# Primitive Methods
Last updated at 12:16 pm UTC on 26 June 2005

A primitive method is a [Method](#) that invokes behavior in the [Virtual Machine (Overview)](#) or a plugin. Primitive methods provide functionality that is not available from normal Smalltalk methods.

For example, there are primitive methods for I/O For example:

- file access (See [FileStream](#))
- network sockets (see [Socket](#))
- mouse and keyboard events (see [Sensor](#))


Additionally, there are methods to implement parts of Smalltalk semantics. For example:

- #basicNew creates new objects
- #class returns the class of an object
- #at: and #at:put: access the indexed variables of an array-like object


To implement your own primitive method, see [Named Primitives](#).
[FFI](#) defines its own kind of primitive methods and thus provides similar functionality.