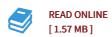# Smalltalk, Objects, and Design

By Chamond Liu

iUniverse. Paperback. Condition: New. 312 pages. Dimensions: 9.2in. x 7.4in. x 0.7in.This reference and text treats the Smalltalk programming system and the web of object-oriented ideas within and around it. Thus it is more than a guide to the language; it also examines Smalltalk in its technical and historical setting, and along the way addresses the questions that every Smalltalk developer sooner or later naturally wonders about. Assuming nothing more than general programming experience, it begins with what objects and classes are, and eventually progresses to subtle matters such as the distinction between types and classes. Going beyond typical programming language books, it also covers the most important design patterns and how to write them in Smalltalk. The thrust then is not merely programming in Smalltalk with objects, but thinking and designing effectively with objects. This edition is a reprint of the original 1996 edition. Although the intervening years have brought the accustomed rapid changes in the computing industry, the principles presented here remain as relevant now as then. Three of my favorite topics are Smalltalk, objects, and design. Chamond Lius book is the perfect blend of these topics. I heartily recommend this book to practitioners who dont want to...

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