

# Getting started with GT

## Outline

### Download and get started

#### What do you see?

- There is an image with live objects
  - Objects are persisted in the image
- There is a workspace with tools
- Start with the book
  - GT Book
    - Learn about Smalltalk and Pharo

### What is GT?

#### Blind men with elephant

#### It's a knowledge base

##### Lepiter

- You have your own Lepiter db
  - Lepiter notebooks are persisted to JSON files
- Create Notes and Playgrounds
  - Show how to enter snippets
  - How to evaluate code

#### It's an IDE

- Coder
- Code is saved to repos
- Git

#### It's a data explorer

- GraphQL case study
- GitHub REST API
- Inspector
  - You are inspecting live objects
- Spotter
  - Finding anything anywhere
  - Finding things in a context
    - Eg GT Book
  - How to search for stuff with Spotter.
- File manager
  - Fancy file browser
  - JSON etc?
- Moldability
  - Molding by adding annotated methods
  - Custom views
  - Custom searches
  - Custom advices
- It's a visualization tool?

#### It's a model builder

#### It's a language workbench

- SPL case study

## Discord feedback

### KH

- (1) an overview of the main tools in GT
- (2) a good introduction to Spotter as the main door to exploration.

### EH

- ✗ An introduction to BrAptitude .

### Sepoy

- enabling a non-technical user to interact with your creation.
  - ? specifically building forms, accepting input, (doing stuff)
  - ? transitioning to the resulting view would be very insightful
- Moldability
  - a high level of how moldable development becomes a reality with the various tools in GT:
    - Custom Views
    - Custom Searches
    - Custom editor stylers
    - Etc. Basically the different ways to modify the system, which usually tie back to some type of annotation that begins with <gt;...

## Too advanced ...

- Learn about visualization ?
- Molding the IDE
- Principles & Patterns?