
Contents

Preface	ix
Introduction	xiii
Part 1. The Basics of SMALLTALK Programming	1
Chapter 1. A Brief Tour of SQUEAK	3
1.1. The first contact	6
1.2. Important points	13
1.3. Exercises	14
Chapter 2. The First Program	17
2.1. Defining new classes	17
2.2. Defining new methods	22
2.3. Program test	31
2.4. Adding methods to subclasses of the <code>Animal</code> class	36
2.5. Modification of <code>Parrot</code> behavior	39
2.6. Exercises	45
2.7. <code>self</code> and <code>super</code>	46
2.8. Exercises	54
Chapter 3. Architecture and Inheritance	59
3.1. SMALLTALK software architecture	59
3.2. Static and dynamic inheritance	62
Chapter 4. Some Elements of SQUEAK Syntax and Grammar	67
4.1. Pseudo-variables	67
4.1.1. The pseudo-variable <code>nil</code>	67

4.1.2. Pseudo-variables <code>true</code> and <code>false</code>	68
4.1.3. Pseudo-variables <code>self</code> and <code>super</code>	72
4.1.4. Pseudo-variable <code>thisContext</code>	72
4.2. Comments and identifiers	73
4.2.1. Comments	73
4.2.2. Identifiers	74
4.3. Literals	75
4.3.1. Numbers	75
4.3.2. Characters	79
4.3.3. Strings	81
4.3.4. Symbols	86
4.3.5. Arrays	88
4.3.6. Exercises	101
4.4. Variables	105
4.4.1. Temporary variables	107
4.4.2. Method parameters	108
4.4.3. Block parameters	109
4.4.4. Named instance variables	112
4.4.5. Indexed instance variables	114
4.4.6. Global variables	116
4.4.7. Class variables	119
4.4.8. Pool variables	122
4.4.9. Exercises	128
4.5. Messages	131
4.5.1. Unary messages	131
4.5.2. Binary messages	132
4.5.3. Keyword messages	134
4.5.4. Message composition	137
4.5.5. Expression sequences	140
4.5.6. Cascaded messages	141
4.5.7. Primitives	142
4.6. Control structure	146
4.6.1. Conditional control structures	146
4.6.2. Recursive control structures	150
4.6.3. Iterative control structures	155
4.7. Exception handling	175
4.7.1. Exceptions handling messages of the <code>Object</code> class	176
4.7.2. Exception handling messages for blocks	183
4.7.3. Messages understood by exceptions	187
4.7.4. Multiple exceptions	188
4.7.5. Define its own exceptions	192
4.8. Exercises	194

Part 2. Programming in SQUEAK	201
Chapter 5. Drawings Like in Logo	203
5.1. The Pen class	204
5.2. Some fractals: recursive drawings	212
5.3. Exercises	221
5.4. A restructuring of our Logo programs	222
5.5. A user interface for Logo drawings	226
5.6. Lindenmayer systems	237
5.6.1. A first interpreter of Lindenmayer systems	239
5.6.2. Multiple activations of the same L-system	247
5.6.3. Computing the step size and the initial position	249
5.6.4. Bracketed Lindenmayer systems	257
5.6.5. Read a L-system from a file	259
5.6.6. Exercises	266
Chapter 6. The Dependency Mechanism	271
6.1. Basics of the dependency mechanism	272
6.1.1. Adding and removing dependencies	272
6.1.2. Dependencies management methods	273
6.1.3. A first use case of dependencies	275
6.1.4. A second use case of dependencies	279
6.2. Programming a calculator	291
6.2.1. The keys	292
6.2.2. The calculator	293
6.2.3. Development of a graphical user interface	298
6.2.4. Construction of the interface between views and models	311
6.2.5. An infix calculator	315
6.3. Exercises	321
6.4. A KCalc calculator	322
6.4.1. KCalc description	322
6.4.2. KCalc implementation	323
6.5. Exercises	336
6.6. Concluding remarks	337
Part 3. Appendices	339
Appendix 1	341
A1.1. Exercises from section 1.3	341
A1.2. Exercises from section 2.6	347
A1.3. Exercises for section 2.8	351
A1.4. Exercises from section 4.3.6	359
A1.5. Exercises for section 4.4.9	376

A1.6. Exercises from section 4.8	390
A1.7. Exercises for section 5.3	407
A1.8. Exercises for section 5.6.6	423
A1.9. Exercises for section 6.3	459
A1.10. Exercises for section 6.5	486
Appendix 2	501
Appendix 3	505
Appendix 4	507
Bibliography	515
Index	521