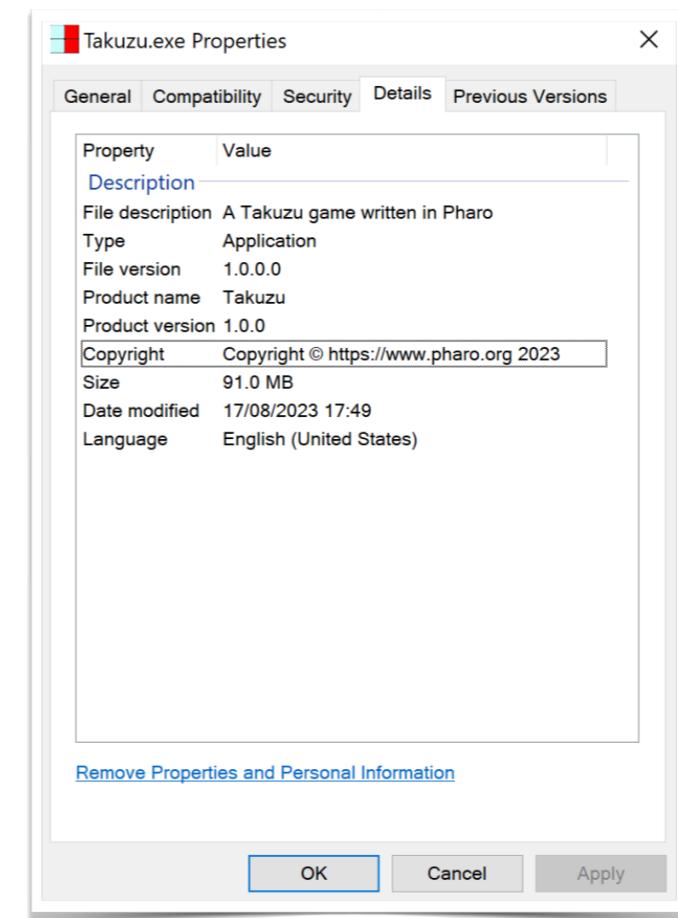
# What we want (1/3)

## Custom Icon and Branding



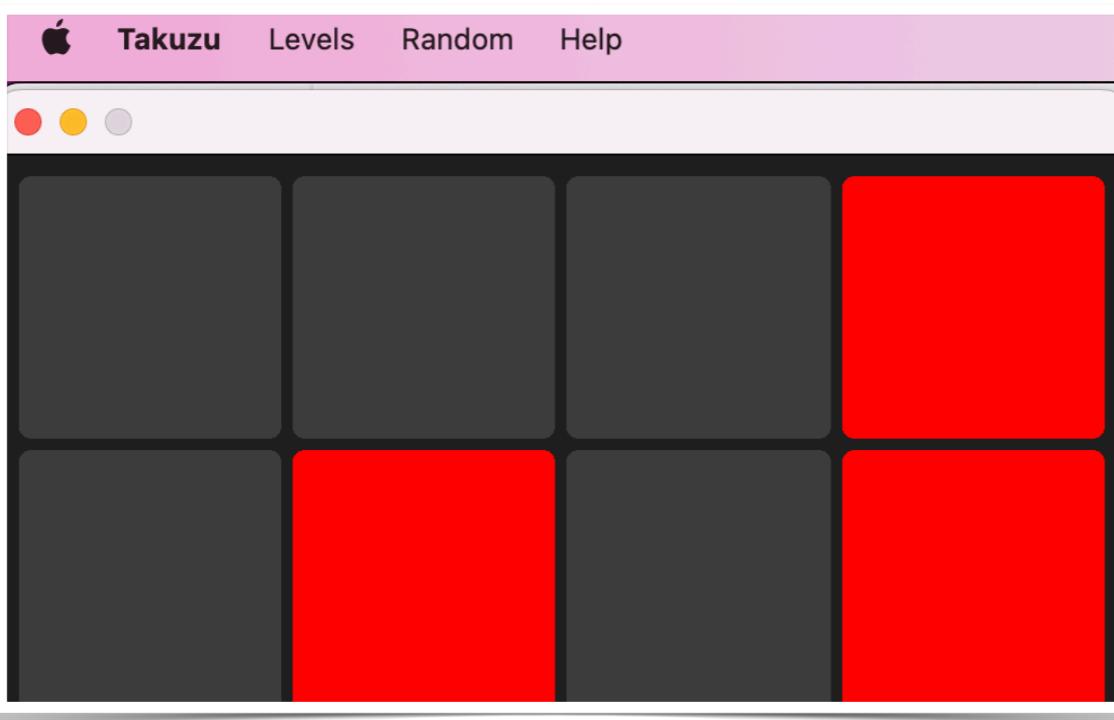
Takuzu

## Executable Metadata

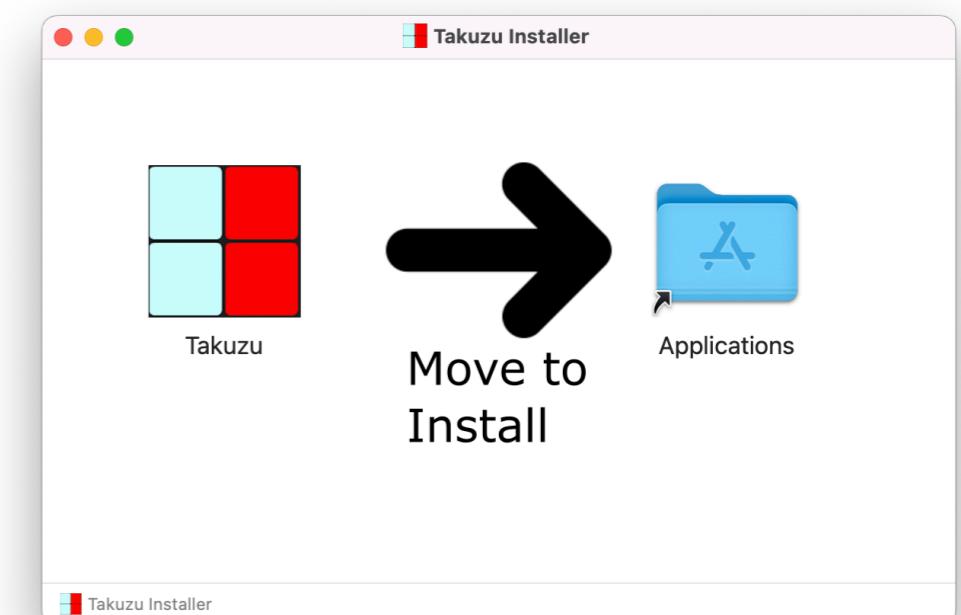
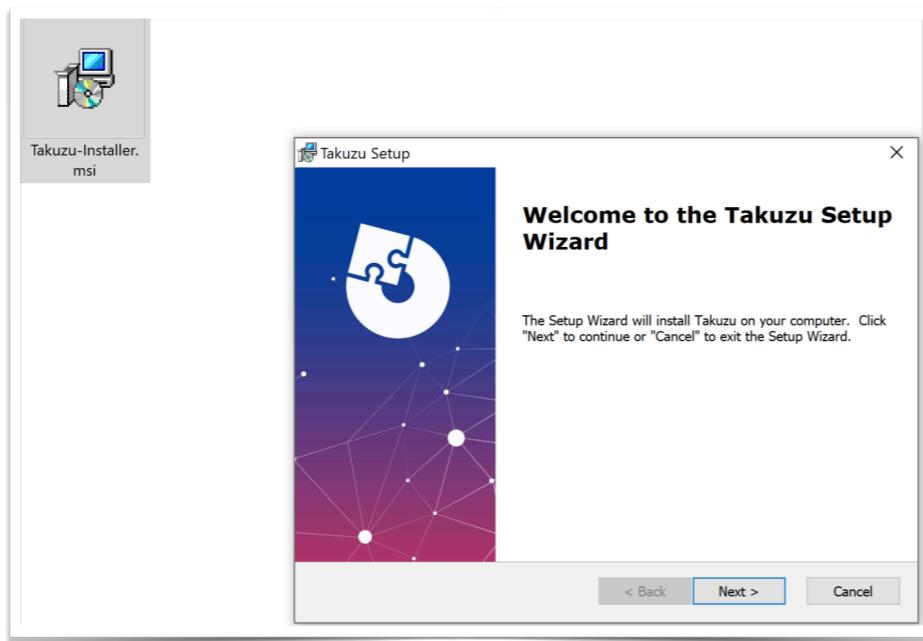


# What we want (2/3)

## OS Integration

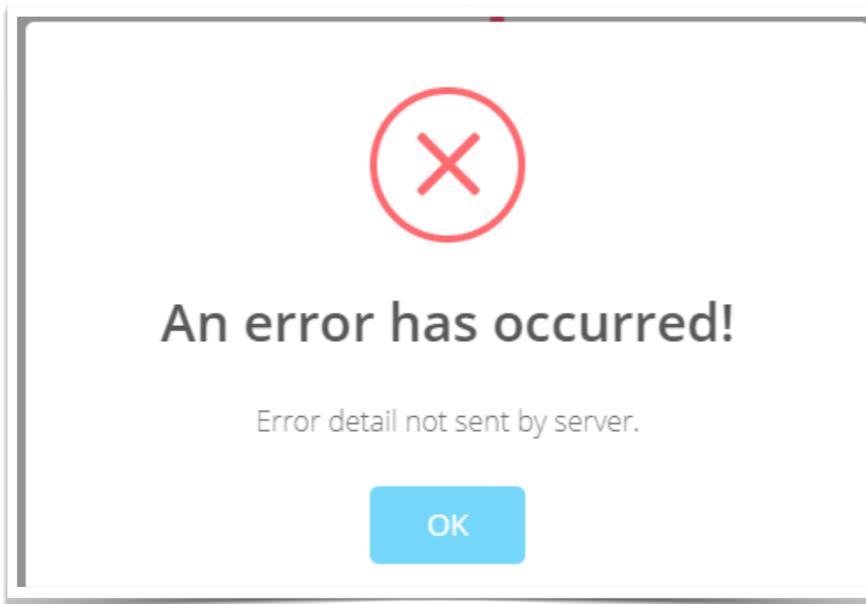
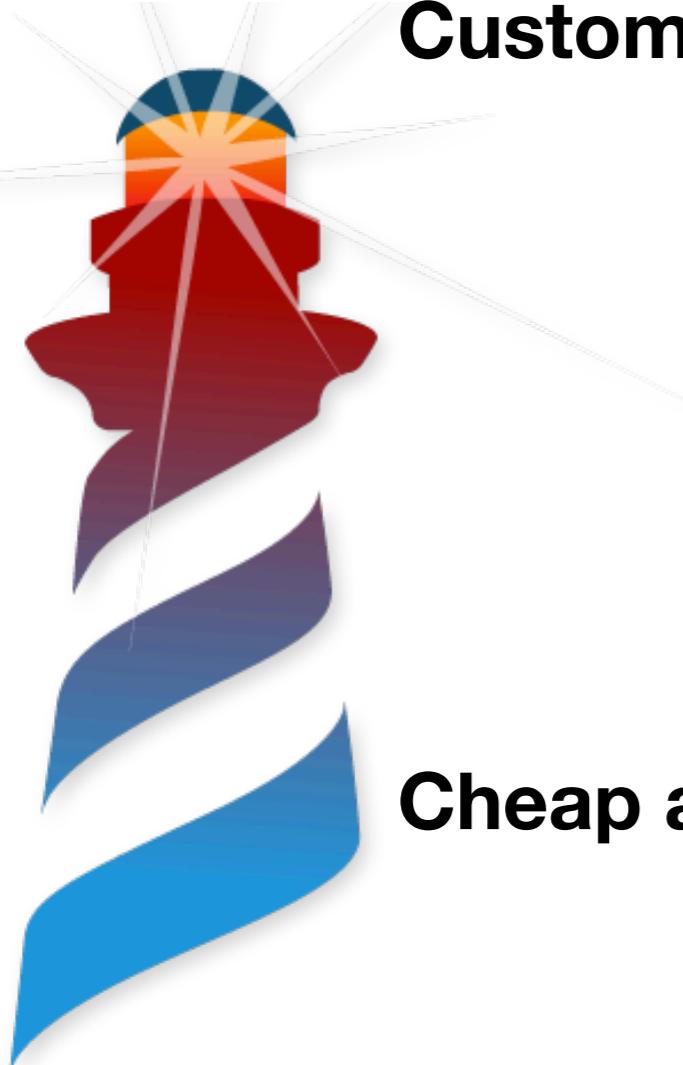


## Installers



# What we want (3/3)

## Custom Error Handling



Cheap and automatic!!!



# The Plan



1. Load our application code
2. Add OS Integration (e.g., menus, notifications, etc)
3. Load Pharo Embedded Support Project
4. Generate Scripts to automatically build and create installers.
5. Run them in our CI and distribute them

# The Plan



1. Load our application code
2. Add OS Integration (e.g., menus, notifications, etc)
3. Load Pharo Embedded Support Project
4. Generate Scripts to automatically build and create installers.
5. Run them in our CI and distribute them

# The Plan



1. Load our application code
  2. Add OS Integration (e.g. menus, notifications, etc)
  3. Load Pharo
  4. Generate Scripts to automatically build and create a distribution
  5. Run the scripts
- Easy, we just use Metacello**
- ```
Metacello new
    baseline:'Takuzu';
    repository: 'github://tesonep/Takuzu/src';
    load: 'core'
```

# The Plan



1. Load our application code
2. Add OS Integration (e.g., menus, notifications, etc)
3. Load Pharo Embedded Support Project
4. Generate Scripts to automatically build and create installers.
5. Run them in our CI and distribute them

# Add OS Integration

## The Plan

OSX

Objective C Bridge

```
Metacello new  
repository: 'github://estebanlm/objcbridge/src';  
baseline: 'ObjCBridge';  
load.
```

Great Existing Libraries

Windows

Pharo-OS-Windows

```
Metacello new  
repository: 'github://astares/Pharo-OS-Windows/src';  
baseline: 'OSWindows' ;  
load
```

Pharo COM Support

```
Metacello new  
baseline: 'PharoWin32';  
repository: 'github://tesonep/pharo-com';  
load.
```

# Add OS Integration

## The Plan



Great Existing Libraries

OSX

Windows

Objective C Bridge

Pharo-OS-Windows

```
Metacello new  
repository: 'github://estebanlm/objcbridge/src';  
baseline: 'ObjCBridge';  
load.
```

```
Metacello new  
repository: 'github://astares/Pharo-OS-Windows/src';  
baseline: 'OSWindows' ;  
load
```

Thanks!!!



Esteban



Torsten

Pharo COM Support

```
Metacello new  
baseline: 'PharoWin32';  
repository: 'github://tesonep/pharo-com';  
load.
```

# Add OS Integration

## OSX Examples in Action Menus



```
main := CocoaMenu new.  
main title: 'MainMenu'; "Only informative"  
addSubmenu: 'Application' with: [ :m |  
    m  
        addItemWithTitle: 'Quit'  
        action: [ Smalltalk snapshot: false andQuit: true ]  
        shortcut: 'q' ].  
  
main addSubmenu: 'Random' with: [ :m |  
    m addItemWithTitle: '4x4' action: [ TFieldElement launch4 ].  
    m addItemWithTitle: '6x6' action: [ TFieldElement launch6 ] ];  
addSubmenu: 'Help' with: [ :m |  
    m  
        addItemWithTitle: 'Show Help'  
        action: [ Takuzu showHelp ]  
        shortcut: '' ].  
main setAsMainMenu.
```

## Notifications

```
(OSPlatform current isMacOSX and: [UNNotificationCenter isAvailable])  
ifTrue: [ UNNotificationCenter uniqueInstance showNotificationTitle: 'Victory' body: 'You have won!!!!' ]  
ifFalse: [ self openEndGameWindowInBloc ]
```

# The Plan



1. Load our application code
2. Add OS Integration (e.g., menus, notifications, etc)
3. **Load Pharo Embedded Support Project**
4. Generate Scripts to automatically build and create installers.
5. Run them in our CI and distribute them

# Load Pharo Embedded Support Project



- A library that provides:
  - Custom error handling
  - Command Line Handlers
  - Generators for automatise the packaging

```
Metacello new
    baseline: 'EmbeddedSupport';
    repository: 'github://tesonep/pharo-vm-embedded-example:pharo-11/smalltalk-src';
    load.
```

# The Plan



1. Load our application code
2. Add OS Integration (e.g., menus, notifications, etc)
3. Load Pharo Embedded Support Project
4. Generate Scripts to automatically build and create installers.
5. Run them in our CI and distribute them

# Generate Scripts

Automatically build and create packages & installers

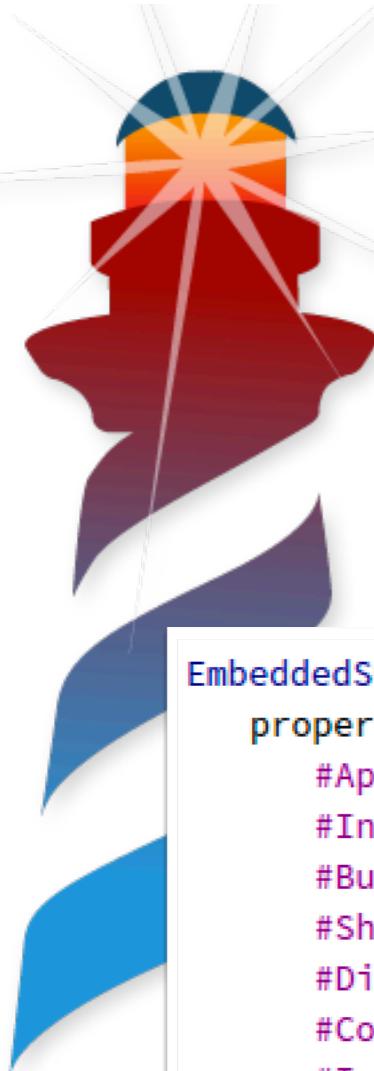
OSX



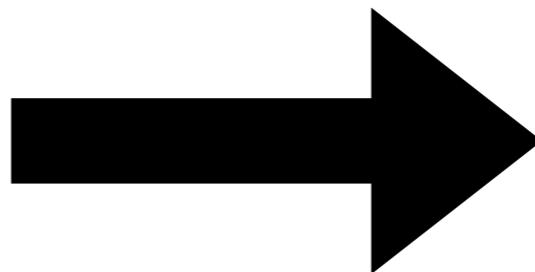
```
EmbeddedSupportOSXGenerator new
properties: {
    #AppName -> 'Takuzu'.
    #InfoString -> 'A Takuzu game written in Pharo'.
    #BundleIdentifier -> 'org.pharo.takuzu'.
    #ShortVersion -> '1.0.0'.
    #DisplayName -> 'Takuzu'.
    #CommandLineHandler -> 'takuzu'.
    #IconSetFile -> self iconSetFile.
} asDictionary;
outputDirectory: FileLocator workingDirectory / 'build';
generate
```

# Generate Scripts

Automatically build and create packages & installers



osx



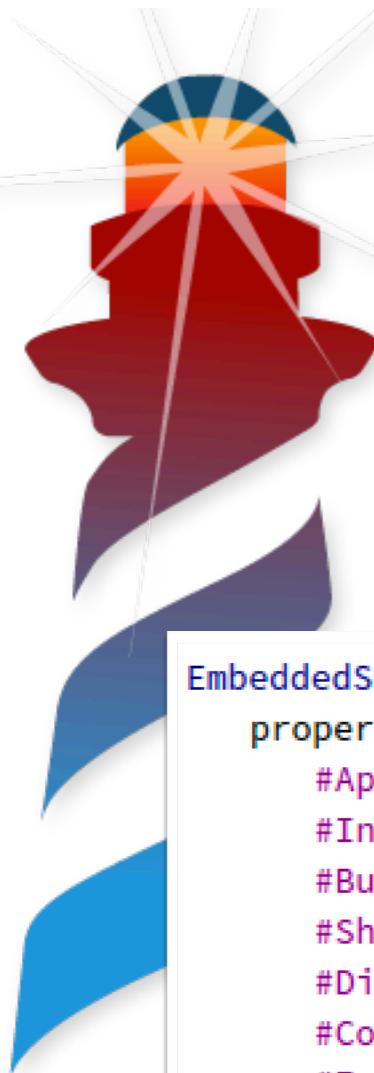
Bash Script



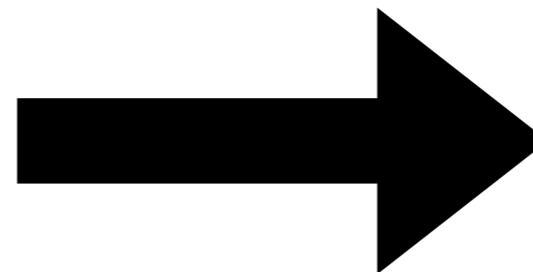
```
EmbeddedSupportOSXGenerator new
properties: {
    #AppName -> 'Takuzu'.
    #InfoString -> 'A Takuzu game written in Pharo'.
    #BundleIdentifier -> 'org.pharo.takuzu'.
    #ShortVersion -> '1.0.0'.
    #DisplayName -> 'Takuzu'.
    #CommandLineHandler -> 'takuzu'.
    #IconSetFile -> self iconSetFile.
} asDictionary;
outputDirectory: FileLocator workingDirectory / 'build';
generate
```

# Generate Scripts

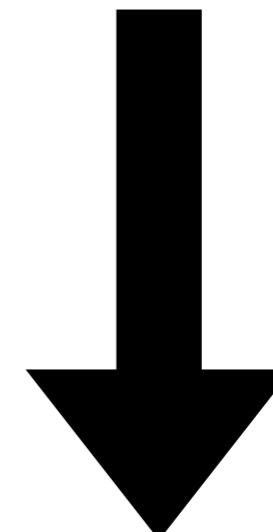
Automatically build and create packages & installers



osx



Bash Script



```
EmbeddedSupportOSXGenerator new
properties: {
    #AppName -> 'Takuzu'.
    #InfoString -> 'A Takuzu game written in Pharo'.
    #BundleIdentifier -> 'org.pharo.takuzu'.
    #ShortVersion -> '1.0.0'.
    #DisplayName -> 'Takuzu'.
    #CommandLineHandler -> 'takuzu'.
    #IconSetFile -> self iconSetFile.
} asDictionary;
outputDirectory: FileLocator workingDirectory / 'build';
generate
```



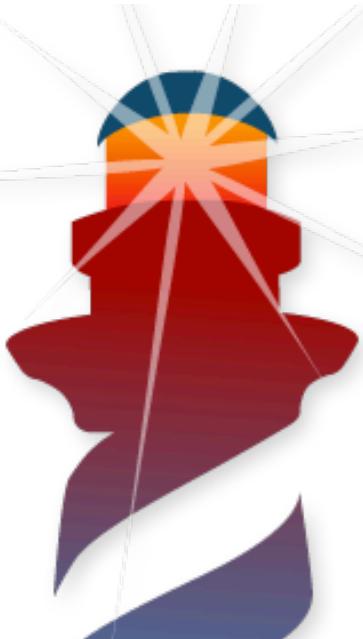
App  
Package



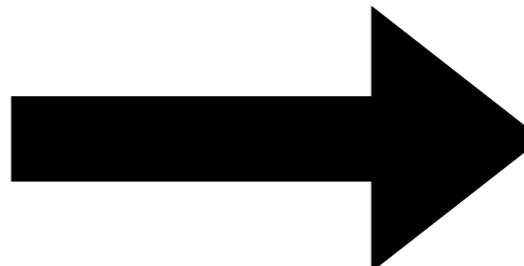
Installable  
DMG

# Generate Scripts

Automatically build and create packages & installers



Windows



PowerShell  
Script



CMake  
Script



```
EmbeddedSupportWindowsGenerator new
properties: {
    #AppName -> 'Takuzu'.
    #InfoString -> 'A Takuzu game written in Pharo'.
    #BundleIdentifier -> 'org.pharo.takuzu'.
    #ShortVersion -> '1.0.0'.
    #DisplayName -> 'Takuzu'.
    #CommandLineHandler -> 'takuzu'.
    #IconFile -> self iconFile.
    #CompanyName -> 'Pharo Consortium'.
    #LegalCopyright -> 'Copyright \251 https://www.pharo.org 2023\0'
} asDictionary;
outputDirectory: FileLocator workingDirectory / 'build';
generate
```



Executable



Installable  
MSI

# Generate Scripts

Automatically build and create packages & installers



Windows



```
EmbeddedSupportWindowsGenerator new  
properties: {  
    #AppName -> 'Takuzu'.  
    #InfoString -> 'A Takuzu game'.  
    #BundleIdentifier -> 'org.pharo.Takuzu'.  
    #ShortVersion -> '1.0.0'.  
    #DisplayName -> 'Takuzu'.  
    #CommandLineHandler -> 'takuzu'.  
    #IconFile -> self iconFile.  
    #CompanyName -> 'Pharo Consortium'.  
    #LegalCopyright -> 'Copyright \251 https://www.pharo.org 2023\0'  
} asDictionary;  
outputDirectory: FileLocator workingDirectory / 'build';  
generate
```

PowerShell  
Script



CMake  
Script



Thanks!!!



Christophe



Guille



Executable



Installable  
MSI

# The Plan



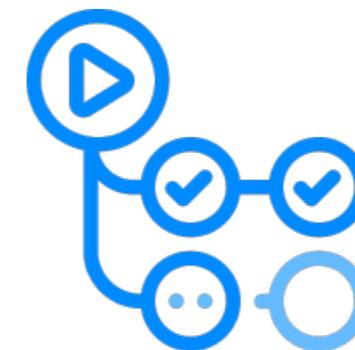
1. Load our application code
2. Add OS Integration (e.g., menus, notifications, etc)
3. Load Pharo Embedded Support Project
4. Generate Scripts to automatically build and create installers.
5. Run them in our CI and distribute them

# Run them in our CI and distribute them

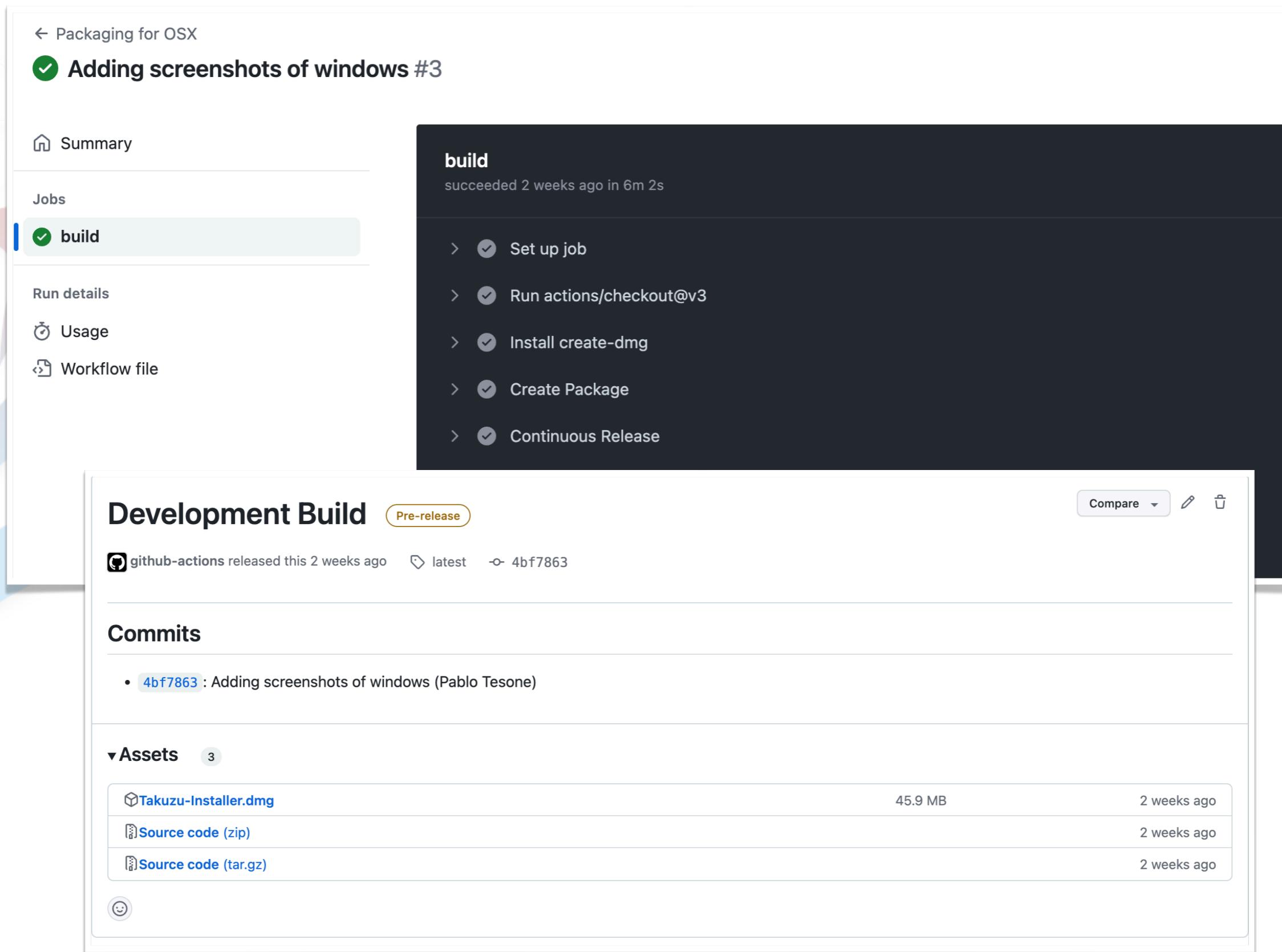
Let's run in the CI

Run in Github Action:

- Get a Pharo Image and load our code
- Generate the Scripts and execute them
- Upload Artifacts
- Available for OSX and Windows



# Run them in our CI and distribute them



The image shows a composite screenshot of a GitHub Actions pipeline and a GitHub release page.

**GitHub Actions Pipeline:**

- Job Summary:** A summary card for the "build" job, which succeeded 2 weeks ago in 6m 2s. It lists the following steps:
  - > Set up job
  - > Run actions/checkout@v3
  - > Install create-dmg
  - > Create Package
  - > Continuous Release
- Job Details:** A detailed view of the "build" job showing its history of runs.

**GitHub Release Page:**

- Development Build:** A pre-release named "Development Build". It was created by "github-actions" 2 weeks ago. It includes:
  - Commits:** A list containing commit [4bf7863](#) from Pablo Tesone.
  - Assets:** Three assets are listed:
    - [Takuzu-Installer.dmg](#) (45.9 MB, 2 weeks ago)
    - [Source code \(zip\)](#) (2 weeks ago)
    - [Source code \(tar.gz\)](#) (2 weeks ago)

# Run them in our CI and distribute them

Let's run in the CI

Run in Github Action:

- Get a Pharo Image and load our code

**Thanks!!!**



Christophe



Cyril



Stef



# Our Complete Example

Available on Github



**tesonep/Takuzu**

- Windows and OSX Example
- Github Actions
- OSX Integration
- Embedded Windows App
- Bloc Application

# Our Complete Example

Available on Github



**tesonep/Takuzu**

- Windows and OSX Example
- Github Actions
- OSX Integration
- Embedded Windows App
- Bloc Application

**Open to Improve  
and to copy**

# Future Plans

Everything is Open



**[tesonep/pharo-vm-embedded-example](#)**

- Adding UI to generate script
- Support for Minimal Images
- Moving generators outside the image
- Adding support for signing / notarisation
- Documentation / More Examples



# Applications in Pharo

Thanks so much!!!



Custom Icon and Branding

Error Handling

Metadata

Installers

OS Integration

Automatizable



**tesonep/Takuzu**



**tesonep/pharo-vm-embedded-example**

