

Objectives of the lecture

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Who Am I

- Expert in OOP and OOD
- Wrote several books
- One book written especially for this lecture and for you
- Love coding and nice design

Want to Empower You

- OO Programming
- OO Design
- Test driven development

But not only

- Talking, communicating with other developers
- Learn how to find your bugs.

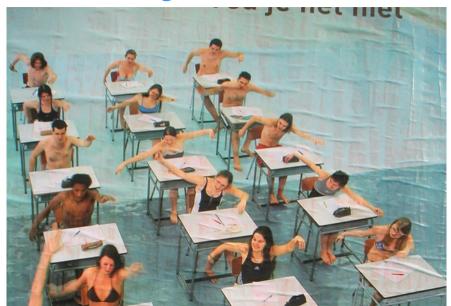
Process

- You do not have to stress if you do not get it the first time!
- Repetition, repetition and repetition

But you should

- Do the exercises
- Watch the videos
- Read the book (if you want)
- Help yourself on mailing-lists or Pharo Discord channel
 - Learn to ask
 - Be friendly

Reflexion on learning



Reflexion on learning

Give a man a fish and you feed him for a day; teach a man to fish and you feed him for a lifetime

- Making mistakes is learning
- Repeating the same mistakes is idiocy

Diving





Diving

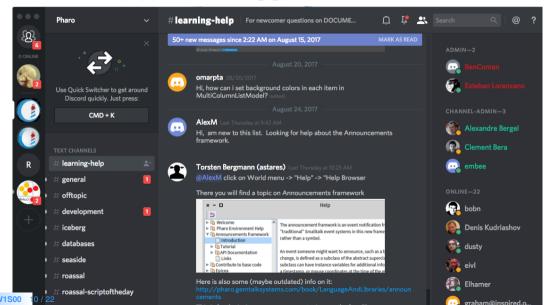
- You can go inside Pharo
- You can break Pharo
- You can read all the code: it is written with a syntax that fits in one postcard

How to interact with people?

Learn how to interact with other developers

- Do not get stuck
- Be nice
- Be polite
- Be precise
- Do your homework
- Help each others

Discord: http://discord.gg/Sj2rhxn



Core Objectives

- Objects / Classes
- Messages / Methods
- self/this and its semantics
- Inheritance
- super and its semantics
- Tests are your life ensurance

Objectives

- Class responsibility collaboration
- Delegation
- Message sends are choice (what would be the equivalent to not)
- Message sends are plans for reuse
- Polymorphism
- A Testing Framework
- Blocks and Iterators
- The "Don't ask, tell" Principle
- Some design patterns

Objectives

- Understanding OOP as a Design methodologies
- Understand key and essential concepts
- Being able to develop non trivial examples

Why Pharo?

- Smalltalk inspired
- Pure, minimal syntax (yes one postcard still you need to think)
- Fully interactive
- Full Mooc available
- Excellent to get immersed in ObjectLand

No Risk!

- N. Schaerli: master and PhD in Pharo: Google
- L. Renggli: bachelor, master, and PhD in Pharo: Google
- C. Bruni: bachelor, master, and PhD in Pharo: Google
- C. Bera: PhD in Pharo Vm (declined Google jobs and others)

Be good and relevant!

Side Effect

You will also learn

- Understand some requirements, design and implement object-oriented solutions
- Understand and create some basic UML Diagrams
- Use test-driven developments
- See some coding idioms and Design Patterns

Conceptual Schedule

- Week 1 Welcome and Introduction to Syntax
- Week 2 Syntax and Basic Libraries
- Week 3 Object Essential Concepts: Objects/Classes
- Week 4 Essence of OOP
- Week 5 Inheritance
- Week 6 Reuse
- Week 7 Advanced Techniques

Structure

Always several levels/parts:

- · Conceptual: Objects, classes....
- Pharo's application of the concepts: Syntax and libraries (tagged Pharo Mooc)
- Design heuristics (tagged From The Design Corner)
- Pharo's illustration of the design heuristics

Books and Resources

Books

- Learning OO Programming and Design with TDD in Pharo (https://github.com/SquareBracketAssociates/Learning00PWithPharo)
- Pharo by example (http://books.pharo.org)
- Smalltalk by Example (http://stephane.ducasse.free.fr)
- Smalltalk with Style (http://stephane.ducasse.free.fr)
- Best Smalltalk Practices Kent Beck
- An Introduction to Object-Oriented Programming, Timothy Budd, Addison-Wesley, 2004.

Mooc

- http://mooc.pharo.org
- New run of the Mooc on France Université Numérique https: //www.fun-mooc.fr/courses/course-v1:inria+41010+session02/about

Lecture Evaluation

Activity	Points (Min Max)
practicals activity	5 20
semester project	5 40
semester project bonus	0 individual
practicals total	19 60
written exam	16 40
total	50 100

First Exercise!

- Watch the original Karate Kid first movie
- Be geeky
- Think about the exercises...



A course by Stéphane Ducasse http://stephane.ducasse.free.fr

Reusing some parts of the Pharo Mooc by

Damien Cassou, Stéphane Ducasse, Luc Fabresse http://mooc.pharo.org

