



package **o1**

O1Library is a toolkit designed for the course [Programming 1 \(a.k.a. O1\)](#) at Aalto University. It contains an assortment of tools; most prominently, it provides a framework for simple graphical programming and utilities for playing sound.

This is the front page of O1Library’s documentation. However, this is probably not the best place to start learning about O1Library as a student. That’s because the relevant content of this library is introduced bit by bit in the chapters of O1’s custom ebook alongside the associated programming concepts and assignments.

You may still find this documentation useful as a reference. You can also find some optional content here that you may wish to try.

This front page lists the content available in the top-level package called simply `o1`. These tools are available with the simple command `import o1._` in your Scala programs. Some of them you’ll use a lot; some of them you won’t necessarily need at all.

The tools listed here are actually implemented in a number of subpackages (`o1.gui`, `o1.sound`, etc.); what you see here are just “shortcut aliases” to those actual implementations. The aliases are here to make that convenient `import` command work and to provide you with this list of links to some of the more commonly used tools in O1Library. The subpackages also contain additional content not listed here.

O1Library has been developed by Aleksi Lukkarinen and Juha Sorva. Several of the key components in `o1.gui` and `o1.world` are built upon Aleksi’s [Scala Media Computation Library](#). Some parts of O1Library draw inspiration from the “teachpacks” of the Racket programming language.

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- o1
- grid
- gui
- sound
- util
- world