

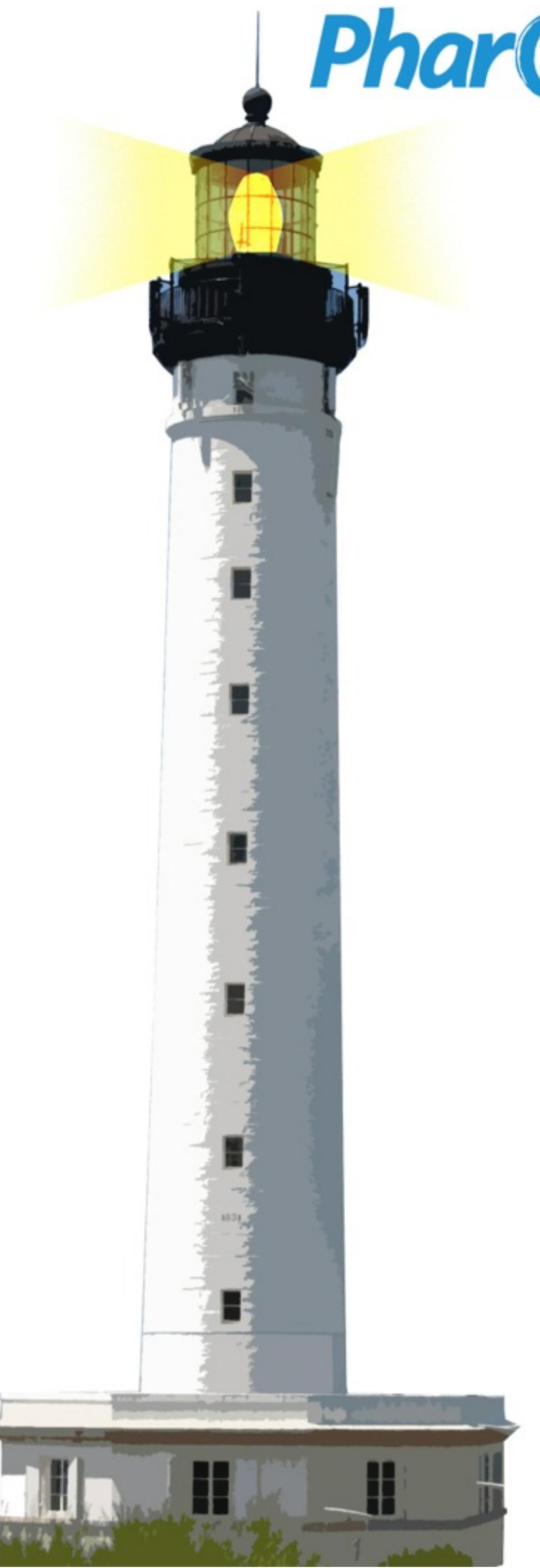
Objectives

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
 - 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



Damien



Luc



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

Fully written in itself



<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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