

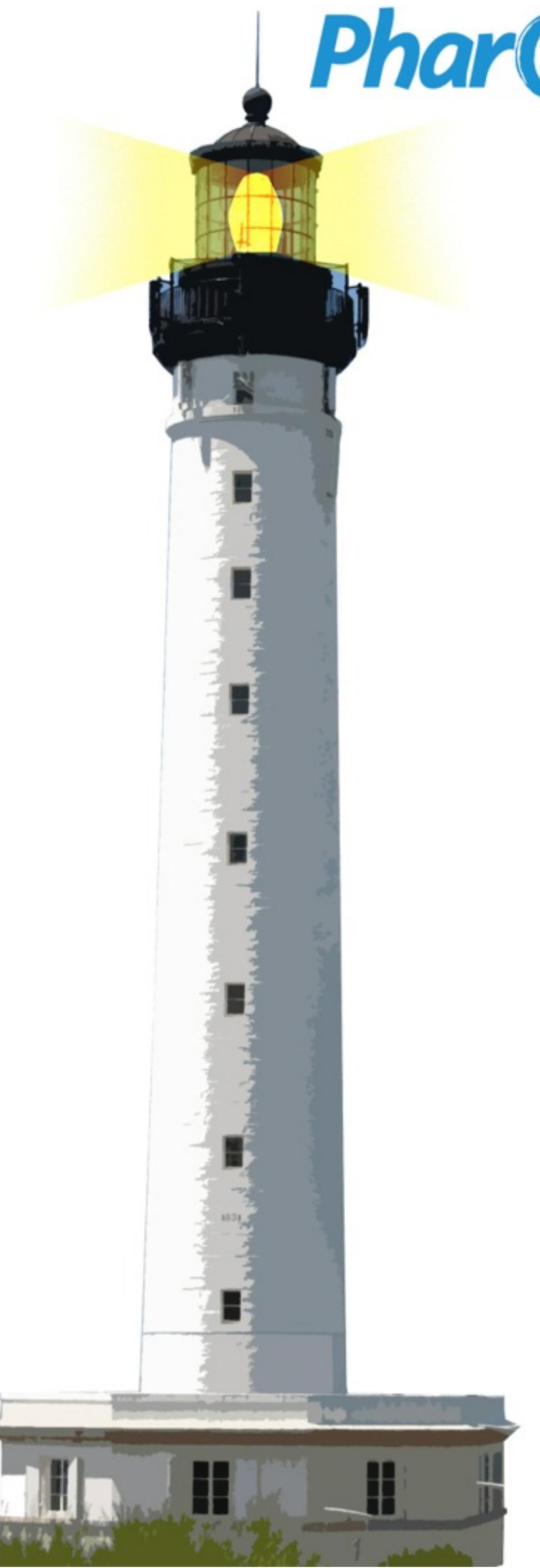
# Objectives

Programmation objet immersive en Pharo  
/ Live Object Programming in Pharo

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[www.pharo.org](http://www.pharo.org)

W1S01



# In this Mooc you will

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- \* Program in Pharo: a live object world
- \* Master
  - full syntax, model
  - rich Pharo IDE
- \* Deeply understand object-oriented fundamental mechanisms
- \* Learn a set of design heuristics
- \* Work on real examples
- \* Develop your own full web app from start to end



# 7 Weeks

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- \* Structure of the Mooc:
  - Mixing topics
  - OO design
  - Core pharo libraries
- \* Getting back on challenging points at different time
- \* Several exercises and mini projects
- \* After two weeks
  - Full syntax + model
  - Two complete mini projects



# About us

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- \* Experts in Object-Oriented Programming
  - \* Traits (influenced Perl, Php, Scala)
- \* Experts in Object-Oriented Design
- \* Pharo core developers
- \* Authors of several books
  - \* Object-oriented reengineering patterns
  - \* Pharo by example, Deep into Pharo
  - \* Dynamic Web Development in Seaside
  - \* Enterprise Pharo: a web perspective



Stef



Damien



Luc



# Immersive

The image shows a screenshot of a Smalltalk development environment. On the left, a 'Workspace' pane displays the following code:

```
| elements lay |  
  
elements := (1 to: 5) collect: [ :ob |  
  (R3CubeShape new) elementOn: ob ].  
  
lay := R3WallLayout new.  
lay on: elements.  
  
UberPresenter present: elements
```

On the right, a 'Uber Presenter' pane displays a 3D visualization of five gray cubes arranged in a wall-like structure.

# Why Pharo?

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Because it is **Immersive**:

- Only think about objects

- Only manipulate objects

Interact with living objects constantly



<http://www.pharo.org>

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Pure & elegant  
Fun, simple  
Highly productive  
Excellent for teaching  
Empowering  
Full access



A course by



and



in collaboration with



Inria 2016

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