

Initial Squeak/Smalltalk Reading Assignments

Most readings are taken from Guzdial's *Squeak: Object-Oriented Design with Multimedia Applications* textbook.

By: Have read:

- W 5/9 Keunwoo's "Using Squeak" page off of the course web page; the Foreword, Chapter 1, and Sections 2.1-2.3 of the text (this gives goals, history, and core Smalltalk language descriptions); the first section on the "The Squeak User Interface" of the `ReadMe.txt` file in the Squeak distribution. [You should have installed your own copy of Squeak by this day, and started playing with it.]
- F 5/11 Section 2.4 (this explains how to define classes and methods using the browser)
- M 5/14 Section 2.5 (this explains how to use the inspector, finder, and debugger)