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Bifries States States States Letting Smalltalk Loose

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Tuesday, August 23, 11

Computer revolution has not happened yet

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improve previous ways of thinking

create new ways of thinking

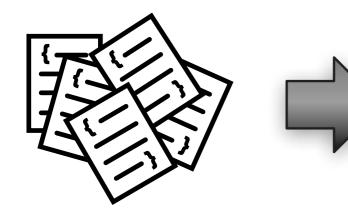
Object-oriented Programming

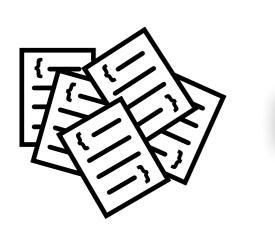
Dynamic

We still go back to the source code

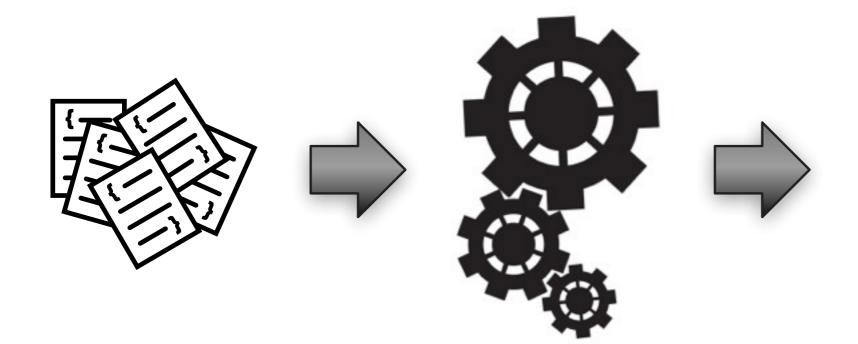
Debugging

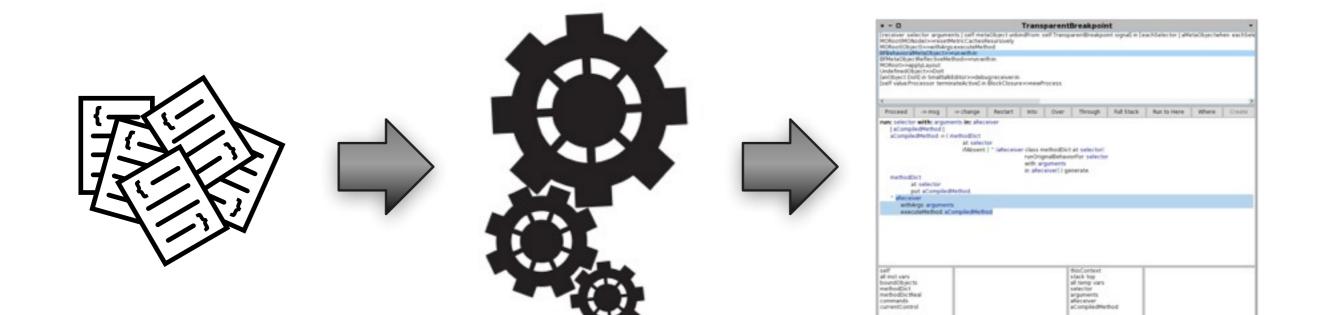


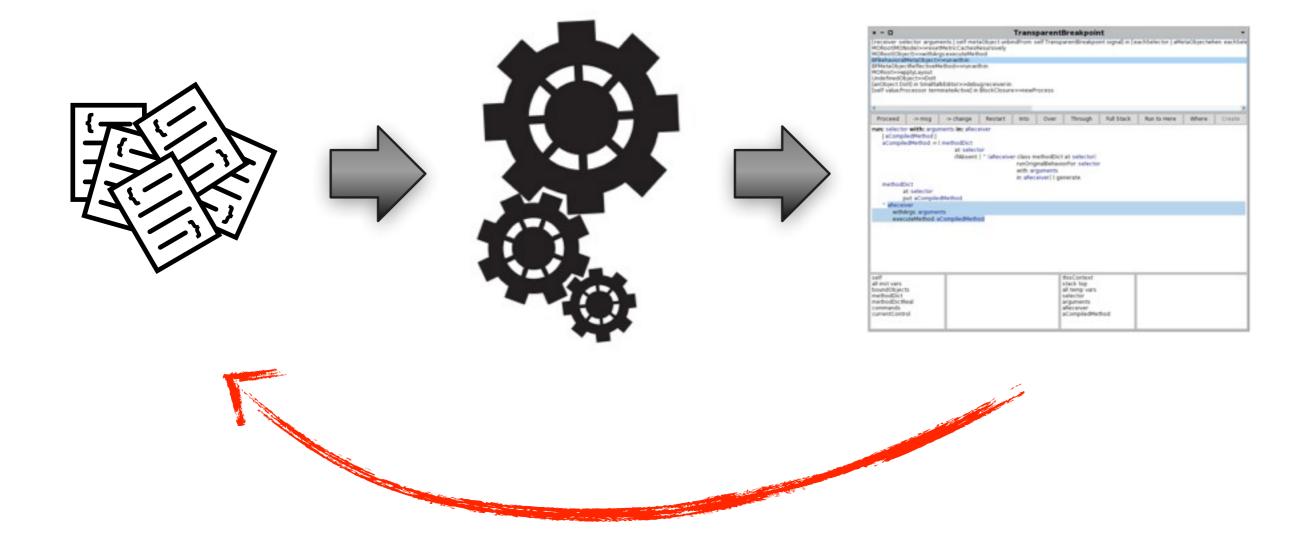






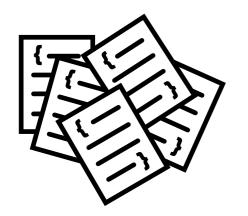








Profiling



Profile

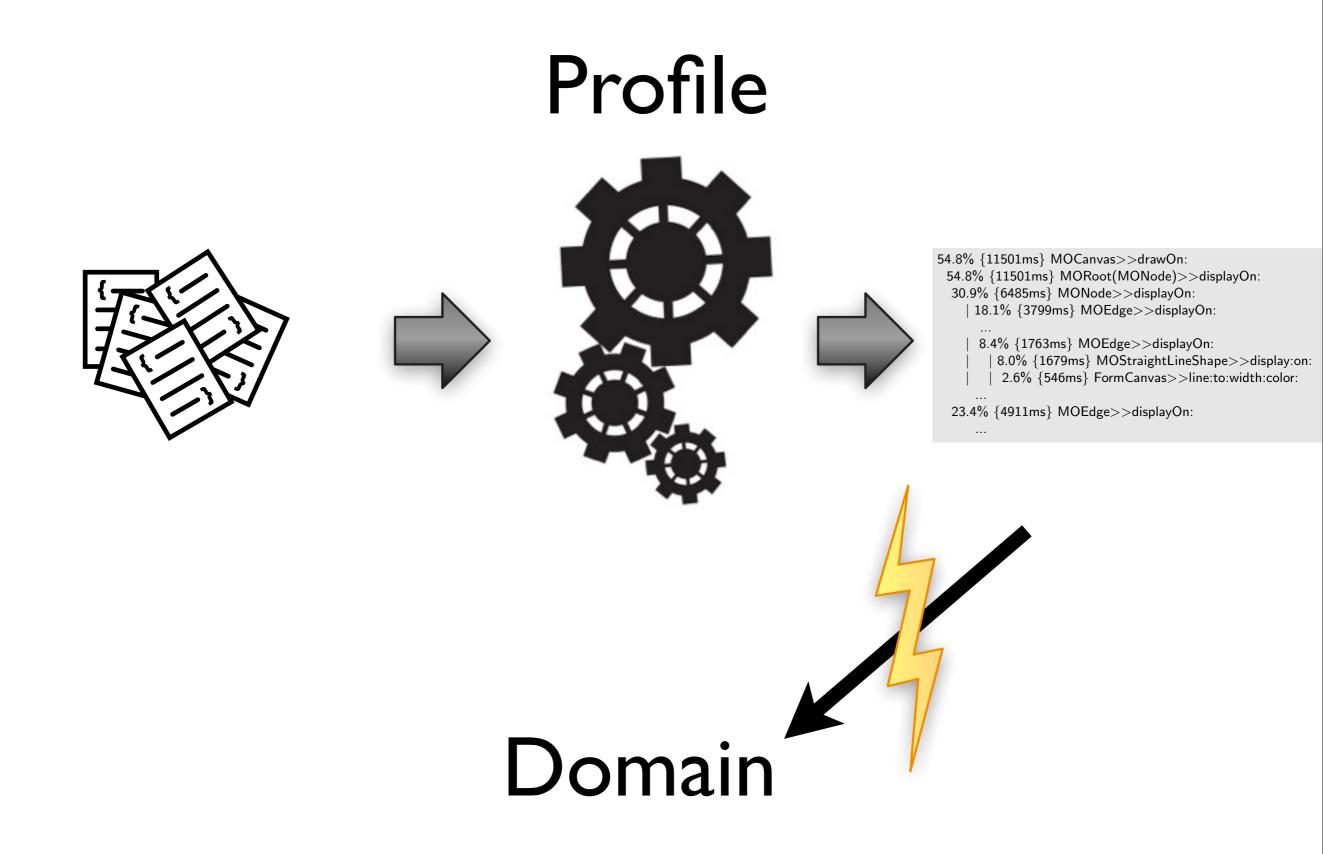


54.8% {11501ms} MOCanvas>>drawOn: 54.8% {11501ms} MORoot(MONode)>>displayOn: 30.9% {6485ms} MONode>>displayOn: | 18.1% {3799ms} MOEdge>>displayOn:

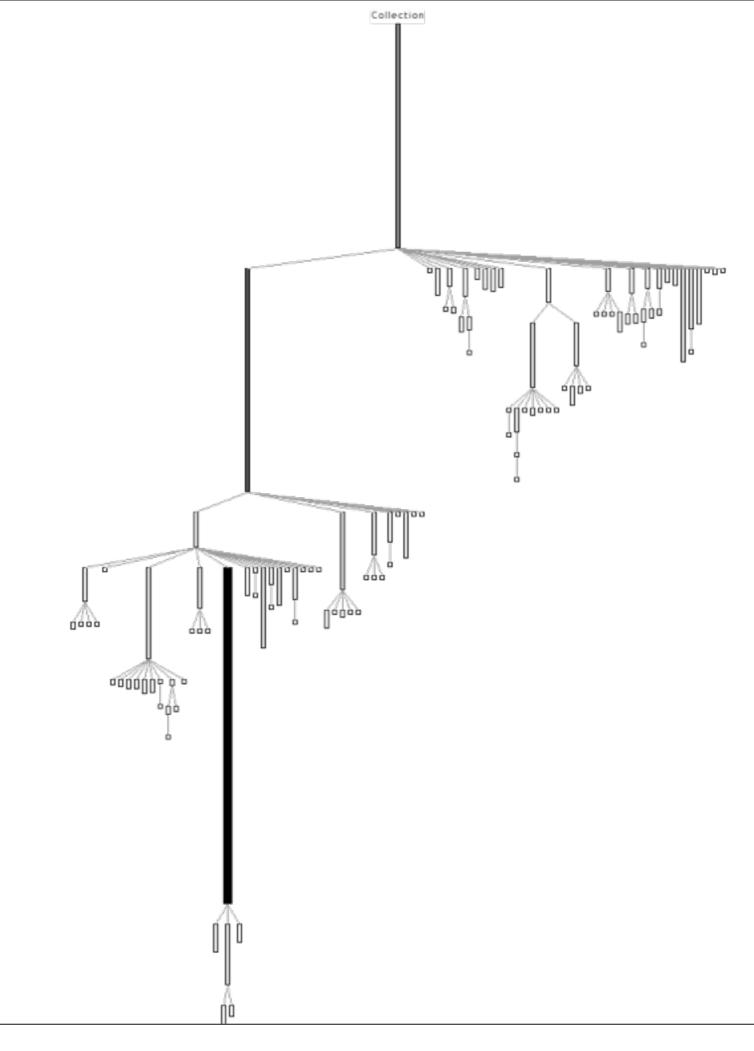
8.4% {1763ms} MOEdge>>displayOn: | 8.0% {1679ms} MOStraightLineShape>>display:on:

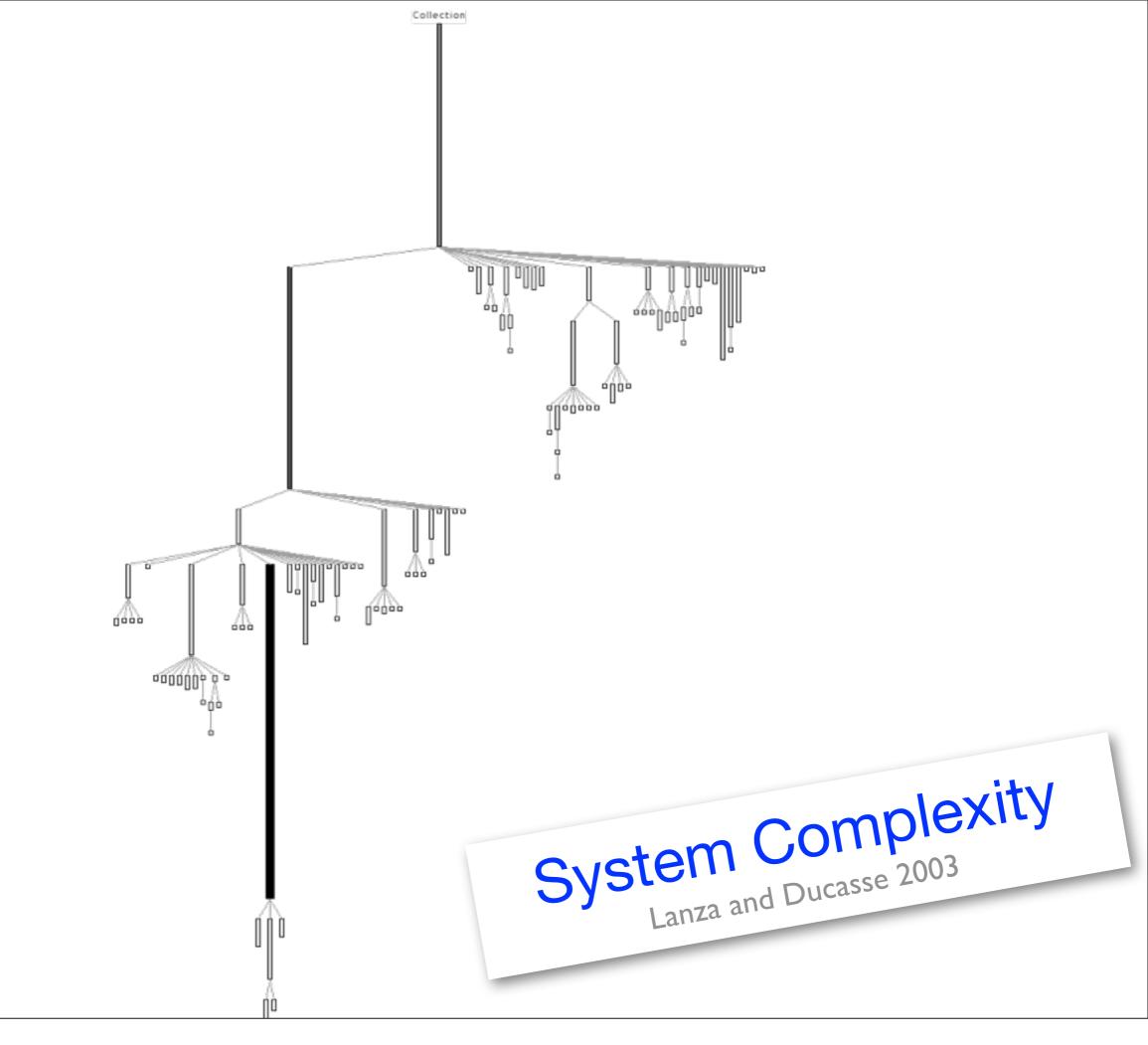
2.6% {546ms} FormCanvas>>line:to:width:color:

23.4% {4911ms} MOEdge>>displayOn:



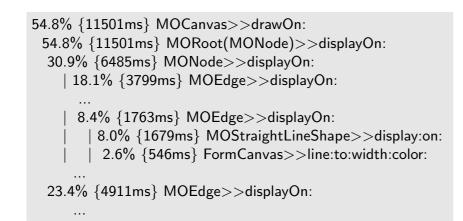
Mondrian

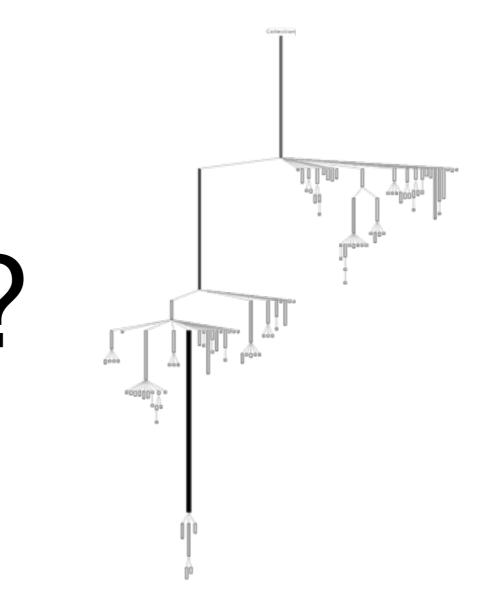




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54.8% {11501ms} MOCanvas>>drawOn:
54.8% {11501ms} MORoot(MONode)>>displayOn:
30.9% {6485ms} MONode>>displayOn:
| 18.1% {3799ms} MOEdge>>displayOn:
...
| 8.4% {1763ms} MOEdge>>displayOn:
| 8.0% {1679ms} MOStraightLineShape>>display:on:
| 2.6% {546ms} FormCanvas>>line:to:width:color:
...
23.4% {4911ms} MOEdge>>displayOn:
```

Which is the relationship?





What is the problem?

Fixed Object Model

Most of the time this is good

Restricts what we can do



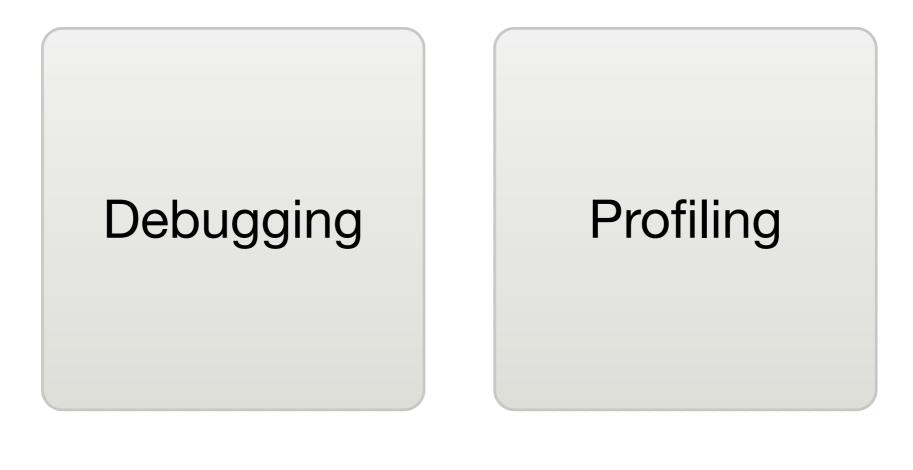
Time is a very useful concept

considering it absolute limit us

absolute object model limit us

objects that evolve

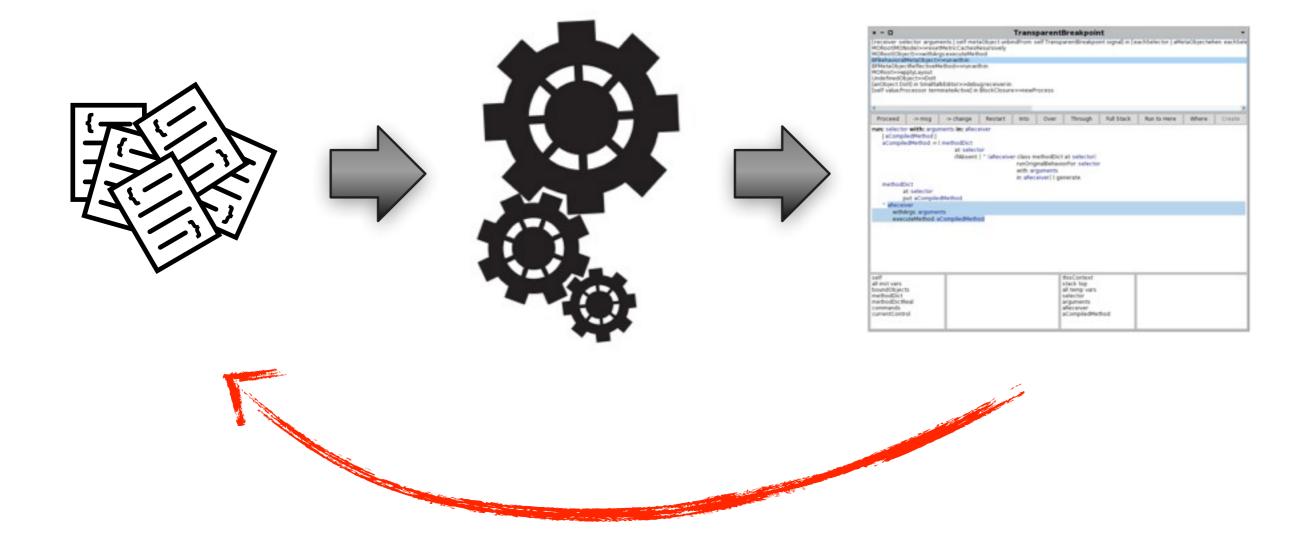
Why?



Execution Reification Structure Evolution



Execution Reification Structure Evolution





When is the next state written?

Stop when the next message is received

Close the gap

Object Debugger

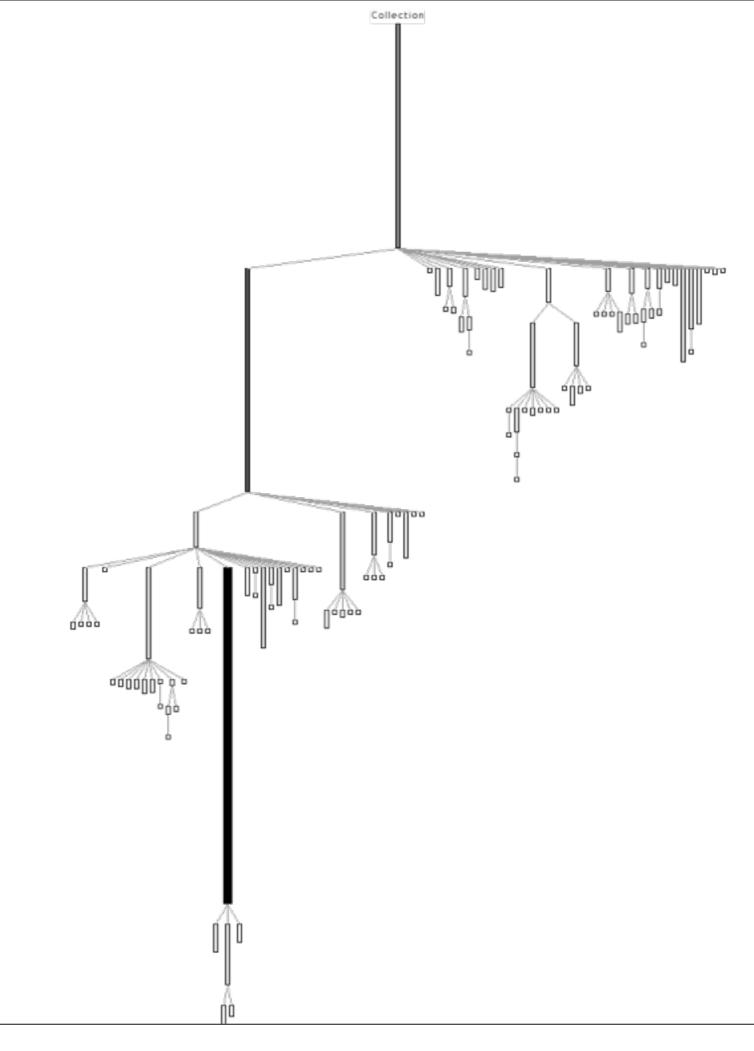


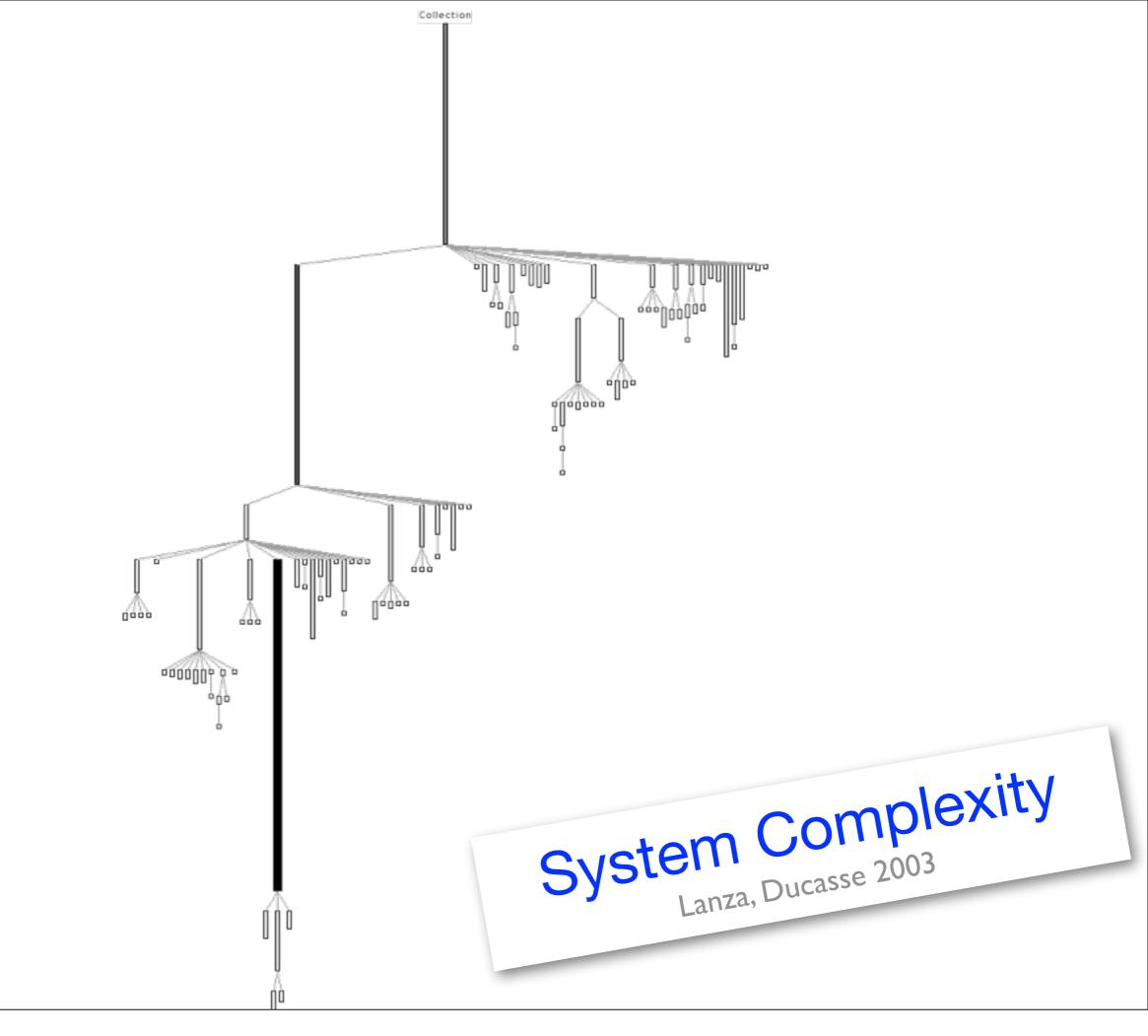
Execution Reification Structure Evolution MetaSpy

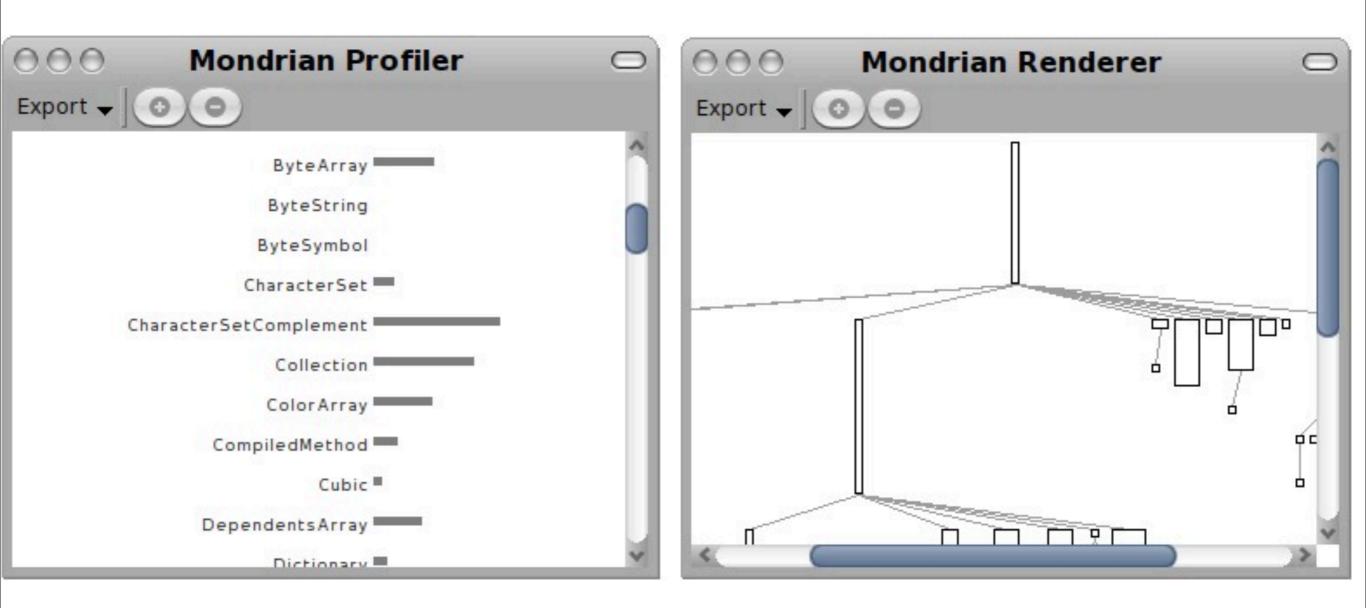
MetaSpy



Mondrian Profiler



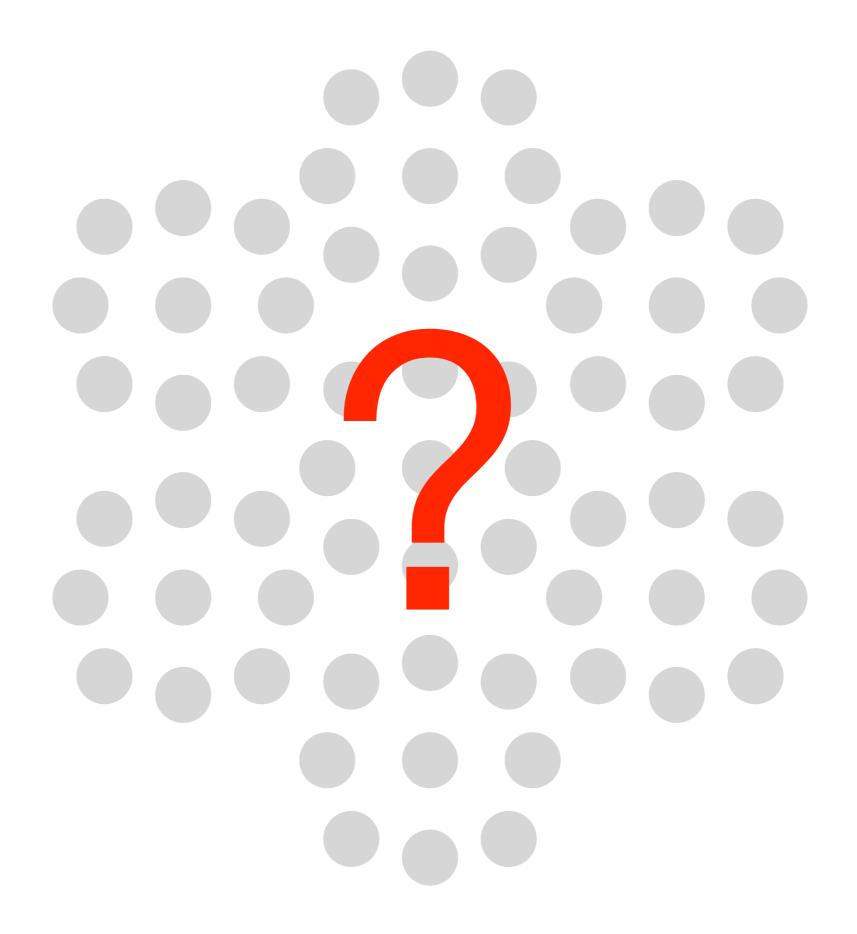






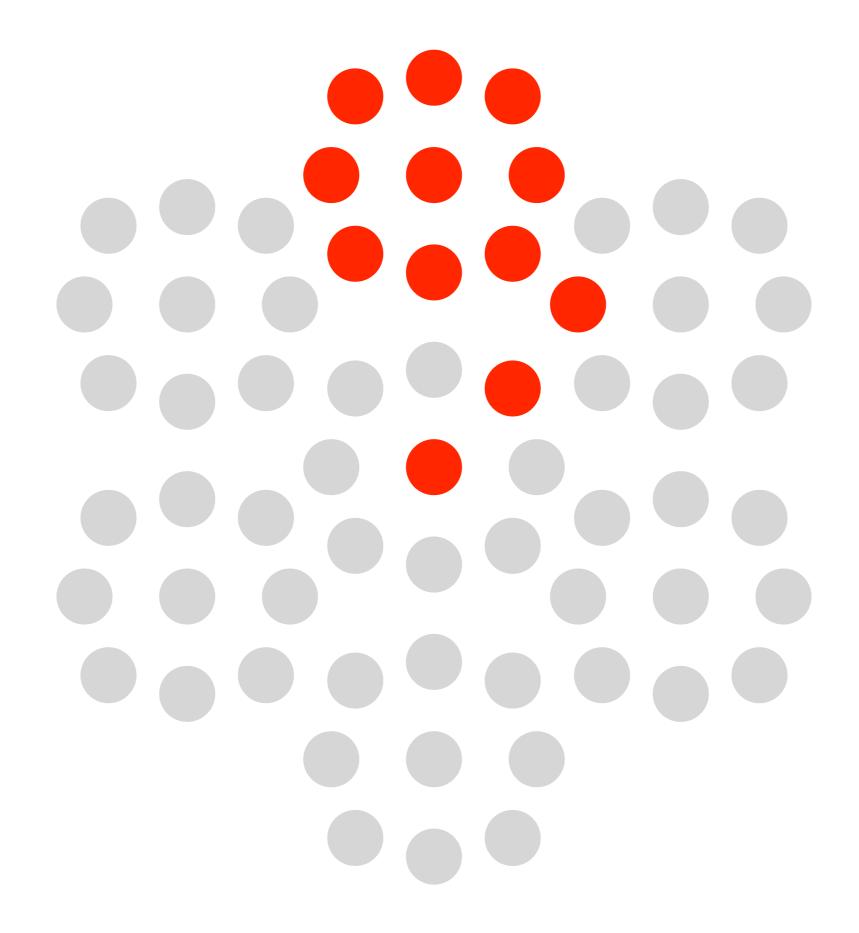
Execution Reification Structure Evolution

What if we do not know what to evolve?

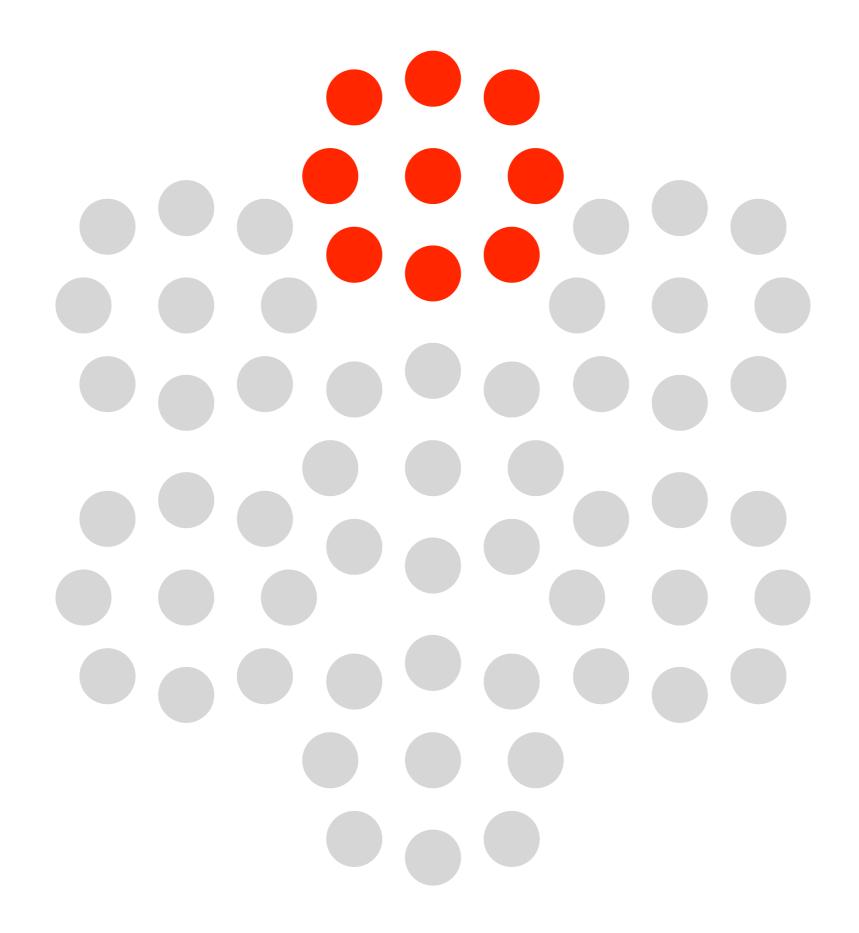


Prisma

Scarring



Scanning

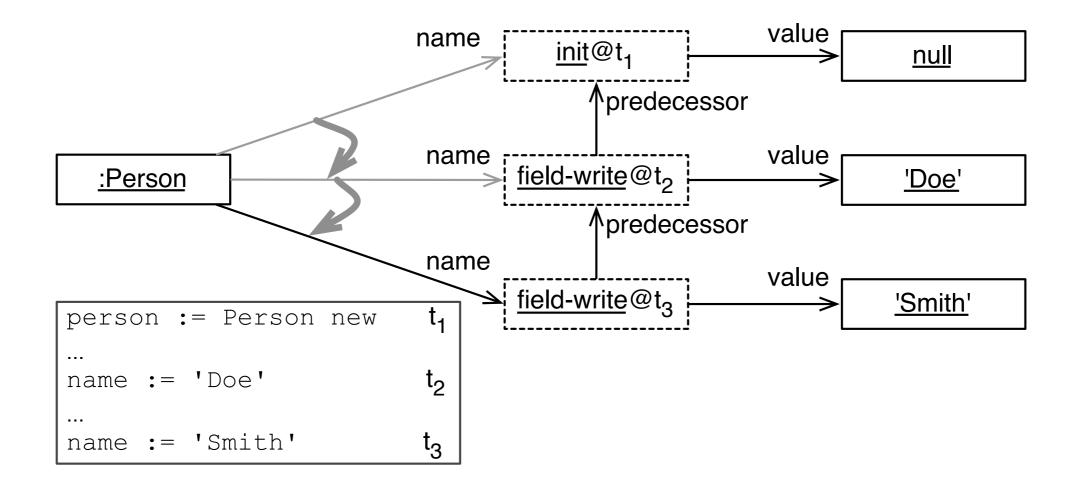


Back in time Debugger

Back in time Debugger



Instance variable history





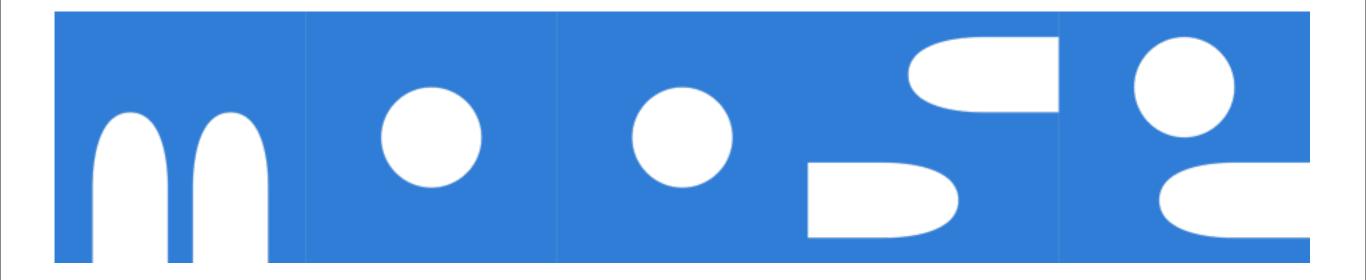
Execution Reification Structure Evolution

Talents

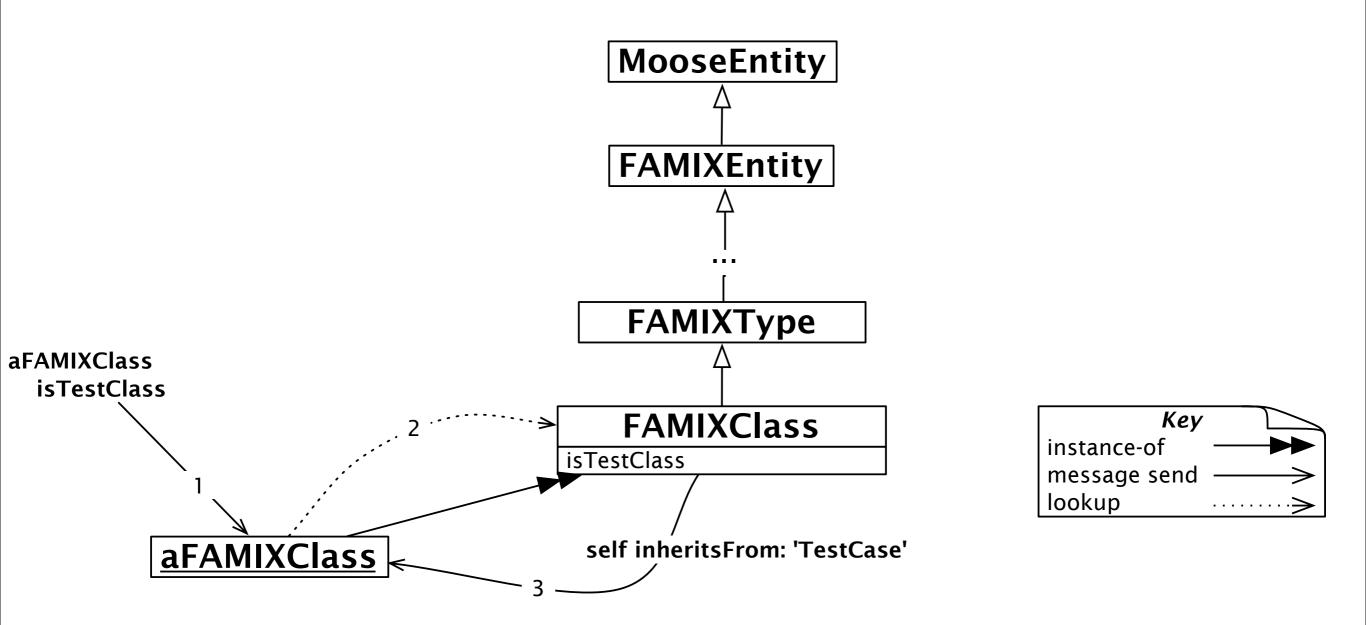
scg.unibe.ch/research/talents

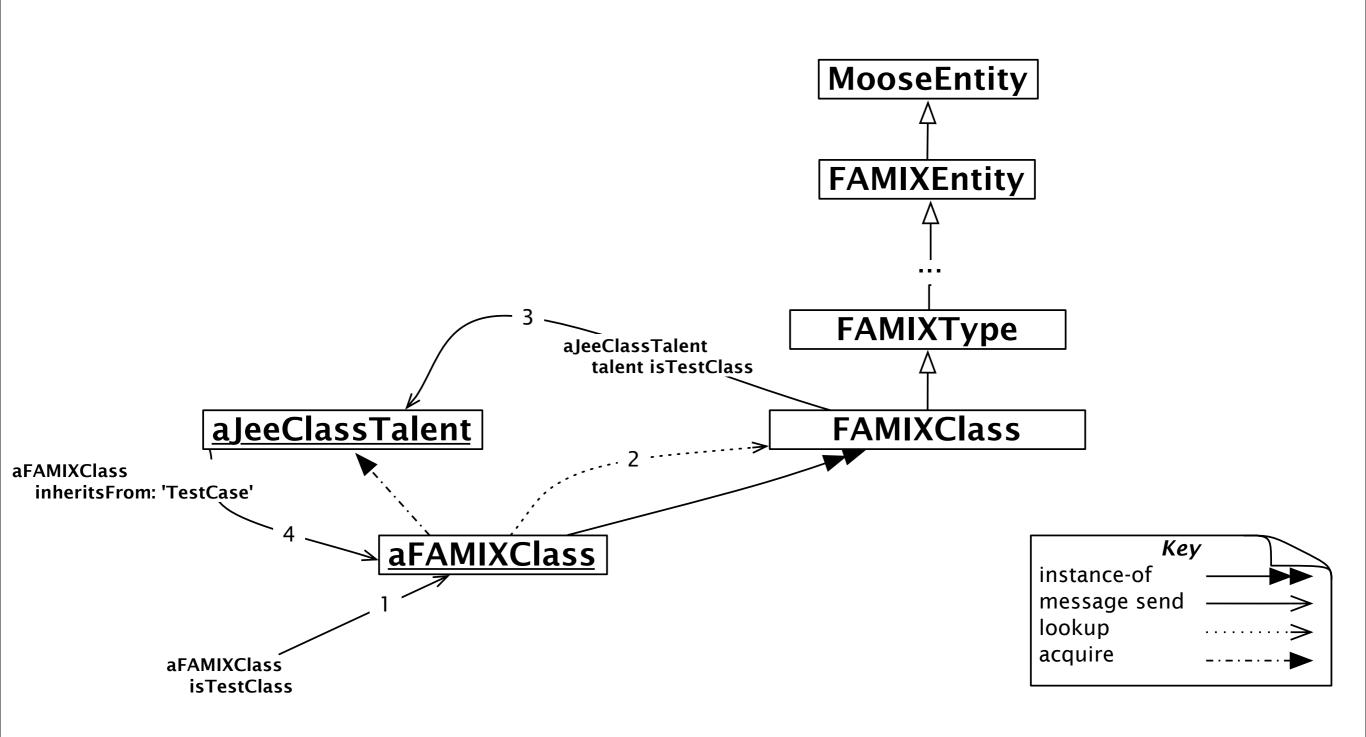
Talents Scg.unibe.ch/research/talents

Dynamically composable units of reuse



moosetechnology.org





Operators



- exclusion
- •, composition

Flattening

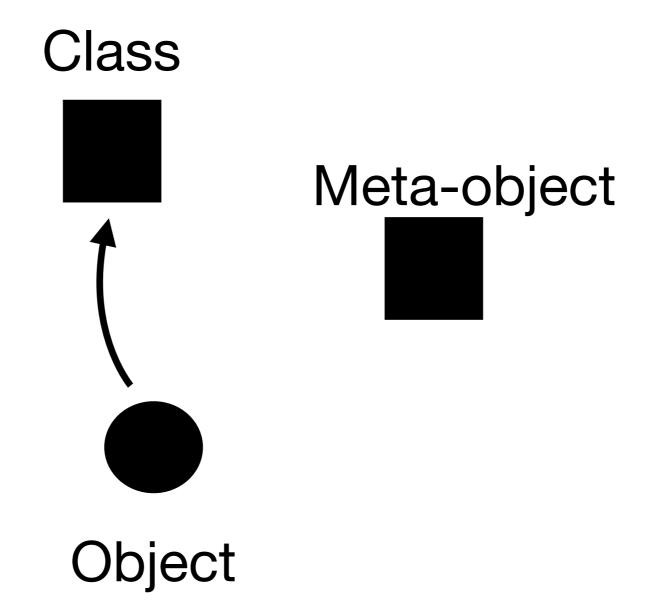
Scoping

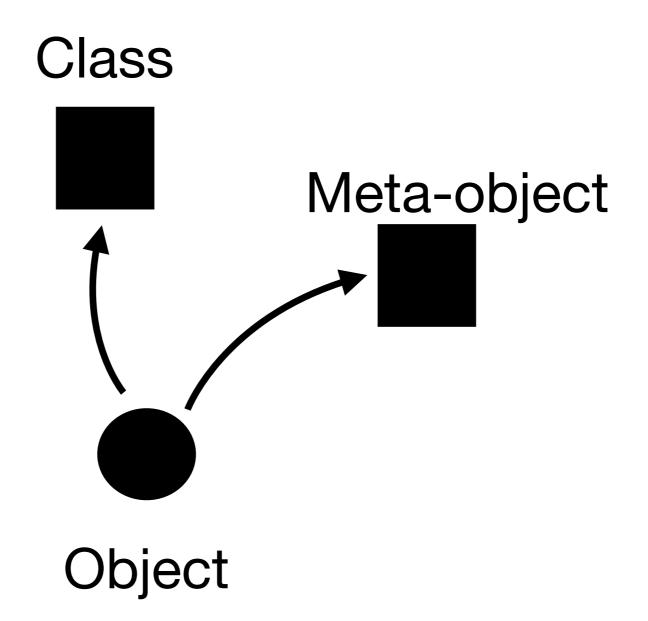
Evolution friendly Object Model

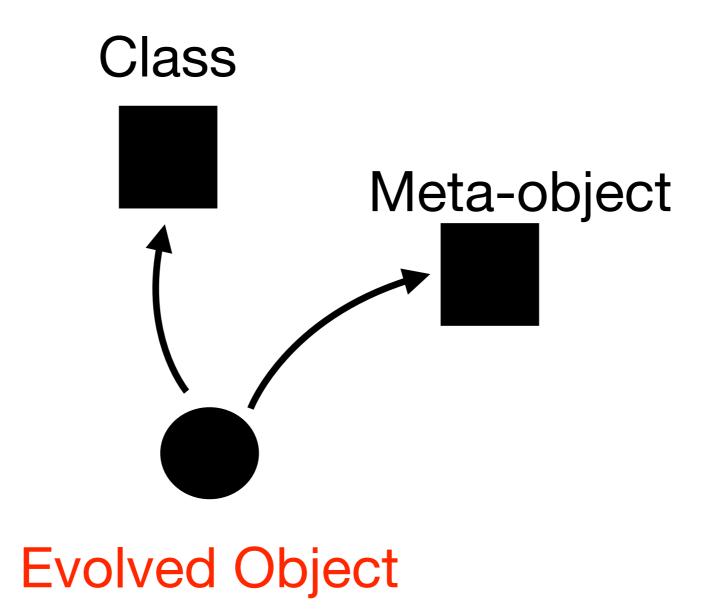


Organize the Meta-level

Explicit Meta-objects







Object>>haltAtNextMessage

a Meta Object

aMetaObject := BFBehavioralMetaObject new. aMetaObject

when: (BFMessageReceiveEvent new)

do: [self metaObject unbindFrom: self.

TransparentBreakpoint signal].

aMetaObject bindTo:self

We let Smalltalk loose





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People	and the second s		Stable Unstable				
Build History	S	w	Jop †	Last Success	Last Failure	Last Duration	
uild Queue			Bifrost	17 hr (<u>#209</u>)	N/A	1 min 21 sec	
builds in the queue.	_		Bifrost-Unstable	17 hr (#45)	N/A	1 min 5 sec	
alld Executor Status		-	and a star and a second s		1020		
Status Idle		*	Chameleon	17 hr (#195)	N/A	21 sec	
		-	Development	1 day 6 hr (<u>#34</u>)	1 day 6 hr (<u>#33</u>)	2 min 53 sec	
	•	6	Development-Unstable	1 day 6 hr (<u>#26</u>)	1 day 6 hr (<u>#25</u>)	2 min 41 sec	
	0	*	ObjectDebugger	17 hr (<u>#35</u>)	N/A	5.8 sec	
	•	*	Pharo	1 day 22 hr (<u>#38</u>)	1 mo 1 day (#33)	37 sec	
	•	*	Pharo-Unstable	1 day 6 hr (#14)	23 days (#9)	6.6 sec	
	•	*	Pharogenesis	4 mo 29 days (<u>#7</u>)	N/A	2 min 24 sec	
	•	*	Prisma	1 day 23 hr (<u>#51</u>)	N/A	4.6 sec	
	0	*	Seaside3	1 day 6 hr (<u>#5</u>)	N/A	3 min 8 sec	
	•	*	Talents	17 hr (<u>#25</u>)	N/A	18 sec	
	•	*	Talents-UI	17 hr (#17)	19 hr (<u>#13)</u>	3 min 4 sec	
	•	*	TextLint	1 day 6 hr (<u>#10</u>)	23 days (#2)	3 min 50 sec	
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