

CS 535 Object-Oriented Programming & Design  
Fall Semester, 2008  
Doc 4 Starting VisualWorks  
Sept 9 2008

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## Reference

VisualWorks Application Developer's Guide, doc/AppDevGuide.pdf in the VisualWorks installation.  
Chapter 1 The VisualWorks Environment.

## Reading

VisualWorks Application Developer's Guide, doc/AppDevGuide.pdf in the VisualWorks installation.

Chapter 1 The VisualWorks Environment.

Chapter 2 Programming in VisualWorks (minus the sections Loading Code Libraries & Painting a GUI)

# Learning Smalltalk

Smalltalk language syntax

Smalltalk Programming Environment

Smalltalk Class Library

Object-oriented thinking

This is the hardest part

Smalltalk culture

# Versions of Smalltalk

VisualWorks

VisualAge for Smalltalk

Squeak

Dolphin

Smalltalk X

Smallscript (.NET Smalltalk)

# Bytecode & VMs

Smalltalk is compiled to a bytecode for a virtual machine

VisualWorks has VM's for:

Windows

Macintosh

Unix/Linux

VisualWork's virtual machine (VM) uses a JIT to compile bytecodes

# Parts of VisualWorks

Executable Virtual Machine (visual, visual.exe)

This is the VM that interprets Smalltalk bytecode

visual.sou

Source code for most of class library

visual.cha

Source code for changes & new classes

Does not exist until after you first use VisualWorks

visual.im

Bytecode of sources that are executed

At first the image will appear to be an IDE for Smalltalk

# Before Starting VisualWorks

Make a copy of visual.im

You will need it later

# Starting VisualWorks on Windows

## Method 1

Drag and drop the image file on the Visual application or visual.exe

## Method 2

Double click on the image file

The first time you do this you may get a dialog asking for the application to run the image. Select visual. You will have to find it first. It is in the bin directory.



# Starting VisualWorks on Macintosh

## Method 1

Drag and drop the image file on the visual application

## Method 2

Double click on the image file

# Starting VisualWorks with UNIX command line

Type:

```
visual imageFilename &
```

where you need to replace imageFilename with the actual name of the image file you wish to run

Your path has to be set to include the program visual

# Three Button Mouse

VisualWorks uses three logical buttons

Select button

Selects objects and text

Operate button

Opens a menu with context-sensitive commands

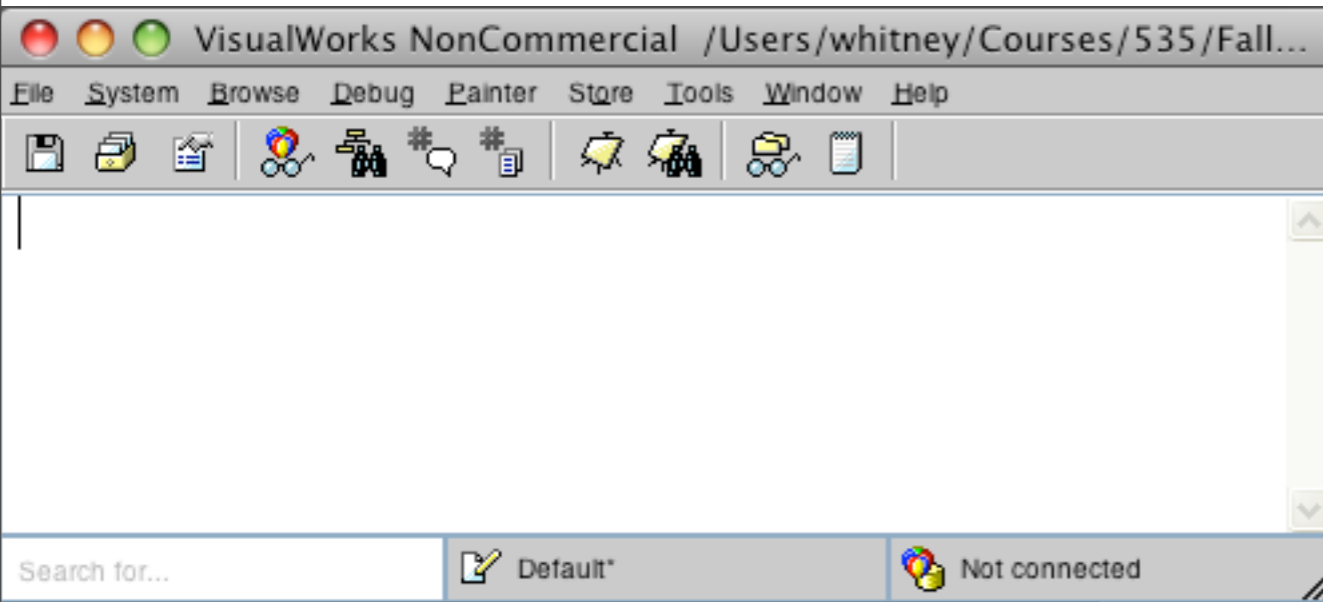
Window button

Opens a menu with window commands

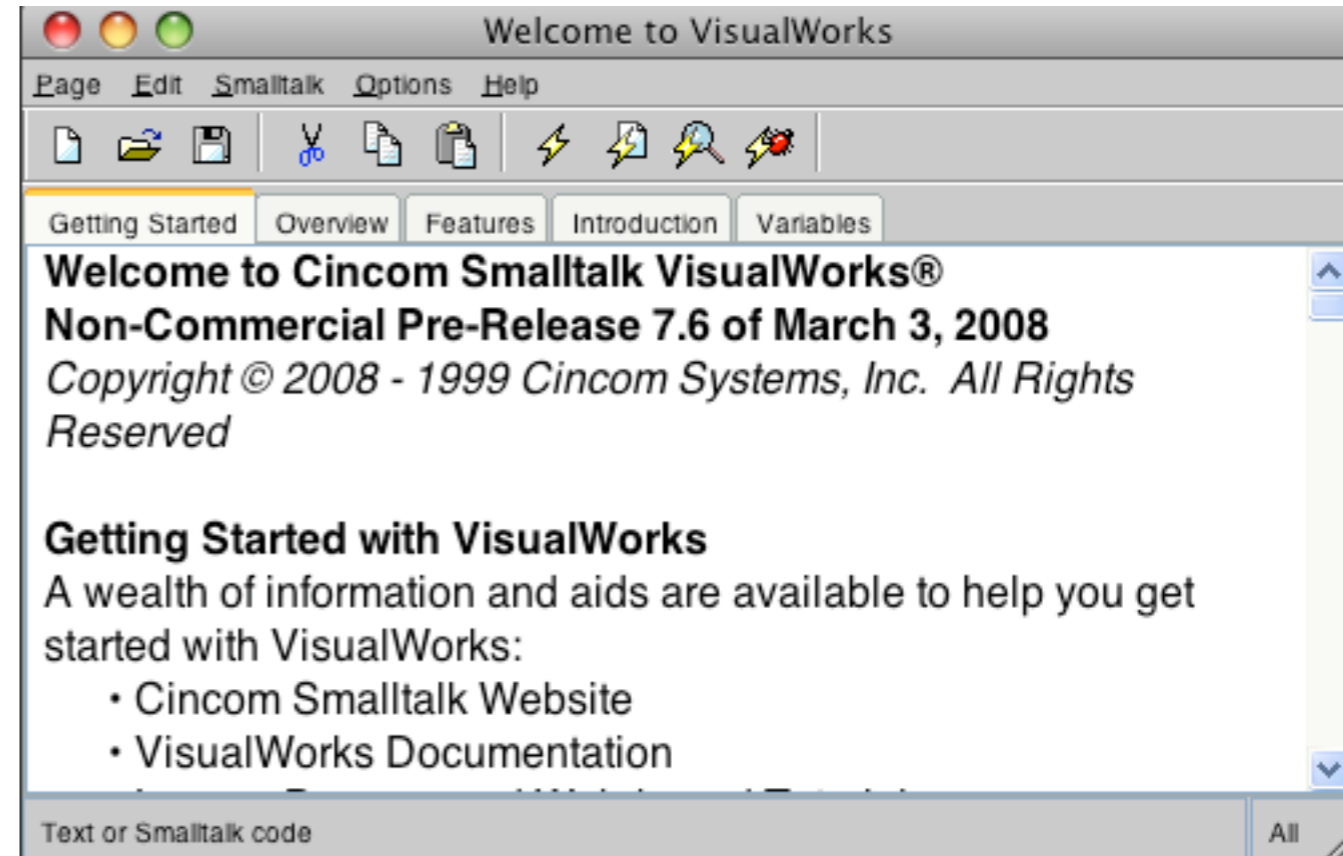
	3-Button Mouse	2-Button Mouse	1-Button Mouse
Select	Left button	Left button	Button
Operate	Right button	Right button	<Ctrl>+ Button
Window	Middle button	<ctrl>+Left button	<command>+Button

# Windows on Startup

Launcher



Workspace



Demo