

environment with these requirements was deemed (and perhaps it was) unsuitable for most purposes at the time. But there might also be something subtler going on.

The Smalltalk environment is really an ecosystem of classes with which you not only *can work*, but with which you *have to work*. The only reasonable way to create a new class in Smalltalk is to use the appropriate browser to find the class you want, from which you will subclass it. You may be used to your favorite editor and your well-honed skills with build command-line tools in several languages, but Smalltalk is different. You may love the class libraries that Smalltalk designers thoughtfully provided for you, but if you think otherwise, there is not much you can do. It is nice when you are inside, but you do have to move inside to do anything with it. This may not be what programmers are prepared to do. It is possible that, after reading the first few pages here, you rushed to download and install a Smalltalk installation to see for yourself, and that you threw your hands up in despair when you realized how different and unfamiliar everything is.

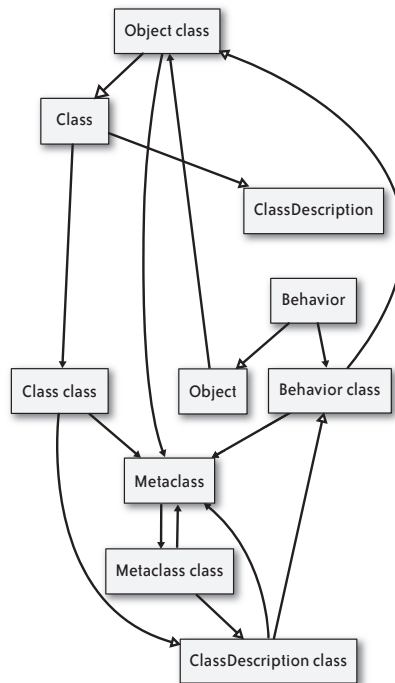


FIGURE 14-2. Spaghetti à la Smalltalk

Which hints at why Smalltalk never really made it to the mainstream. Smalltalk is an adamant language; it did not make compromises. It defined a new programming model, used concepts