

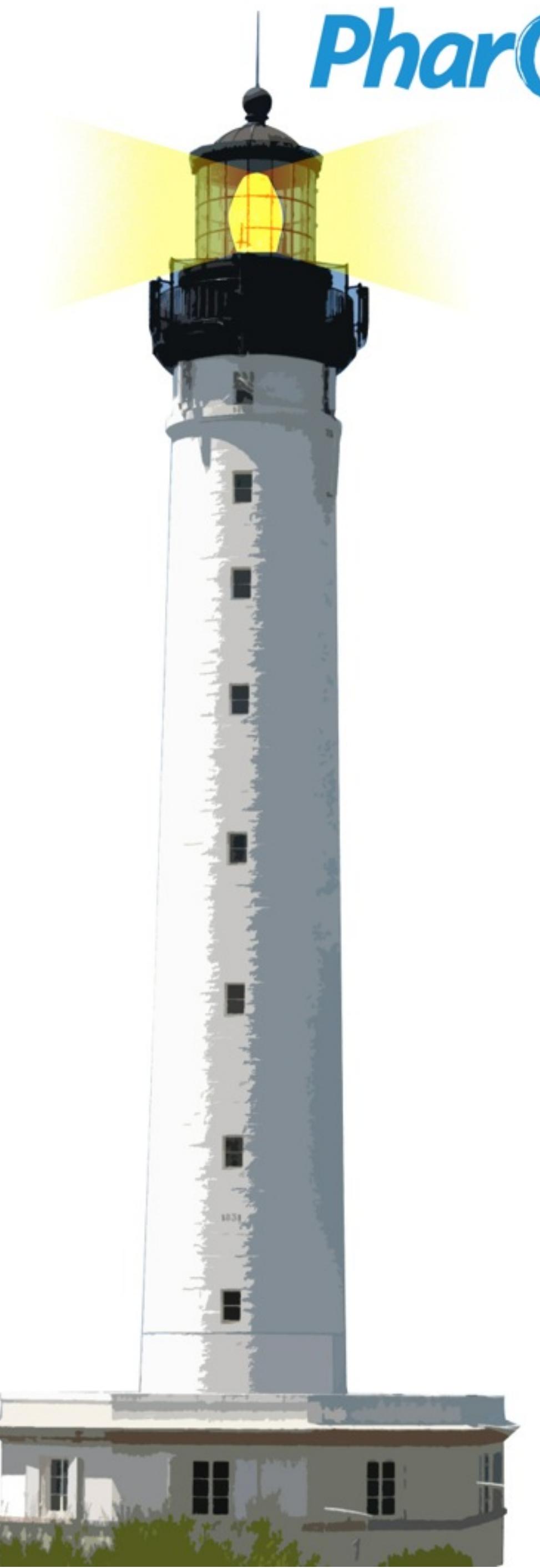
Objectives

Programmation objet immersive en Pharo
/ Live Object Programming in Pharo

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www.pharo.org

W1S01



In this Mooc you will

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

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

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



Luc



Damien



Immersive

The image shows a screenshot of a Smalltalk development environment. On the left, a window titled "Workspace" contains 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 window titled "Uber Presenter" displays a 3D visualization of five gray cubes arranged in a wall-like structure.

Why Pharo?

Because it is **Immersive**:

- Only think about objects

- Only manipulate objects

Interact with living objects constantly



<http://www.pharo.org>

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



A course by



and



in collaboration with



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