

CSE 341: Programming Languages

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Lecture 19— Introduction to Smalltalk

Today

Why Smalltalk?

Some basics of smalltalk programs

- Syntax
- Messages
- Blocks
- Classes and Methods
- Dynamic Dispatch
- self and super

Section: The Squeak environment (projects, saving your work, etc.)

Smalltalk

- Pure object-oriented
- Class-based
- Dynamically typed

A good starting point for discussing what each of these means and what other languages look like.

The language has been quite stable since 1980.

Other points:

- A tiny language; easy to learn almost all of it
- A complete commitment to dynamic changes; little abstraction support