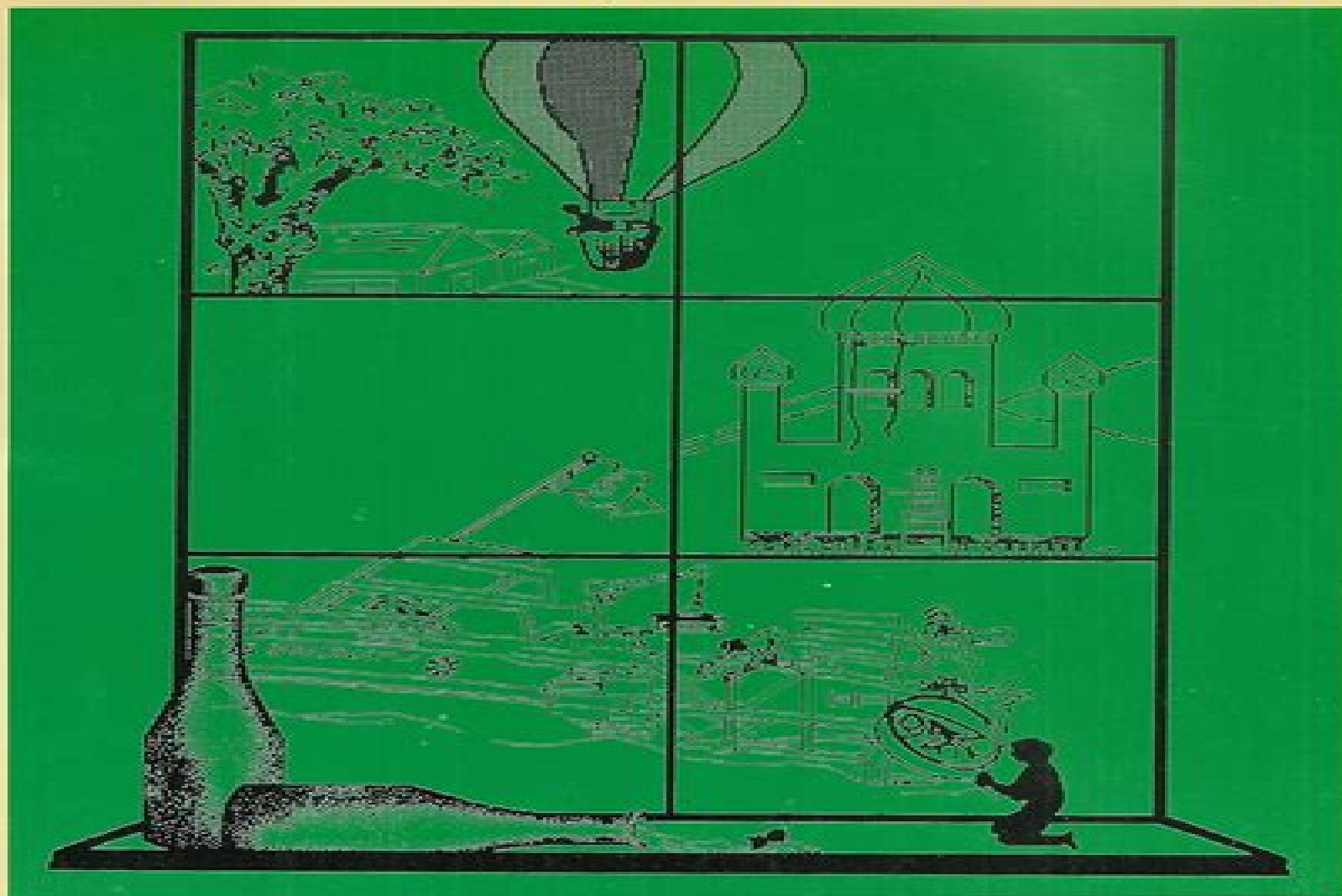


# SMALLTALK-80

BITS OF HISTORY, WORDS OF ADVICE



Glenn Krasner

# Smalltalk 80 Bits Of History Words Of Advice

**Chamond Liu**



## **Smalltalk 80 Bits Of History Words Of Advice:**

**Smalltalk-80** Glenn Krasner,1983 Focuses on Implementation of System Provides Documentation Covers General Software Engineering     **Smalltalk, Objects, and Design** Chamond Liu,2000 More than a guide to the Smalltalk language

**Efficient Polymorphic Calls** Karel Driesen,2012-12-06 The implementation of object oriented languages has been an active topic of research since the 1960s when the first Simula compiler was written The topic received renewed interest in the early 1980s with the growing popularity of object oriented programming languages such as c and Smalltalk and got another boost with the advent of Java Polymorphic calls are at the heart of object oriented languages and even the first implementation of Simula 67 contained their classic implementation via virtual function tables In fact virtual function tables predate even Simula for example Ivan Sutherland s Sketchpad drawing editor employed very similar structures in 1960 Similarly during the 1970s and 1980s the implementers of Smalltalk systems spent considerable efforts on implementing polymorphic calls for this dynamically typed language where virtual function tables could not be used Given this long history of research into the implementation of polymorphic calls and the relatively mature standing it achieved over time why one might ask should there be a new book in this field The answer is simple Both software and hardware have changed considerably in recent years to the point where many assumptions underlying the original work in this field are no longer true In particular virtual function tables are no longer sufficient to implement polymorphic calls even for statically typed languages for example Java s interface calls cannot be implemented this way Furthermore today s processors are deeply pipelined and can execute instructions out of order making it difficult to predict the execution time of even simple code sequences     The Design and Implementation of ConcurrentSmalltalk Yasuhiko Yokote,1990 This book focuses on object oriented concurrent computing which can be considered a model of concurrent programming and proposes a new programming language ConcurrentSmalltalk which is based on object oriented concurrent computing The book also shows the efficiency of object oriented concurrent computing through the design implementation and evaluation of ConcurrentSmalltalk ConcurrentSmalltalk is designed to be upwardly compatible with Smalltalk 80 In the book the ConcurrentSmalltalk object model is first proposed Next issues which arise from maintaining compatibility with Smalltalk 80 are discussed Finally the ConcurrentSmalltalk virtual machine which executes the ConcurrentSmalltalk programs is proposed

**ECOOP '87. European Conference on Object-Oriented Programming** Jean Bezivin,Jean-Marie Hullot,Pierre Cointe,Henry Lieberman,2007-03-06 In October 1983 an informal meeting was organized in Le Cap d Agde with the help of the BIGRE bulletin Sixty people turned out to hear more than ten presentations on object oriented programming More important was their unanimous demand for other more structured encounters So about one year later the Object group was created by AFCET A second workshop was organized in Brest and again one year later in Paris each time showing increased attendance and interest The success of these meetings and the fact that similar activities were taking place in

other European countries especially Great Britain and Germany led to the idea of an annual European Conference providing a forum for theorists and practitioners interested in the object oriented programming paradigm It is impossible to acknowledge here all the people and organizations that welcomed with great enthusiasm the birth of the ECOOP conference and contributed to its organization More than a hundred submissions were received and the program committee had the unpleasant task of turning down many valuable contributions We hope however that the selection of papers for ECOOP 87 emphasizes the fundamental issues and problems of object oriented programming and will point toward interesting future research directions

**Fiber Optics Illustrated Dictionary** J.K. Petersen, 2018-10-03 Within a few short years fiber optics has skyrocketed from an interesting laboratory experiment to a billion dollar industry But with such meteoric growth and recent exciting advances even references published less than five years ago are already out of date The Fiber Optics Illustrated Dictionary fills a gap in the literature by providing instructors hobbyists and top level engineers with an accessible current reference From the author of the best selling Telecommunications Illustrated Dictionary this comprehensive reference includes fundamental physics basic technical information for fiber splicing installation maintenance and repair and follow up information for communications and other professionals using fiber optic components Well balanced well researched and extensively cross referenced it also includes hundreds of photographs charts and diagrams that clarify the more complex ideas and put simpler ideas into their applications context Fiber optics is a vibrant field not just in terms of its growth and increasing sophistication but also in terms of the people places and details that make up this challenging and rewarding industry In addition to furnishing an authoritative up to date resource for relevant industry definitions this dictionary introduces many exciting recent applications as well as hinting at emerging future technologies

**Engineering a Compiler** Keith D. Cooper, Linda Torczon, 2011-01-18 This entirely revised second edition of Engineering a Compiler is full of technical updates and new material covering the latest developments in compiler technology In this comprehensive text you will learn important techniques for constructing a modern compiler Leading educators and researchers Keith Cooper and Linda Torczon combine basic principles with pragmatic insights from their experience building state of the art compilers They will help you fully understand important techniques such as compilation of imperative and object oriented languages construction of static single assignment forms instruction scheduling and graph coloring register allocation In depth treatment of algorithms and techniques used in the front end of a modern compiler Focus on code optimization and code generation the primary areas of recent research and development Improvements in presentation including conceptual overviews for each chapter summaries and review questions for sections and prominent placement of definitions for new terms Examples drawn from several different programming languages

**Beautiful Architecture** Diomidis Spinellis, Georgios Gousios, 2009-01-15 What are the ingredients of robust elegant flexible and maintainable software architecture Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of

today's leading software designers and architects. In each essay contributors present a notable software architecture and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project including decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book you'll discover how Facebook's architecture is the basis for a data-centric application ecosystem. The effect of Xen's well-designed architecture on the way operating systems evolve. How community processes within the KDE project help software architectures evolve from rough sketches to beautiful systems. How creeping featurism has helped GNU Emacs gain unanticipated functionality. The magic behind the Jikes RVM self-optimizable self-hosting runtime. Design choices and building blocks that made Tandem the choice platform in high-availability environments for over two decades. Differences and similarities between object-oriented and functional architectural views. How architectures can affect the software's evolution and the developers' engagement. Go behind the scenes to learn what it takes to design elegant software architecture and how it can shape the way you approach your own projects with Beautiful Architecture.

**Watch what I Do** Allen Cypher, Daniel Conrad Halbert, 1993. Programming by Demonstration is a method that allows end users to create, customize, and extend programs by demonstrating what the program should do.

**A VLSI Architecture for Concurrent Data Structures** J. W. Dally, 2012-12-06. Concurrent data structures simplify the development of concurrent programs by encapsulating commonly used mechanisms for synchronization and communication into data structures. This thesis develops a notation for describing concurrent data structures, presents examples of concurrent data structures, and describes an architecture to support concurrent data structures. Concurrent Smalltalk (CST), a derivative of Smalltalk 80 with extensions for concurrency, is developed to describe concurrent data structures. CST allows the programmer to specify objects that are distributed over the nodes of a concurrent computer. These distributed objects have many constituent objects and thus can process many messages simultaneously. They are the foundation upon which concurrent data structures are built. The balanced cube is a concurrent data structure for ordered sets. The set is distributed by a balanced recursive partition that maps to the subcubes of a binary hypercube using a Gray code. A search algorithm, VW search, based on the distance properties of the Gray code, searches a balanced cube in  $O(\log N)$  time. Because it does not have the root bottleneck that limits all tree-based data structures to  $O(1)$  concurrency, the balanced cube achieves  $O(N)$  concurrency. Considering graphs as concurrent data structures, graph algorithms are presented for the shortest path problem, the max flow problem, and graph partitioning. These algorithms introduce new synchronization techniques to achieve better performance than existing algorithms.

**Formal Description of Programming Concepts** Erich Neuhold, Manfred Paul, 1991-10-04. In software engineering, there is a growing need for formalization as a basis for developing powerful computer-assisted methods. This volume contains seven extensive lectures prepared for a series of IFIP seminars on the Formal Description of Programming Concepts. The authors are experts in their

fields and have contributed substantially to the state of the art in numerous publications The lectures cover a wide range in the theoretical foundations of programming and give an up to date account of the semantic models and the related tools which have been developed in order to allow a rigorous discussion of the problems met in the construction of correct programs In particular methods for the specification and transformation of programs are considered in detail One lecture is devoted to the formalization of concurrency and distributed systems and reflects their great importance in programming Further topics are the verification of programs and the use of sophisticated type systems in programming This compendium on the theoretical foundations of programming is also suitable as a textbook for special seminars on different aspects of this broad subject

**Data Flow Type Inferencing in Smalltalk Detection of Generic Classes** Robert Glassner Field,1987

**ECOOP '95 - Object-Oriented Programming** Walter Olthoff,2003-05-16 For the ninth time now the European Conference on Object Oriented Programming provides a mid summer gathering place for researchers practitioners students and newcomers in the field of object technology Despite fierce competition from an increasing number of attractive conferences on object related topics ECOOP has successfully positioned itself as the premier European object technology conference One reason is without doubt the composition of the conference week and the nature of its events Running in parallel on the first two days a comprehensive tutorial program and a very selective workshop program are offered to attendees This is followed by a three day technical program organized in a single track providing a highly communicative atmosphere of scientific exchange and learning Overlapping with these events are a two day industrial exhibition and a two day opportunity for non industrial system developers to demonstrate their software Thus ECOOP is not just a conference on programming but an event touching on the full spectrum of object technology This volume constitutes the proceedings of the Ninth European Conference on Object Oriented Programming ECOOP held in Aarhus Denmark August 7 11 1995 Previous ECOOP conferences were held in Paris France Oslo Norway Nottingham England Ottawa Canada jointly with OOPSLA Geneva Switzerland Utrecht the Netherlands Kaiserslautern Germany and Bologna Italy Object technology continues to increase its impact on the corporate world

*ECOOP 2010 -- Object-Oriented Programming* Theo D'Hondt,2010-06-29 Annotation This book constitutes the refereed proceedings of the 24th European Conference on Object Oriented Programming ECOOP 2010 held in Maribor Slovenia in June 2010 The 24 revised full papers presented together with one extended abstract were carefully reviewed and selected from a total of 108 submissions The papers cover topics such as programming environments and tools theoretical foundations of programming languages formal methods concurrency models in Java empirical methods type systems language design and implementation concurrency abstractions and experiences

*Through the Interface* Susanne Bodker,2021-12-16 In providing a theoretical framework for understanding human computer interaction as well as design of user interfaces this book combines elements of anthropology psychology cognitive science software engineering and computer science The framework examines the everyday work practices of users when analyzing and designing

computer applications The text advocates the unique theory that computer application design is fundamentally a collective activity in which the various practices of the participants meet in a process of mutual learning

**On Object-Oriented Database Systems** Klaus R. Dittrich, Umeshwar Dayal, Alejandro P. Buchmann, 2012-12-06 Object oriented database systems have been approached with mainly two major intentions in mind namely to better support new application areas including CAD CAM office automation knowledge engineering and to overcome the impedance mismatch between data models and programming languages This volume gives a comprehensive overview of developments in this flourishing area of current database research Data model and language aspects interface and database design issues architectural and implementation questions are covered Although based on a series of workshops the contents of this book has been carefully edited to reflect the current state of international research in object oriented database design and implementation *Journal of Object-oriented Programming*, 1994

*Readings in Object-Oriented Database Systems* Stanley B. Zdonik, David Maier, 1990 This comprehensive collection is a survey of research in object oriented databases offering a substantive overview of the field section introductions and over 40 research papers presented in their original scope and detail The balanced selection of articles presents a confluence of ideas from both the language and database research communities that have contributed to the object oriented paradigm The editors develop a general definition and model for object oriented databases and relate significant research efforts to this framework Further the collection explores the fundamental notions behind object oriented databases semantic data models implementation of object oriented systems transaction processing interfaces and related approaches Research and theory are balanced by applications to CAD systems programming environments and office information systems

*Graph-Theoretic Concepts in Computer Science* Gottfried Tinhofer, Gunther Schmidt, 1987 Graph theoretic concepts are developed by computer scientists in order to model algorithms nets rewriting systems distributed systems parallelism geometric and layout concepts Their complexity is studied under various randomness assumptions This volume contains contributions to the twelfth of a series of annual workshops designed to bring together researchers using graph theoretic methods Its purpose is to broadcast emerging new developments from and to a diversity of application fields The topics covered include Graph Grammars Graph Manipulation Nets Complexity Issues Algorithmic and Network Considerations Outerplanar Graphs Graph Isomorphism Parallelism and Distributed Systems Graphs and Geometry Randomness Considerations Applications in Chemistry Specific Algorithms N

*Handbook of Object Technology* Saba Zamir, 1998-12-18 The object oriented paradigm has become one of the dominant forces in the computing world According to a recent survey by the year 2000 more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field outlining emerging technologies latest advances current trends new specifications and ongoing research The handbook divides into 13 sections each containing chapters related to that

specific discipline Up to date non abstract information provides the reader with practical useful knowledge directly applicable to the understanding and improvement of the reader s job or the area of interest related to this technology Handbook of Object Technology discusses the processes notation and tools for classical OO methodologies as well as information on future methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis design tools client server application development environments



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