

Table of contents

01 02 00P, what is it? Pharo intro

O3 O4
Immersive side What after this?



4 basic concepts

Apstraction

Hides complex implementation details, exposing only essentials

Encapsulation

Bundles data and methods into a class, restricting direct access

Polymorphism

Enables a single action to be performed in different ways

Inheritance

Allows a class to inherit properties and methods from another class, promoting code reuse Make a rock-paper-scissors game, conditionals are forbidden!

02 Pharo intro



Pharo

- Pure object language + IDE
- Inspired by SmallTalk
- Powerful and fun to program with
- Works on Mac OSX, Windows, Linux, Pi,
 Android

Pharo syntax: on a postcard



exampleWithNumber: x <syntaxOn: #postcard> "A ""complete"" Pharo syntax" y local variable true & false not & (nil isNil) ifFalse: [self perform: #add: with: x]. y := thisContext stack size + super size. byteArray := #[2 2r100 8r20 16rFF]. { -42 . #(\$a #a #'I''m' 'a' 1.0 1.23e2 3.14s2 1) } do: [:each | symbols var var := Transcript show: each class name; show: each printString]. ^ X < V

return instruction

PLACE STAMP HERE

https://www.pharo.org --

Full model

- Dynamically typed
- Everything is an instance of a class
- All methods are public
- All attributes are protected
- Single inheritance

Fully written in itself

03 Immersive

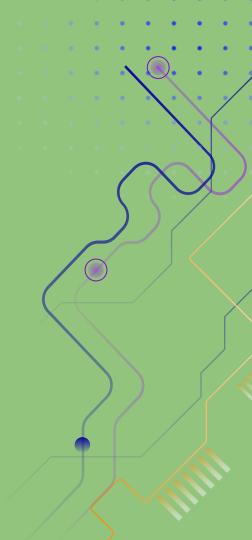


Why is it immersive?

- Not a blackbox
- Fully inspectable and reflective
- You can get immersed into the objects
- Fish tank metaphore

Video: link to video

04 What after?



Books



By Example

Basic concepts



Numerical methods

Data mining, clustering, analysis...



Deep Into Pharo

More complex concepts



<u>Testing</u>

Writing tests



Enterprise

Web applications, servers



Others

Other resources and courses



Pharo Mooc

First released



Advanced Mooc

Released few days ago



Discord

More than 1k participants



Thanks!

Do you have any questions?