

The Squeak Environment

Smalltalk Run-Time Architecture

Virtual Machine + Image + Changes and Sources

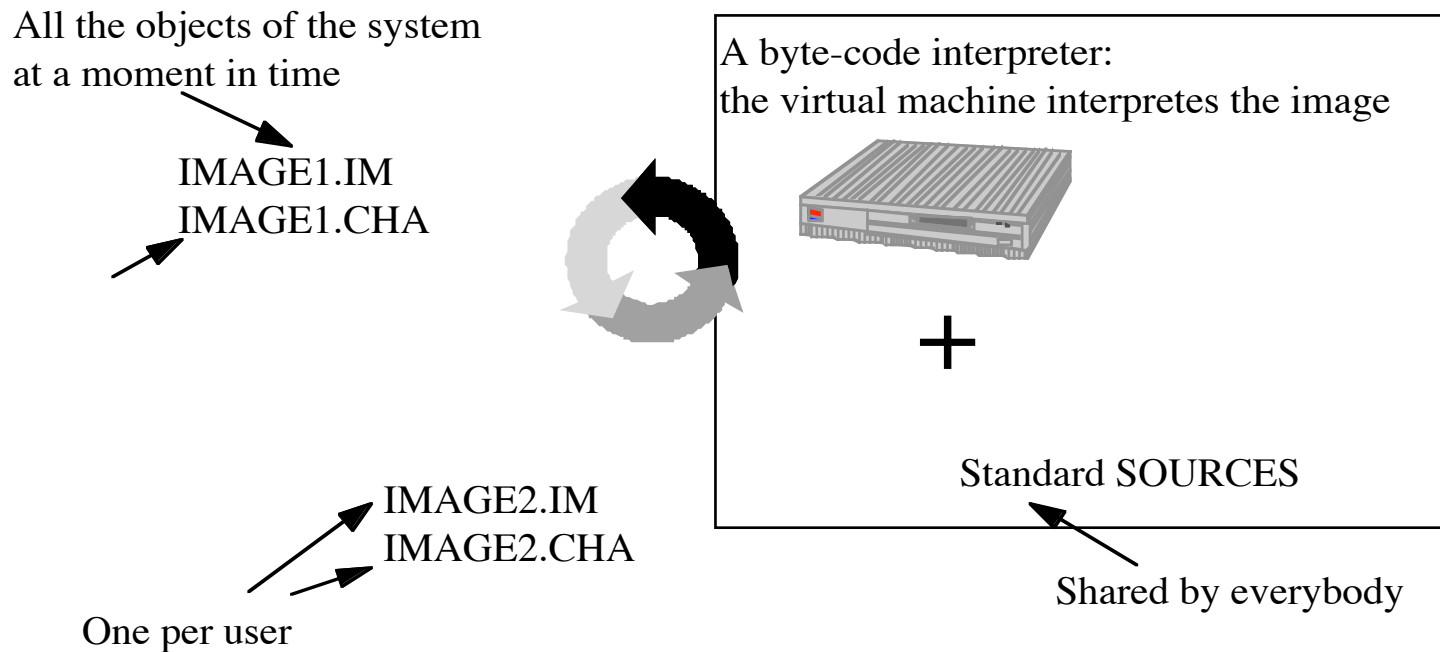


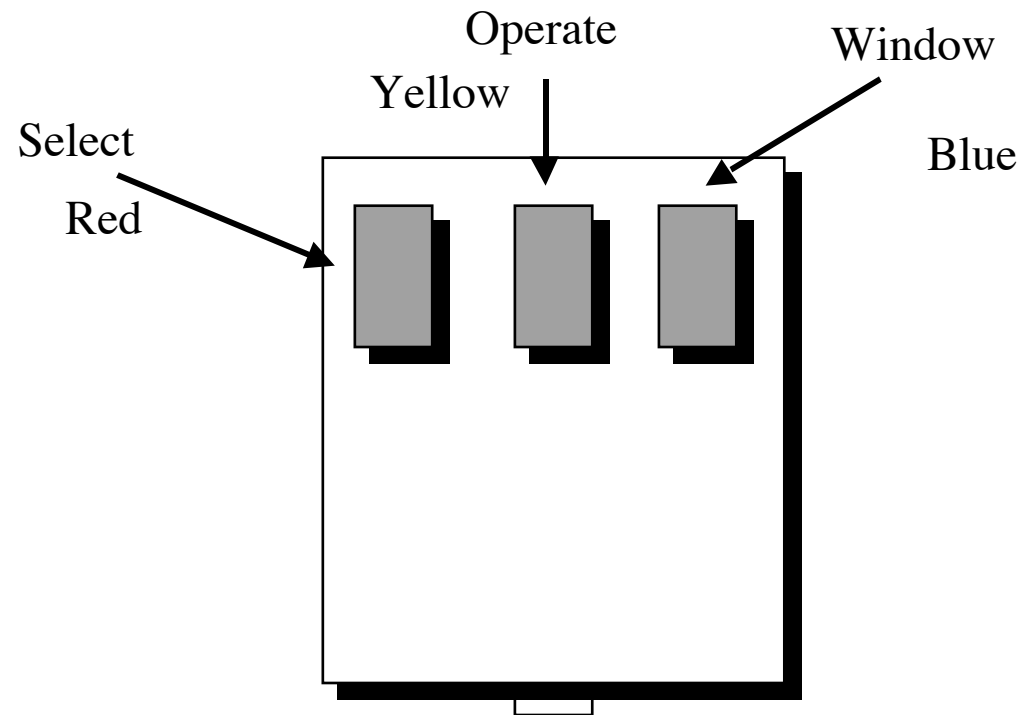
Image = bytecodes

Sources and changes = code (text)

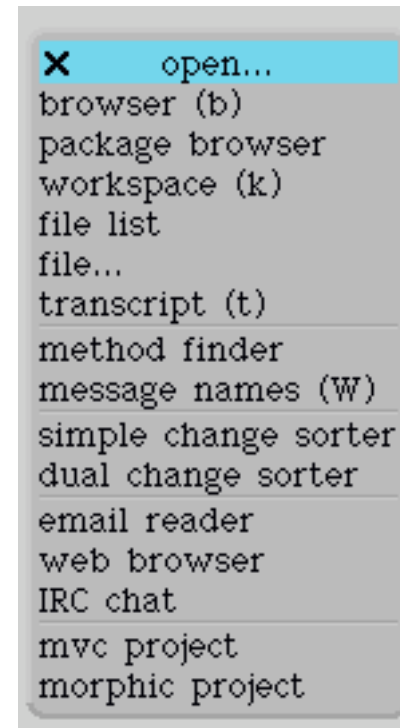
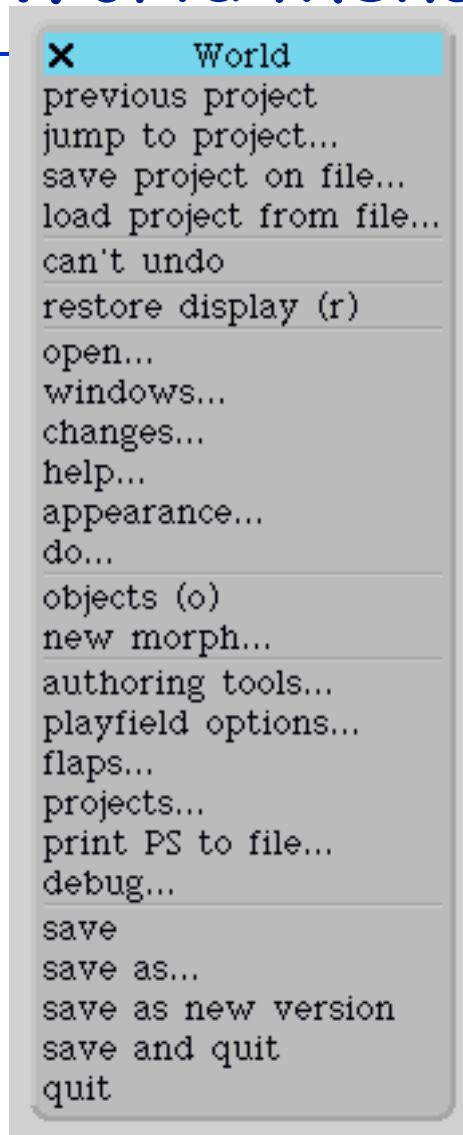
Runtime Architecture

- The byte-code is in fact translated into native code by a just-in-time compiler.
- The source and the changes are not necessary for interpreting the byte-code, this is just for the development. Normally they are removed for deployment.
- An application can be delivered as some byte-code files that will be executed with a VM. The development image is stripped to remove the unnecessary development components.

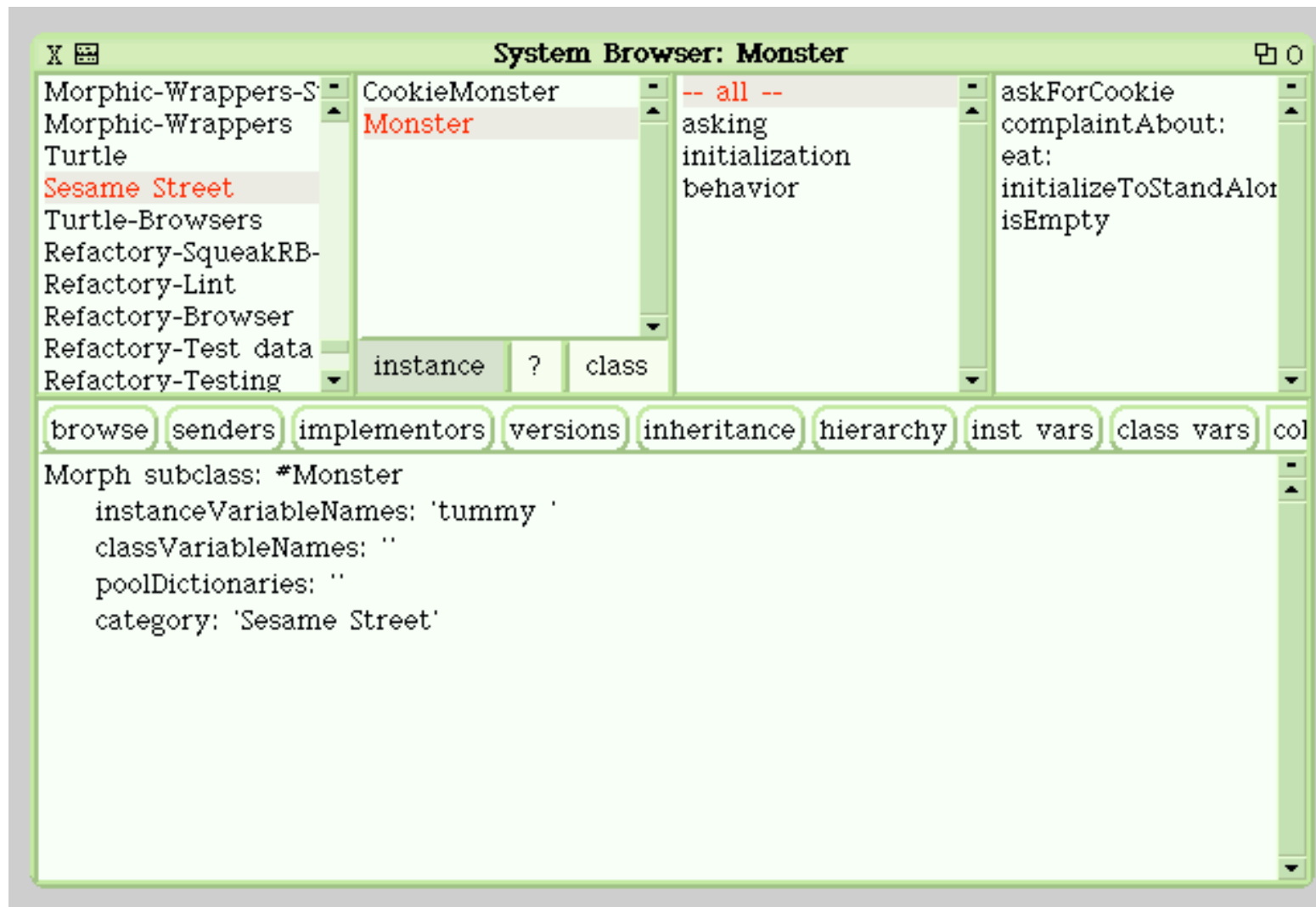
Mouse Semantics



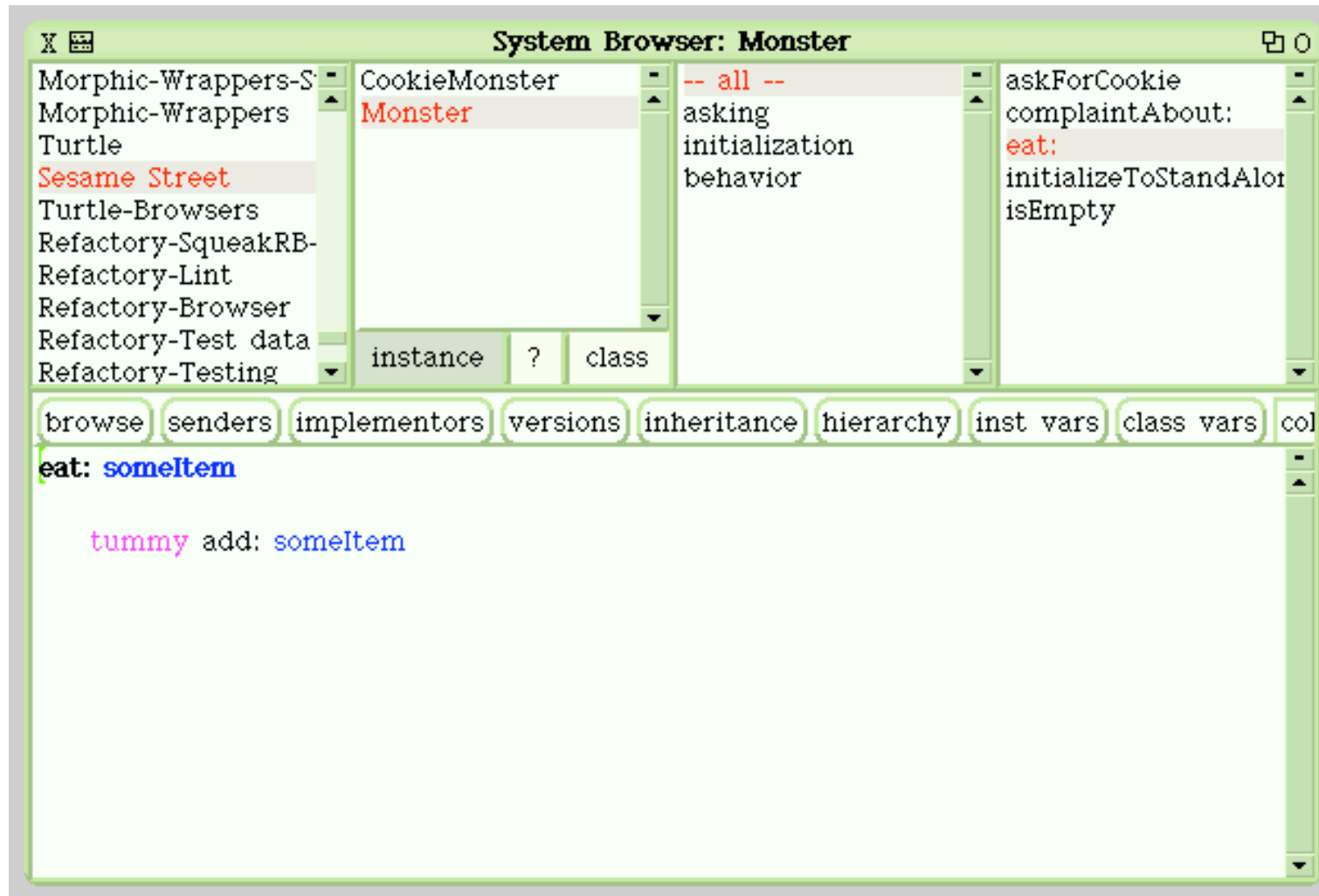
World Menu and Open Menu



Browsing a class

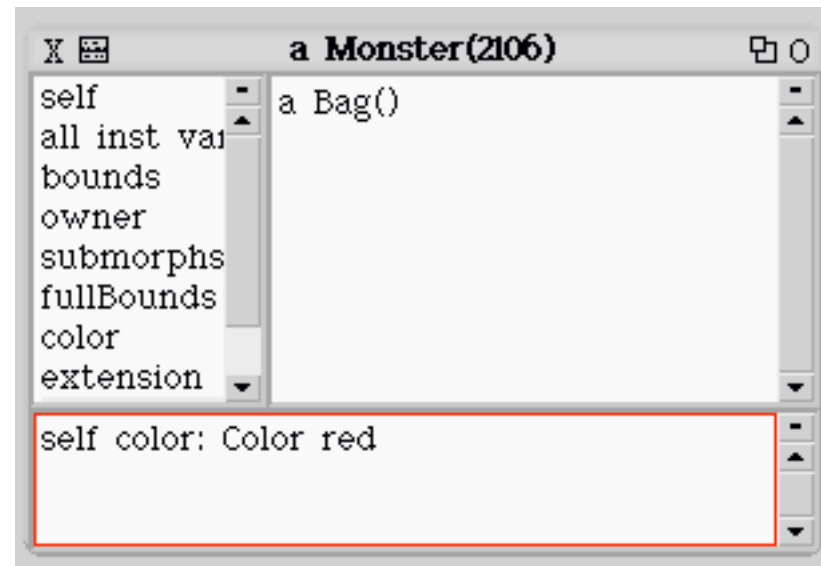


Browsing methods



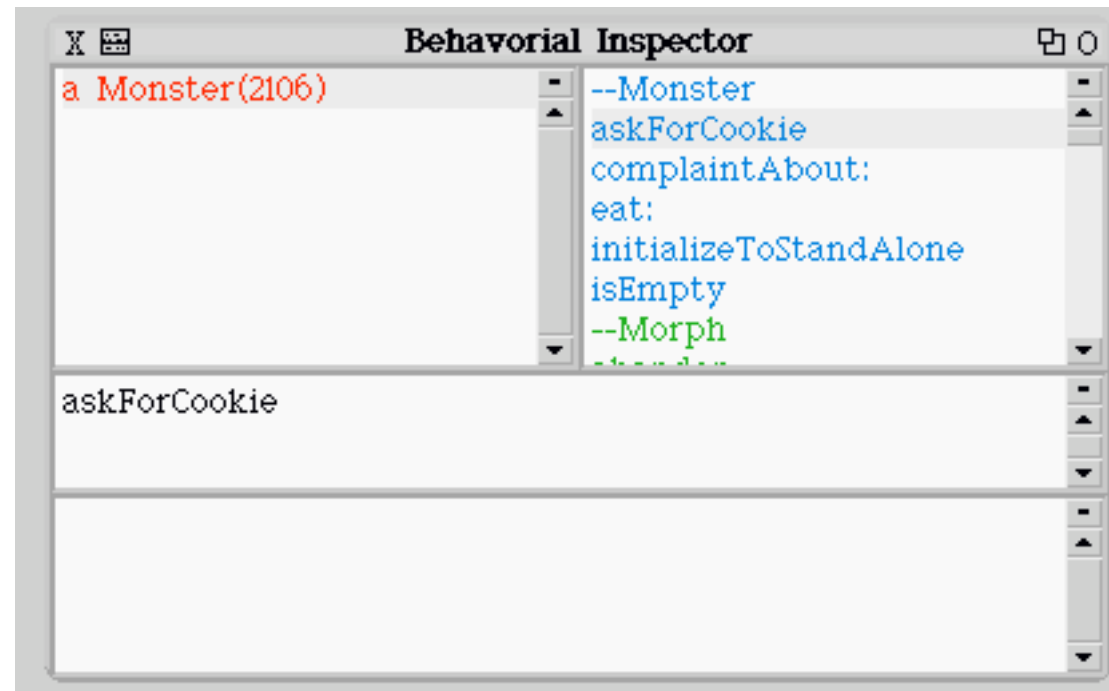
Inspector

- To look inside objects
- Violates encapsulation!!!
- `Monster new inspect`

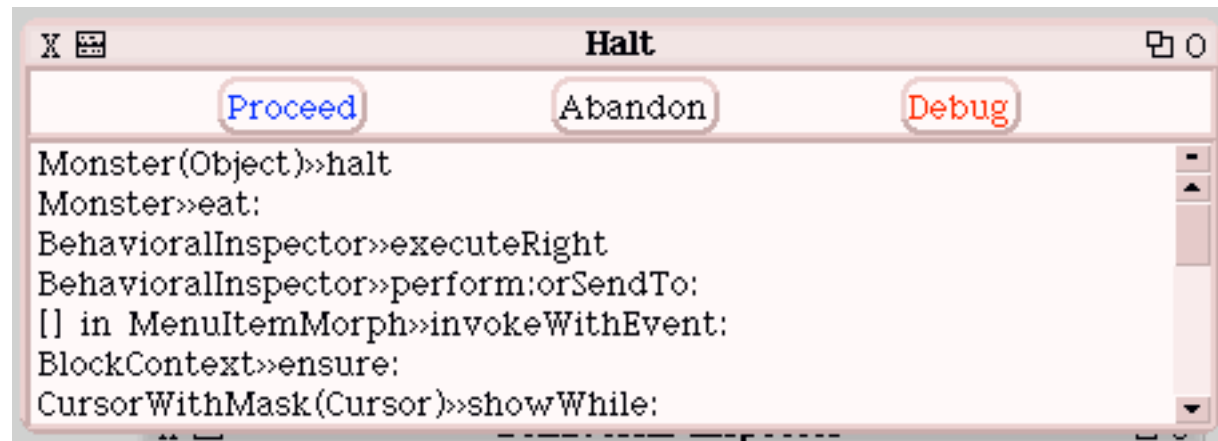


Behavioral Inspector

- Do not break encapsulation
- `myObject behavioralInspect`



Debugger?



Debugger !!!

The screenshot shows a debugger window titled "Halt". The stack trace is as follows:

```
Monster(Object)>>halt
Monster>eat:
BehavioralInspector>>executeRight
BehavioralInspector>>perform:orSendTo:
[] in MenuItemMorph>>invokeWithEvent:
BlockContext>>ensure:
CursorWithMask(Cursor)>>showWhile:
```

Below the stack trace is a control bar with buttons: Proceed, Restart, Send, Step, Through, Full Stack, Where, and Browse.

The main display area shows the current execution point:

```
eat: C
    tummy add: C
```

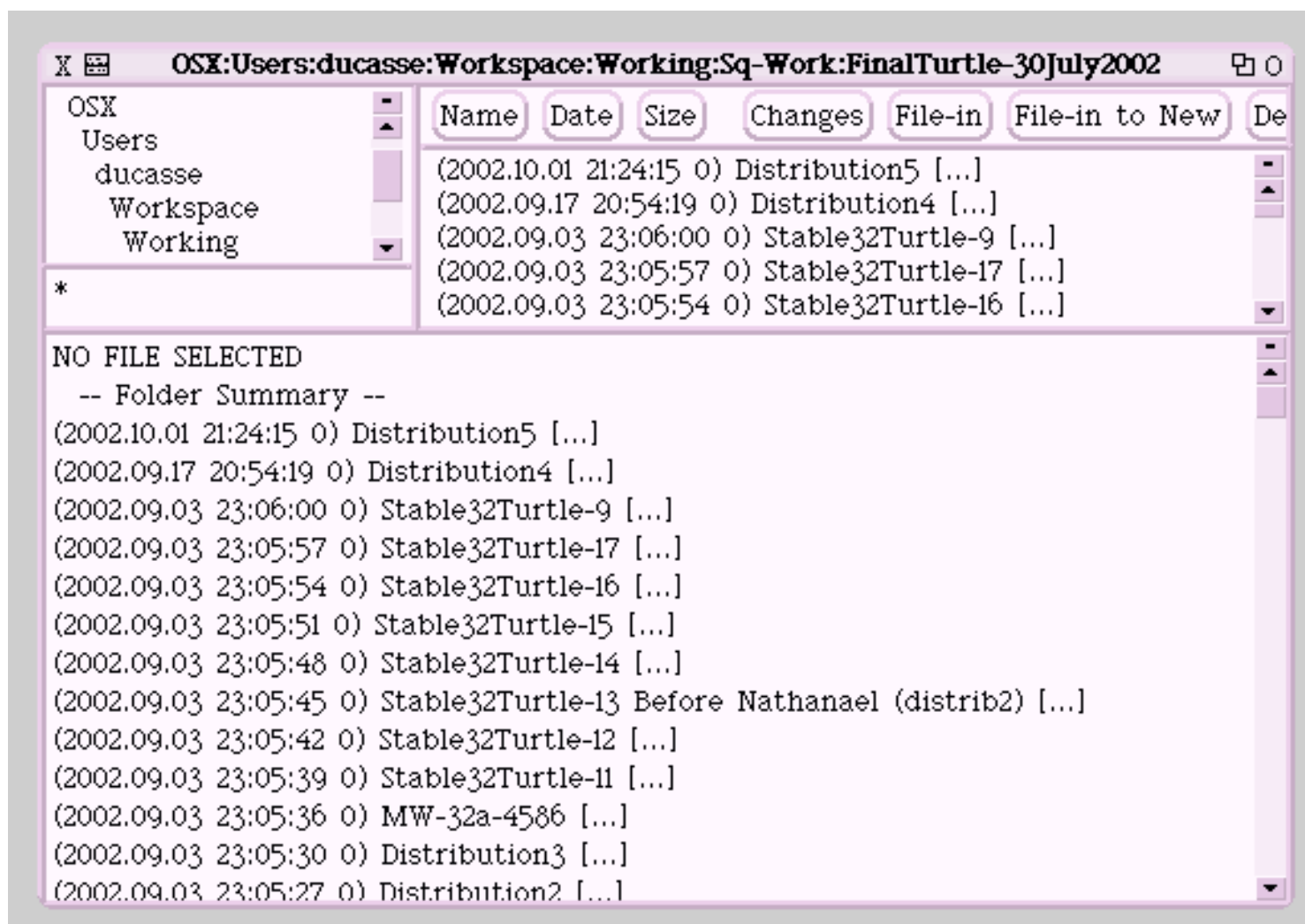
At the bottom, there are two variable inspectors. The left one shows the following variables:

- bounds
- owner
- submorphs
- fullBounds
- color
- extension
- tummy

The right inspector shows:

- thisContext
- all temp vars
- C

FileList



ChangeSorter: to sort your changes

The screenshot displays the ChangeSorter application. On the left is a 'Change Set' menu with various actions like 'make changes go to me (m)', 'new change set... (n)', 'find...(f)', 'show category... (s)', 'select change set...', 'rename change set (r)', 'file out (o)', 'mail to list', 'browse methods (b)', 'browse change set (B)', 'copy all to other side (c)', 'submerge into other side', 'subtract other side', 'add preamble (p)', 'add postscript...', 'category functions...', 'destroy change set (x)', and 'more...'. The main window, titled 'Changes go to "Sesame"', shows a hierarchical tree of change sets. The 'Sesame' change set is selected, and its contents are displayed in a list view. The 'askForCookie' change set is highlighted, showing its details in a text area. The details include a comment: '↑ FillInTheBlank request: 'Give me cookie!!! (please)''.

Change Set

- make changes go to me (m)
- new change set... (n)
- find...(f)
- show category... (s)
- select change set...
- rename change set (r)
- file out (o)
- mail to list
- browse methods (b)
- browse change set (B)
- copy all to other side (c)
- submerge into other side
- subtract other side
- add preamble (p)
- add postscript...
- category functions...
- destroy change set (x)
- more...

Changes go to "Sesame"

- MW-base
- 4917dupNavBar-sw
- Sesame**
- More About Sound
- Squeak in 3D
- Squeak and the Inte...
- CookieMonster
 - Monster**
- AniTurtle
 - Monitor
 - ExtendedTurtleBeha...
 - TurtleforMW
 - TurtleBrowsers
 - TurtleEnvironment
- AniTurtle
 - AniTurtle class
- askForCookie
- complaintAbout:
- eat:
- initializeToStandAlone
- isEmpty
- askForCookie
 - ↑ FillInTheBlank request: 'Give me cookie!!! (please)'

Message Names Finder

The screenshot shows a window titled "Message names containing 'match:'". At the top, there is a search input field containing "match:". Below the search field, a list of message names is displayed, with "match:" highlighted. To the right of the list, a detailed view of the selected message is shown, including "Parser match:", "PositionableStream match:", and "String match:". Below the list, there are several tabs: "browse", "senders", "implementors", "versions", "inheritance", "hierarchy", "inst vars", "class vars", and "col". The "browse" tab is selected, showing a list of message names and their corresponding match results.

```
Search match:
encodeMatch:distance:
findMatch:lastLength:lastMatch:chainLength:
howManyMatch:
match:
match:fields:
match:inContext:
reorderParametersToMatch:
scaleToMatch:
startingAt:match:startingAt:
sunitMatch:

Parser match:
PositionableStream match:
String match:

browse senders implementors versions inheritance hierarchy inst vars class vars col
'foo*baz' match: 'foo23bazo' false
'foo' match: 'Foo' true
'foo*baz*zort' match: 'foobazort' false
'foo*baz*zort' match: 'foobazzort' false
'*foo*zort' match: 'afoo3zortthenfoo3zort' true
'*foo*zort' match: 'afoodezortorfoo3zort' true
"
```

The image shows a screenshot of the Smalltalk IDE. A 'Selector Browser' window is open, displaying a list of selectors. The selector `'*b' match: 'ab' --> true` is highlighted. Below the browser, the definition of the `match: text` method is visible. The method's documentation states: "Answer whether text matches the pattern in this string. Matching ignores upper/lower case differences. Where this string contains #, text may contain any character. Where this string contains *, text may contain any sequence of characters." The method signature is `self startingAt: 1 match: text startingAt: 1`. Below the signature, the first line of the method body is `* match: 'zort' true`.

Methods in ChangeSets + Versions

The screenshot displays two windows from an IDE. The main window, titled "Methods in Change Set Sesame", lists several methods for the class "Monster":

- Monster askForCookie {asking}
- Monster complaintAbout: {asking}
- Monster eat: {behavior}
- Monster initializeToStandAlone {initialization}
- Monster isEmpty {behavior}

Below the list are navigation buttons: browse, senders, implementors, versions, inheritance, hierarchy, inst vars, class vars, col. The "eat: someItem" method is selected, and its code is visible in the editor below:

```
tummy add: someItem
```

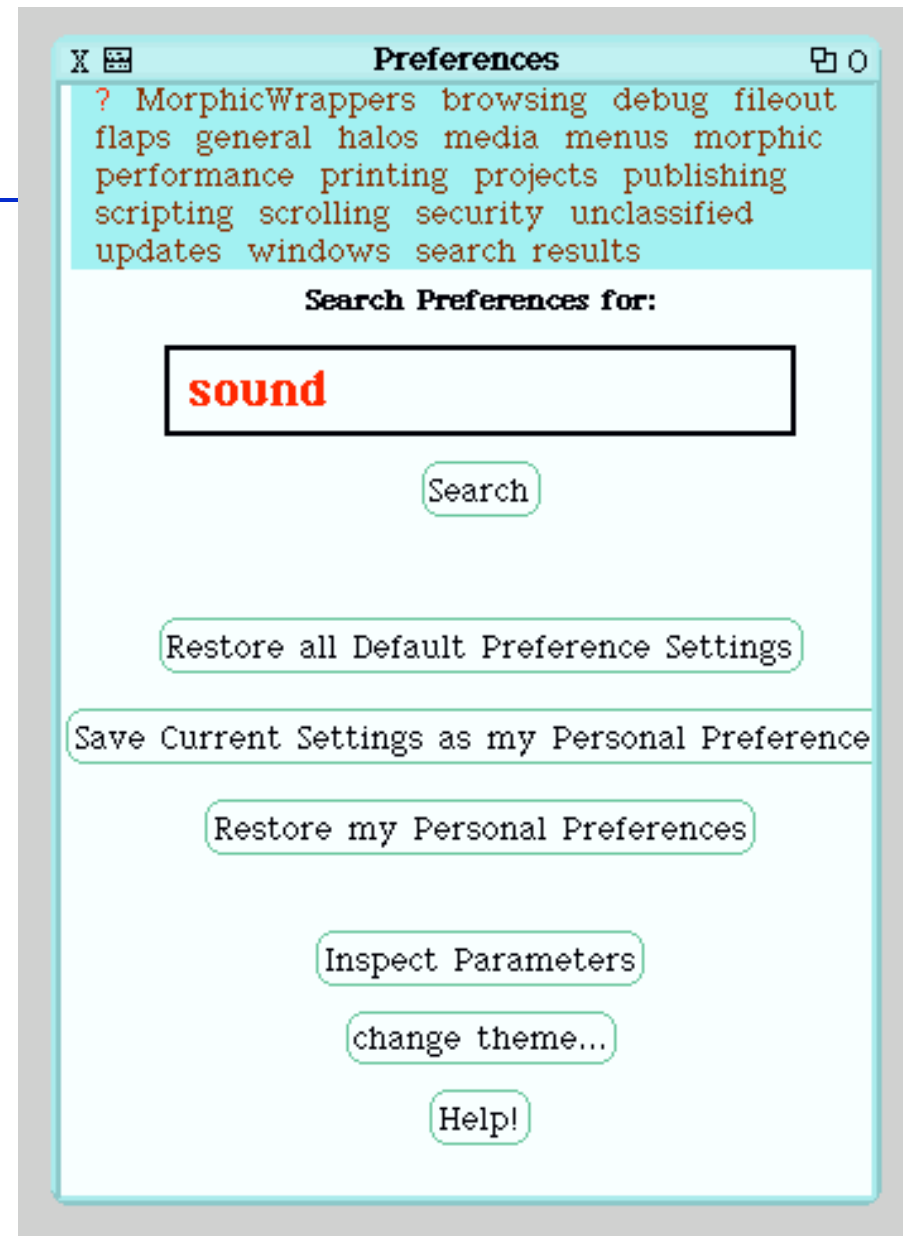
A secondary window, titled "Recent versions of eat:", shows a list of recent changes:

- sd 10/11/2002 21:55 Monster eat:
- sd 10/11/2002 21:31 Monster eat:

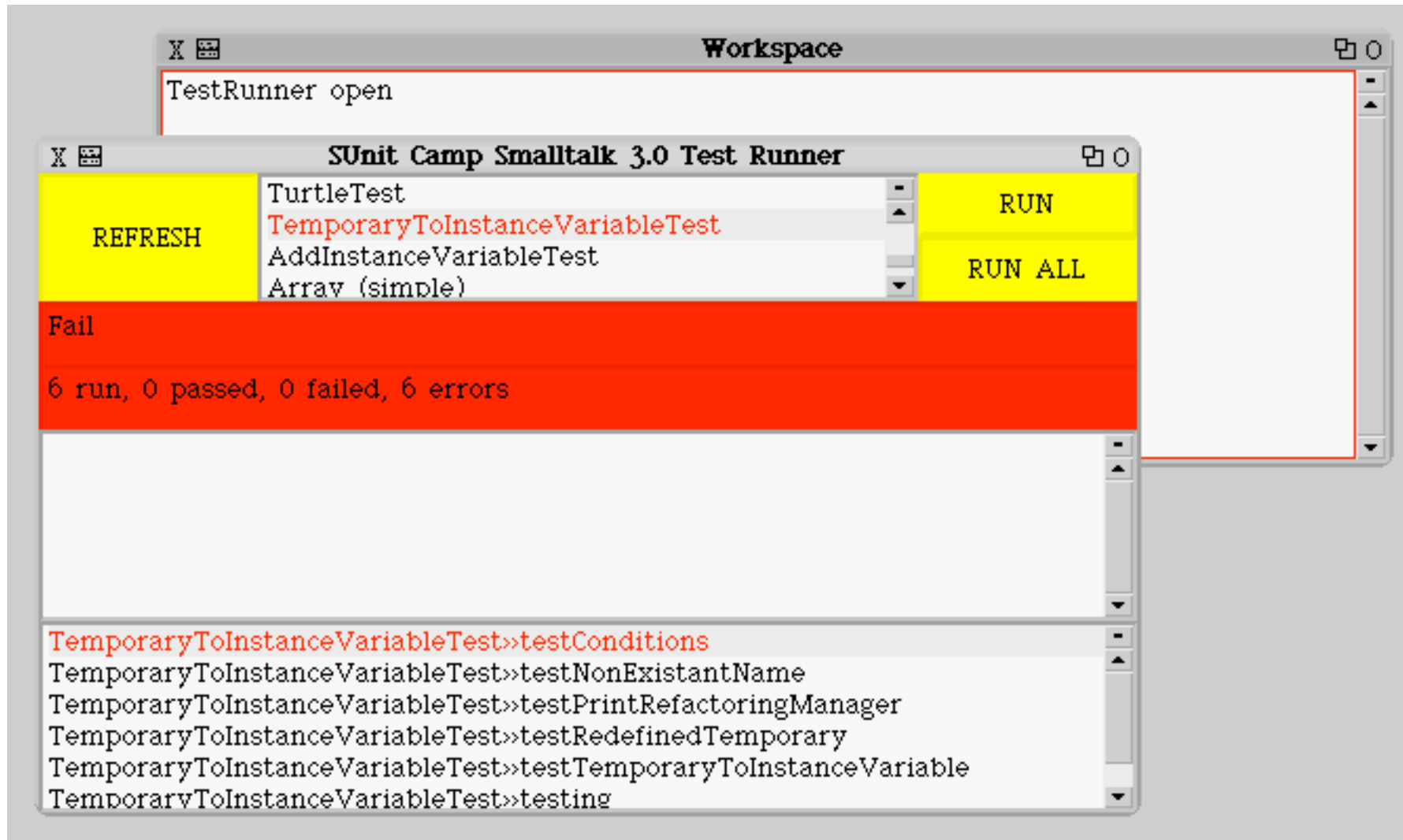
Below the list are buttons: compare to current, revert, remove from changes, help, diffs, F. The diff view shows the following changes:

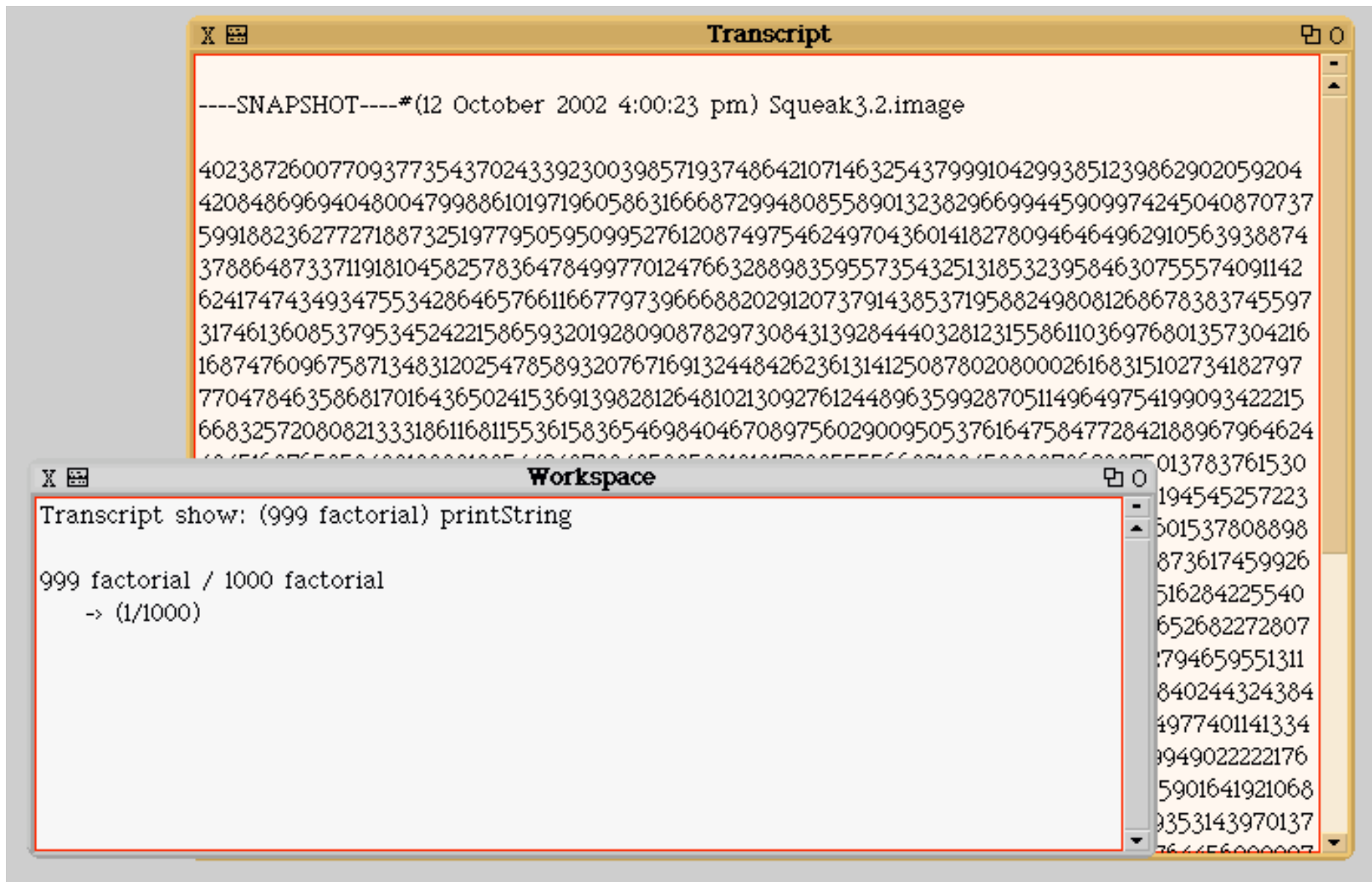
```
eat: someItem  
eat: someItem  
.  
tummy add: someItem
```

Preferences



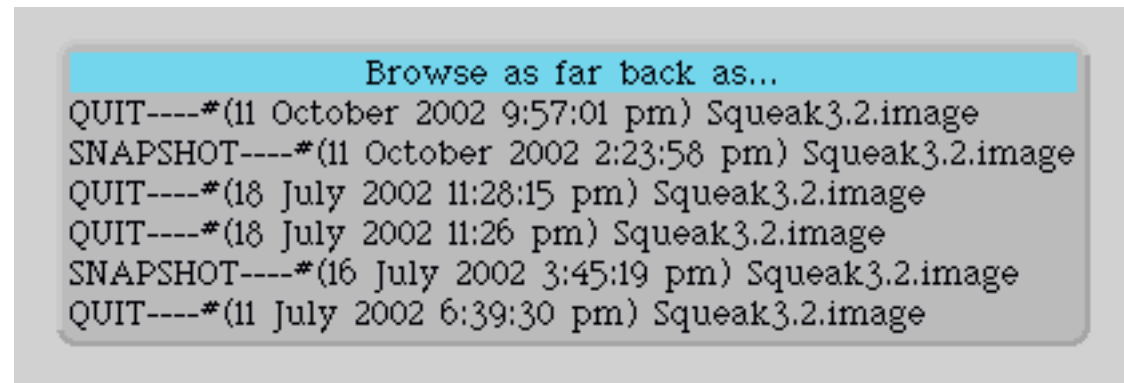
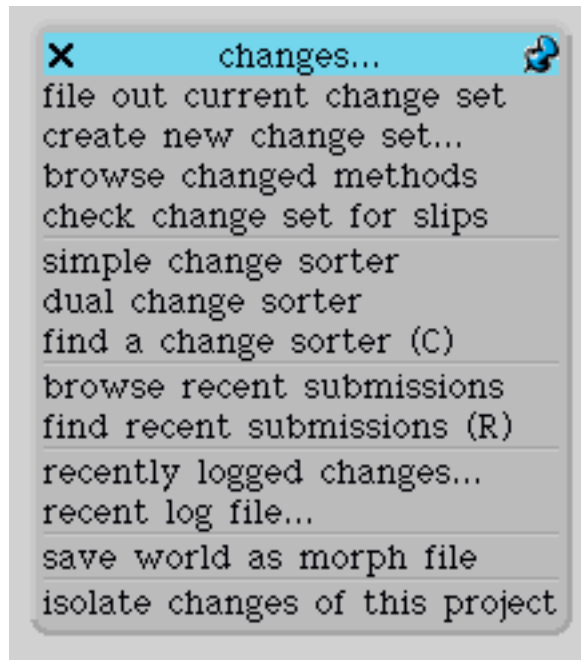
SUnit





Changes Menu...Recently logged files

- Everything you do is recorded



Change your Mind

- Everything you do is recorded !!
- So try and learn how to recover your code

- You are smart so
 - Experiment,
 - learn for you, browse,
 - be aggressive, *****all***** the code is there