For our first Seaside project we will use Pharo.

1. Follow the instructions at <https://pharo.org/download> to download a Pharo Launcher.
2. Open the launcher, create a new image (for this tutorial we used the "Pharo 9.0 64bit (stable)" template) named "Seaside" (if you are on Windows it may be important to avoid names with spaces).
3. Launch the image, close the Welcome window, and open a "Playground" from the Browse menu. As we continue through this tutorial, we will refer to this executable as “Pharo” to distinguish it from the Seaside code framework that Pharo contains. Like most Smalltalk dialects, Pharo runs as a “virtual machine” on your host operating system. The inner windows will be the same on all three platforms and will not look like windows created by other applications on your platform.
4. Paste the following into the Playground, select all, and click "Do it". This will take a bit of time but will show progress along the way.

Metacello new

baseline:'Seaside3';

repository: 'github://SeasideSt/Seaside:master/repository';

load.

1. Close the Playground and open a "Seaside Control Panel" from the Library menu and confirm that a web server is running on port 8080. Open a web browser on [http://localhost:8080/](http://localhost:8080/seaside) to confirm that things are up and running correctly. You can poke around a bit here, but don’t get too distracted at this point. We’ll be exploring Seaside in more detail in Chapter 3.

Graphical user interface, text, application, email

Description automatically generated

1. As we go along, we will be creating and editing code in the Pharo object space. To make the change persistent, you need to make a snapshot of the current object space—creating a new “image” (following a camera metaphor). To do this, select "Save" from the Pharo menu. This will write out your changes to the image file that will be read when you next launch this image.
2. Smalltalkers refer to the above action as “saving the image,” and this is a handy way to preserve your changes and the environment. Think of it as a suspend action (or hibernate) for your computer. When you come back and restart your computer the same windows will be open in the same location with the same contents. If you are about to try something that might cause a problem, you could save the image before taking the risky action. Then, if things go bad you can quit without saving (see step #10 below) and simply reopen the saved image to get back to the prior state. Alternatively, you can change the name of the saved image by selecting the "Save as…" menu item.
3. Now we are ready to quit the application. Select "Quit" from the Pharo menu. In the "Save changes before quitting?" dialog, selecting "No" is fine since we already saved one or two images of the current object space (though "Yes" is also fine!).