ESUG – European Smalltalk User Community

14th International Smalltalk Conference 2006

Prague, Czech Republic, 4th to 8th of September 2006

This is the printable version of the Conference Program published on http://www.esug.org as at August 23th, 2006.
Some of the scheduled talks and actions may not yet be described, please check for updated informations regularly.

Content

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Schedule Table

	Sat.	Sun.	Mon.	Tue.	Wed.	Thu.	Fri.
08:30			Registration				
09:00				Cryptography	Scaling a Smalltalk Web Application Server	Integration of Smalltalk Systems	Gemstone 64
09:15							
09:30			Welcome				
09:45				M. Kobetic	J. Robertson	G. Heeg	N. Green
10:00	Camp	Camp		Coffee			
10:15			Coding Dojo				
10:30				Fast Track	Mondrian	Erlang	Rethink Smalltalk
10:45							
11:00					T.Girba		M. van Echelt
11:15			J. Pelrine		Squeak News		Packaging freeware and shareware applications in VisualWorks
11:30			Dynamic State			J. Armstrong	
11:45			A. Wullschleger		M. Denker, S. Ducasse	Abstract Notification	R. Vens
12:00						A. Wullschleger	
12:15				Lunch			
12:30							
13:00			Research				
13:15							
13:30			7 presentations	Mastering Seaside	UbiquiTalk	Web 2.0 for Seaside	
13:45							
14:00				L. Renggli	N. Bouraqadi	L. Renggli	
14:15				Sophie and Plopp		Spyware-ridden software development	
14:30							
14:45				M. Rueger		R. Robbes	
15:00			Coffee			Coffee	
15:15					Social Event		
15:30				Coordinated Testing		Scrum+XP in Practice	
15:45							
16:00		Registration		Härle		R. Bunning	
16:15				Code Optimization		Testing for Real	
16:30							
16:45				A. van Os		N. Ross	
17:00				Coding Dojo		Coding Dojo	
17:15							

Talks and demos listed by date

Monday Sep 4, 2006

10:15-11:30	Coding Dojo	Joseph Pelrine	jpelrine at metaprog.com
11:30-12:00	Dynamic State: a dynamically defined state model not based on the State Pattern	Alfred Wullschleger	alfred.wullschleger at snb.ch
13:00-17:30	Research Track: 7 Presentations		

Tuesday Sep 5, 2006

09:00-10:00	Cryptography	Martin Kobetic	mkobetic at cincom.com
10:30-12:00	Fast Track		
13:30-14:15	Mastering Seaside	Lukas Renggli	renggli at iam.unibe.ch
14:15-15:00	Sophie and Plopp	Mike Rueger	m.rueger at acm.org
15:30-16:15	Coordinated Testing	Carsten Härle	carsten.haerle at straightec.de
16:15-17:00	Code Optimization	Adriaan van Os	adriaan at soops.nl
17:00-17:45	Coding Dojo	Joseph Pelrine	jpelrine at metaprog.com

Wednesday Sep 6, 2006

09:00-10:00	Scaling a Smalltalk Web Application Server	James Robertson	jarober at gmail.com
10:30-11:15	Mondrian	Tudor Girba	girba at iam.unibe.ch
11:15-12:00	Squeak News	Marcus Denker, Stéphane Ducasse	denker at iam.unibe.ch, sduca at univ-savoie.fr
13:30-14:15	UbiquiTalk	Noury Bouraqadi	bouraqadi at ensm-douai.fr

Thursday, Sep 7, 2006

09:00-10:00	Integration of Smalltalk Systems	Georg Heeg	georg at heeg.de
10:30-11:45	Erlang	Joe Armstrong	joe.armstrong at ericsson.com
11:45-12:15	Abstract Notification	Alfred Wullschleger	alfred.wullschleger at snb.ch
13:30-14:15	Web 2.0 for Seaside	Lukas Renggli	renggli at iam.unibe.ch
14:15-15:00	Spyware-ridden software development	Romain Robbes	romain.robbes at lu.unisi.ch
15:30-16:15	Scrum and XP in Practice	Rowan Bunning	Rowan.Bunning at softwarewithstyle.com
16:15-17:00	Testing for Real	Niall Ross	nfr at bigwig.net
17:00-17:45	Coding Dojo	Joseph Pelrine	jpelrine at metaprog.com

Friday, Sep 8, 2006

09:00-10:00	Gemstone 64	Norm Green	norm.green at gemstone.com
10:30-11:15	Rethink Smalltalk	Mathieu van Echtelt	mathieu at cosmocows.com
11:15-12:00	Packaging freeware and shareware applications in VisualWorks	Rob Vens	rob.vens at gmail.com

Camp Smalltalk 11

The associated Camp Smalltalk 11 will run on Saturday, September 2nd and Sunday, September 3rd, then in parallel with the conference. If you want to participate, visit:
http://wiki.cs.uiuc.edu/CampSmalltalk/CS11

Research Track

The following presentations will be held on Monday, 4th of September

Aspects, Contexts and Reflection		
13:00	**Application-Specific Models and Pointcuts using a Logic Meta Language**	Johan Brichau, Andy Kellens, Kris Gybels, Kim Mens, Robert Hirschfeld, Theo D'Hondt
13:30	**An Object-Oriented Approach for Context-Aware Applications**	Andrés Fortier, Nicolás Cañibano, Julián Grigera, Gustavo Rossi, Silvia Gordillo
14:30	**Unanticipated Partial Behavioral Reflection**	David Rothlisberger, Marcus Denker, Eric Tanter
Languages		
15:30	**Stateful Traits**	Alexandre Bergel, Stéphane Ducasse, Oscar Nierstrasz, Roel Wuyts
16:00	**SCL: a Simple, Uniform and Operational Language for Component-Oriented Programming in Smalltalk**	Luc Fabresse, Cristophe Dony, Marianne Huchard
Tools		
16:30	**Let's Modularize the Data Model Specifications of the ObjectLens in VisualWorks Smalltalk**	Michael Prasse
17:00	**Meta-driven Browsers**	Alexandre Bergel, Stephane Ducasse, Colin Putney, Roel Wuyts

Abstracts

The Abstracts are listed in chronological order

Coding Dojo

by **Joseph Pelrine**
jpelrine at metaprog.com

See http://wiki.agilefinland.com/?CodingDojo

Dynamic State: a dynamically defined state model not based on the State Pattern

by **Alfred Wullschleger**
alfred.wullschleger at snb.ch

Abstract:
We needed a state model which can be dynamically defined by users and used in many different coexisting configurations. This can not be achieved by using the state pattern. We are using the abstract mechanisms of Smalltalk (event model and message sends) to implement an easily configurable state component for use in a Gemstone Database.

Bio:
Working for the last 14 years in Smalltalk, the author has implemented some large Smalltalk Systems in commercial environments (Public Management and Banking) using small amounts of developers.

Cryptography for Smalltalkers 2

by **Martin Kobetic**
mkobetic at cincom.com

Abstract: This presentation is an introduction into public key cryptography (RSA, DSA, DH). It will discuss various applications of these algorithms (digital signatures, key establishment, etc) and other practical aspects of their use. It will be a somewhat revised version of the same talk given at Smalltalk Solutions 2006. It will continue in the spirit of an earlier talk about secret key ciphers presented at Smalltalk Solutions and ESUG 2004. The talk will include live demonstrations using the VisualWorks security library.

Bio: Martin is a member of Cincom Smalltalk development team working primarily on various networking frameworks and the security library in VisualWorks. He presented at Smalltalk Solutions several times on various topics including cryptography. He also presented at ESUG 2004.

Fast Track

This track is your track. You will have 12 min to present an idea and get feedback. You will have to register to get a time slot and show us something.

Sophie and Plopp

by **Mike Rueger**
m.rueger at acm.org

Plopp is a 3D drawing tool for children based on Teddy. It is a packaged application currently on sale in German speaking countries. We will show the functionality, some of the design principles and what it meant to build a CDROM application in Squeak

Sophie is an open source (MIT licensed) multi-media authoring tool. It includes both DTP features and timeline based events and animation. We will demo the application and talk about the design principles that went into Sophie. A major part of the work on Sophie was to make it a real application, meaning better platform integration, high quality font rendering, printing, skinning etc.

Coordinated Testing

by **Carsten Härle**
carsten.haerle at straightec.de

Abstract: Testing and the idea of doing every continuously is one of the important principals of XP. With an increasing number of people and test cases in a project, the task to coordinate the execution and the repair of failing test cases is challenging and time consuming.
The presentation demonstrates a test server which continuously coordinates the execution of all available test cases and distributes the results in real time to the developers.
Developers may dynamically register with a running test server and see the current state of all test cases including their results, the currently running tests and the tests cases currently under repair by individual developers. They can either submit results of manual test case executions to the server, or switch to a fully automated mode, in which the client automatically loads the most recent code for a development line, executes a collection of test cases assigned from the test server and submits the result back to the server.
To support the coordination of a team of developers to repair failing test cases, a developer may mark a test suite as locked to prevent other developers to work on it and also other clients from executing this suite automatically.
As a result the test server provides a highly paralized test case execution environment and a self service tool for developers to coordinate the repair of test cases.

Bio: Carsten Härle is a senior consultant and software architect for object oriented software systems and is working with Smalltalk and object technology since about 20 years. He is the founder of a consulting company straightec (straightec.de) which is also the producer of a Microsoft-certifed, volume channel product called "beno" written entirely in Smalltalk (www.straightec.de/beno).
Carsten Härle has given several talks at ESUG and STJA/Net.ObjectDays and local Smalltalk users groups.

Code Optimization

by **Adriaan van Os**
adriaan at soops.nl

Abstract: For Smalltalkers, optimization is a dirty word. Clear and clean code is considered to be much more important. While I totally agree that clear and clean code should be your first concern, in the real world speed might be an issue too.
There will be a day that a customer comes to you and says: 'The program works great. I didn't run into any bugs. But it is just a bit too slow. Even on the latest hardware.'
This might happen if the number of operations required or the amount of data involved is just too large to meet your customers expectations. This presentation will give some hints and examples on how to write faster code. Advanced knowledge of Smalltalk is not required. Both novice and more experienced

users can benefit from this presentation. The presentation is dialect independent, but due to the background of the presenter there will be a slight emphasis on VisualWorks and GemStone.

Bio: Adriaan van Os has been working with Smalltalk at Soops since 1995.
He is the main architect of a modeling framework with data warehouse and workflow capabilities. This system has been presented at ESUG 2004, Smalltalk Solutions 2005 and ESUG 2005. Recently Adriaan implemented power exchange price determination algorithms, which have a strong demand for speed.

Mondrian

by **Tudor Girba**
girba at iam.unibe.ch

Mondrian is a novel information visualization engine that lets the visualization be specified via a script. As it is built in Visual Works Smalltalk, the script language is the Smalltalk language. It is based on a graph model and works directly with the objects to be represented.

See http://smallwiki.unibe.ch/mondrian
and http://smallwiki.unibe.ch/mondrian/mondrianfaq

Squeak News

by **Marcus Denker** denker at iam.unibe.ch
and **Stéphane Ducasse** sduca at univ-savoie.fr

Abstract: This talk will present the latest new from the Squeak Project. Lots of things happened in the Squeak community over the last year, e.g. the Squeak community has released version 3.9 in Summer 2006 and the Squeak Foundation was formed.

This talk will give an overview of new features added to 3.9 and give a general overview of what's happing with Squeak.

Bios: Stephane Ducasse and Marcus Denker have been the maintainers of the 3.9 release and are board members of the SqueakFoundation.

UbiquiTalk – UBIQUItous computing in smallTALK

by **Noury Bouraqadi** and **Michaël Piel** – Ecole des Mines de Douai, France
bouraqadi at ensm-douai.fr

Abstract: UbiquiTalk is an open P2P platform that supports automatic peer discovery without requiring any infrastructure. Hence, UbiquiTalk can be used either within a network infrastructure or an adhoc network (e.g. Wifi).

Each UbiquiTalk peer, named "host", can act either as a service provider or as a client or both. Users are provided an administration graphical interface to customize their respective hosts, and choose to export or import some services or none. The client part of UbiquiTalk GUI allows user to watch host detection and disparition. Moreover, it allows users to use some service provided by a particular host. Currently, we have two GUIs one for PDAs and the other for laptops and desktop computers.

UbiquiTalk has been implemented on top of Squeak. It relies on rST (Remote Smalltalk) for remote message sending. Regarding host discovery, We used IP Group Multicast. Therefore, UbiquiTalk

can be used through the Internet.

UbiquiTalk is freely available for download on: http://csl.ensm-douai.fr/UbiquiTalk

Bios:

- Dr. Noury Bouraqadi joined on 2001 the Ecole des Mines of Douai (France), where he founded the Computer Science Lab (CSL). Since 1995, he has been envolved in different industrial and academic projects, using different programming languages including Smatalk and Java. His research aims at easing development of complex software. For this purpose, Dr. Bouraqadi has been working on reflection, aspect-oriented programming and software components in the context of ubiquitous computing.
- Michaël Piel holds a Master degree from the University of Caen. Since 2003, he has been using Smalltalk in different projects related to artificial intelligence and distributed computing. In 2005, he joined the Computer Science Lab (CSL) of the Ecole des Mines de Douai where he has been involved in the UbiquiTalk project.

Integration of Smalltalk Systems – E.g. ObjectStudio inside VisualWorks

by **Georg Heeg**
georg at heeg.de

Abstract: In Smalltalk programming is modelling and thus every theory can be modelled well. This implies that every computer technology can be modelled well. This implies that every other Smalltalk system can be modelled well.
This was the starting idea to integrate ObjectStudio in VisualWorks. Both ObjectStudio and VisualWorks are Smalltalk system. Both are owned by the same company Cincom, but they are very different in origin. VisualWorks like Squeak goes back to the original Smalltalk-76/-78/-80 developments at Xerox PARC.
ObjectStudio was developed as "Enterprise Object-Oriented Development Environment" and originally called Enfin. From the very start on Ease of Use and Enterprise Integration were key features of Enfin/ObjectStudio, execution speed and sophisticated meta-modelling features are much better in Smalltalk-80/VisualWorks.
Customers want both: Speed always, ease of use to get started, enterprise integration mostly, and meta-modelling seldom, but if they needed they outperform having it. So the integration was done using these meta-modelling capabilities and the integration is done as ObjectStudio into VisualWorks.
This allows overcoming a frequent problem in the entire industry: "Synergy does not work". Using meta-modelling all existing VisualWorks and all existing ObjectStudio application continue to work virtually unchanged.
The presentation describes how it was done and gives a demo of the result.

Bio: Georg Heeg learned about Smalltalk in 1983. He is the founder and owner of Georg Heeg eK founded 1987, a Smalltalk consulting and services organization in Dortmund, Köthen and Zurich. His company has developed several components of Cincom Smalltalk like Windows CE VM, .NET Connect or VisualWaf.
Since Cincom bought VisualWorks in 1999 Georg Heeg eK is a Cincom partner.

Erlang

by **Joe Armstrong**
joe.armstrong at ericsson.com

Implementation of an abstract notification mechanism

by **Alfred Wullschleger**
alfred.wullschleger at snb.ch

Abstract: Based on the Gemstone Object Change Notification we show a little extension, which is useful as a general method for notifications independent of the specific object configuration of the Gemstone Server.
The extension implements a technique which is similar to the general event mechanism as specified in ANSI Smalltalk.

Bio: Working for the last 14 years in Smalltalk, the autor has implemented some large Smalltalk Systems in commercial environments (Public Management and Banking) using small amounts of developers.

Spyware-ridden software development

by **Romain Robbes**
romain.robbes at lu.unisi.ch

Abstract: To this day, software development and tools remain firmly grounded in the present: Tools deal with states of a program, usually the current one. The history of a program is rarely taken into consideration when the need comes to evolve it. Even in Smalltalk, where recent versions of a method can be retrieved, a lot of information about a program remains unexploited. To exploit this information to its full extent, an explicit model of the change process is needed. This talk presents an approach to gather and exploit this information by modelling program evolution using first-class change operations. We will talk about the high-level concepts behind our approach as well as concrete implementation schemes present in SpyWare, our prototype tool. Examples of tools exploiting this information will be presented, in the attempt to convince you to install it and change your perception of software development.

Bio: Romain Robbes is a Ph.D. student in informatics at the university of Lugano, working in the area of software engineering and software evolution. He has been involved in the smalltalk community for several years already. He has done a few contributions to the squeak community, with a focus on development tools improvement.

Testing for Real

by **Niall Ross** (eXtremeMetaProgrammers)
nfr at bigwig.net

Abstract: If an application is developed via eXtreme Programming then it will have many tests creating simulated domain objects. If it is then put into production, it will also create many real domain objects. Over time, the real domain objects will tend to differ significantly from the XP-test-generated obects: typically, production-generated objects acquire more, and more complex, histories. Meanwhile, the programming team will tend to refactor their test framework to express common behaviour of creating and modifying test objects.
Thus they find themselves with two resources:

- a framework for scripting readable, hand-written tests that mostly create a simple domain object and/or apply a simple change to it

- a huge volume of persistent data structures describing complex domain objects whose histories cover many changes

If a programmer tries to use a real domain object directly in a test, the result is usually hard to understand and, for that reason, very brittle; the programmer cannot easily tweak the object to fit the new scenario to be tested. If they try to write a script to build such an object wholly by hand, they will find it time-consuming and very boring, and are apt to be influenced by the existing tests to omit just that kind of unforeseen complexity that is wanted.

The solution is to generate an overall script for creating and evolving a domain object from the existing, readable test scripts and the real object's data. Niall will present an experience report on using the Refactoring Browser's rewrite framework to create such a system for an application in the insurance domain. The system has already generated a large number of tests for objects with complex interacting histories. These are very readable, so can be easily modified to test new requirements, as well as enhancing the test coverage of the existing system.

Gemstone 64

by **Norm Green**
norm.green at gemstone.com

Abstract: GemStone Systems has been a provider of Smalltalk technology for almost 30 years. The latest advances in GemStone Smalltalk moved the product to 64 bit computing environments offering users unprecedented scalability and performance. This talk will discuss the technical advances made in GemStone/S 64. It will also describe examples of large scale customer systems using GemStone/S 64 in production today. Future plans for GemStone/S 64 will also be briefly discussed.

Bio: Norm Green began using Smalltalk in 1991 at IBM Manufacturing in Toronto, Canada. While with IBM, he helped build a shop floor control system called DACS written entirely in Smalltalk. In 1996 he joined GemStone Systems Inc. as a Senior Consultant. Norm holds a Bachelor's degree in Electrical Engineering from the University of New Brunswick in Fredericton, Canada. Director of Engineering, GemStone Systems Inc.

Rethink Smalltalk

by **Mathieu van Echtelt**
mathieu at cosmocows.com

Problem: Developing, maintaining and hosting database-backed web applications is hard.

Goal: Rethink Smalltalk and resurrect design principles behind Smalltalk in order to enable a single individual to create, maintain and host web-based planning and control oriented applications quickly and easily.

Solution: A framework within which we organize our ideas about active processes and presistent data in a more uniform, more consistent and more user friendly way.

Presentation form: Demonstration of our 'Rethink Smalltalk' implementation (developed with and upon VisualWorks/Postgresql) and report our experiences. This 'Rethink Smalltalk' implementation is used to develop and host several planning and control systems for fire departments and health care institutions.

More info: http://www.cosmocows.com/tool/

Packaging freeware and shareware applications in VisualWorks

by **Rob Vens**
rob at sepher.nl

Abstract: The success of many development tools is greatly helped by an active community providing solutions in the open source, freeware, shareware or small applications with a low commercial profile. Smalltalk has preciously few of those solutions for end users, BottomFeeder is a well known one.

This talk will attempt to help the community of small application developers, often operating on their own in their free time, in setting up a packaging and delivery process that is as efficient as possible. Rob Vens himself is a provider of two personal finance tools, and will try to share his experience in keeping these tools available for his users. Also he actively invites other (potential) developers to help one another with the specific problems faced by this important community.

Issues that are talked about are: packaging, installation files, version management, setup applications, icons, licenses and readme files, and whatever the audience will bring up.

Scaling a Smalltalk Web Application Server

by **James Robertson**
jarober at gmail.com

Abstract: In 2002, James implemented a web log server in Cincom Smalltalk (VisualWorks) and has been posting to that blog, building a community of fellow Smalltalk bloggers, and enhancing the Smalltalk server. James will guide you through the process of building, maintaining, updating and scaling a Smalltalk web application server and show the ancillary areas of the technology being used: XML, RSS, XML-RPC. He will show the ease of modifying a Smalltalk server in place, without taking it offline and the transition from single user to multi-user – all without downtime.

Bio: James Robertson, Product Manager for Cincom Smalltalk. James got started in Smalltalk quite by accident in 1993. Selected by Booz Allen as a trainer for their contract with ParcPlace after 9 months he decided to be where Smalltalk was being created and took a position at ParcPlace doing intro training. Two years later James became a sales engineer and in 1999 when Cincom took over VisualWorks he joined as a sales engineer. He later took on the role of Product Manager of Cincom Smalltalk

Web 2.0 for Seaside

by **Lukas Renggli**,
renggli at iam.unibe.ch

Abstract. Seaside is a mature Web application framework. It has always been able to fly Web 2.0 style, a long time before this term was actually formed. It has always been able to do more than Web 2.0 only. This tutorial is for intermediate to advanced Seaside users who want to learn about the integration of Web 2.0 technologies in Seaside. Learn how to add autocompletion, drag and drop, visual effects, instant feedback, and server push technology, usually without writing a single line of Javascript code by hand.

Link. http://script.aculo.us

Bio. Lukas Renggli is expert in the development of Web applications and Content Management Systems. He is an active contributor to Seaside and related frameworks. He is the author of

Magritte, a framework to ease domain object modelling using meta-data, and Pier, a meta-described CMS entirely based on objects. Lukas Renggli is currently doing a PhD at the Software Composition Group, University of Bern. He is working for netstyle.ch, where he is building web-applications in the business domain for financial institutions, insurances and print-shops. Lukas Renggli has given talks at ESUG 2002, ESUG 2003, LOTS 2004, ESUG 2005, RMLL 2005, STS 2006, for CHOOSE and ObjectForum.

Mastering Seaside

by **Lukas Renggli** renggli at iam.unibe.ch

Abstract. Seaside is an industrial strength framework for developing sophisticated Web applications in Smalltalk. Seaside provides a layered set of abstractions over HTTP and XHTML that let you build highly interactive Web applications quickly, reusably and maintainably.

The goal of this session is to interactively build a small Web application together with the audience. Beginners will quickly gasp the key principles of the framework, so that afterwards they are able to write new applications and learn about the framework on their own. There will be plenty of room to ask questions and to demo advanced techniques you always wanted to learn about.

Links. http://www.seaside.st

Bio. Lukas Renggli is expert in the development of Web applications and Content Management Systems. He is an active contributor to Seaside and related frameworks. He is the author of Magritte, a framework to ease domain object modelling using meta-data, and Pier, a meta-described CMS entirely based on objects. Lukas Renggli is currently doing a PhD at the Software Composition Group, University of Bern. He is working for netstyle.ch, where he is building web-applications in the business domain for financial institutions, insurances and print-shops. Lukas Renggli has given talks at ESUG 2002, ESUG 2003, LOTS 2004, ESUG 2005, RMLL 2005, STS 2006, for CHOOSE and ObjectForum.

Scrum+XP in Practice

by **Rowan Bunning**
Rowan.Bunning at softwarewithstyle.com

Abstract: Wizard Information Services has benefited greatly from the introduction of Scrum - both in addition to eXtreme Programming using Smalltalk and as an agile organizational practice for other business activities. The company's embrace of Scrum now extends outside both software development projects and the core software development group to joint projects with other organizations. The readiness of staff to adopt Scrum's empirical approach is a testament to its intuitiveness, openness, empowerment, efficiency and flexibility as well as its capacity to sell itself through regular positive reinforcement.

Key to Wizard's recent eXtreme Programming productivity gains have been the introduction of new frameworks and tools including a highly integrated testing environment. This provides single point management of both manual and automated tests as well as a way of reducing documentation overheads through single sourcing of artifacts including user stories, acceptance test cases and detailed functional documentation.

This presentation brings key Scrum+XP practices to life through an illustrative narrative that takes a single feature from concept to tested software in a two week iteration. Several case studies are used to highlight the advantages, the selling points and the challenges involved in introducing, practicing and continually improving Scrum and Scrum+XP at Wizard.

Bio: Rowan Bunning is an Agility Consultant and Web Architect at Wizard Information Services (http://www.wizardis.com.au) where he is responsible for the adoption of Scrum project management practices. As a certified ScrumMaster, Rowan is currently involved in the

development of Web Applications using Wizard's Seaside-inspired web application framework and agile development tools. Rowan is also a co-founder of Software WithStyle (http://www.softwarewithstyle.com) and Product Manager of XML WithStyle - a visual XML editor for non-technical users. He has presented with Michael Lucas-Smith at Smalltalk Solutions 2004 and at ESUG 2005.