Objectives
Programmation objet immersive en Pharo
/ Live Object Programming in Pharo

Damien CASSOU, Stéphane DUCASSE and Luc FABRESSE

www.pharo.org
W1S01
In this Mooc you will

- Program in Pharo: a live object world
- Master
  - full syntax, model
  - rich Pharo IDE
- Deeply understand object-oriented fundamental mechanisms
- Learn a set of design heuristics
- Work on real examples
- Develop your own full web app from start to end
7 Weeks

- Structure of the Mooc:
  - Mixing topics
  - OO design
  - Core pharo libraries
- Getting back on challenging points at different time
- Several exercises and mini projects
- After two weeks
  - Full syntax + model
  - Mini projects
About us

- Experts in Object-Oriented Programming
  - Traits (influenced Perl, Php, Scala)
- Experts in Object-Oriented Design
- Pharo core developers
- Authors of several books
  - Object-oriented reengineering patterns
  - Pharo by example, Deep into Pharo
  - Dynamic Web Development in Seaside
  - Entreprise Pharo: a web perspective
Why Pharo?

Because it is **Immersive**:  
  Only think about objects  
  Only manipulate objects  
Interact with living objects constantly  
Fully written in itself
http://www.pharo.org

Pure & elegant
Fun, simple
Highly productive
Excellent for teaching
Empowering
Full access