

hands on
plier

www.tudorgirba.com

- **About Pier**
 - **Pier is not just a wiki, it is a content management system (CMS) based on Magritte and Seaside**
 - **Pier is open source under the MIT license**
- **Pier from the outside**
 - **Demos**
- **Pier from the inside**
 - **Architecture**
 - **Extensions**

piier
CMS, easy, cool, free

Who builds

pier



Lukas Renggli

Lukas Renggli

Michel Bany

Matthias Berth

Damien Cassou

Tudor Gîrba

Dale Henrichs

Keith Hodges

Ramon Leon

Nik Lutz

Philippe Marshall

Damien Pollet

Niall Ross

Why do I present it?

piier
CMS, easy, cool, free



pier

from the outside

pier = **CMS**

How mature is

pier



seaside

The transcendent web framework with the ironic slogans

About

- [Screenshots](#)
- [Success Stories](#)
- [Examples](#)
- [What others think about Seaside](#)
- [Hosting](#)

[more](#)



Documentation

- [FAQ](#)
- [Tutorials](#)
- [Videos](#)

[more](#)

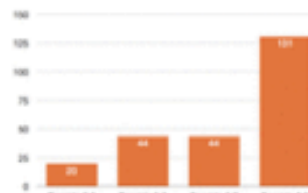
Community

- [Weblogs](#)
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[more](#)

Seaside 2.8

Unit Tests



News

[GLASS on Tour](#) *20 August 2008*
James Foster will be hitting the road again this fall. This time around, James will be on a whirlwin...

[GemStone/S 64 2.3 Beta 2 is available](#) *20 August 2008*
Head on over to the GLASS downloads page for the latest drop of the appliance (version 1.0beta10). T...

[1 Session per VM: Another Scaling Alternative](#) *19 August 2008*
I know, I know, at first blush it sounds like a bad idea, but if you let the idea marinate overnight...

[\[\[! Less is More\] Web Velocity: Software for your sister???](#) *19 August 2008*
Normal 0 false false false MicrosoftIntern...

[My Geek Cred is showing](#) *13 August 2008*
I was interviewed recently for the

download



Seaside is a free and [Open Source™](#) web application framework distributed under the [MIT License](#).

Seaside is available on the following Smalltalk platforms:

Seaside is available on the following Smalltalk platforms:

- [Squeak \(download\)](#)
- [Cincom Smalltalk](#)
- [Dolphin](#)
- [GemStone](#)
- [GNU Smalltalk](#)



choose.s-i.ch



About CHOOSE

CHOOSE is the Swiss Group for Object-Oriented Systems and Environments, and is a special interest group of the [SI \(Swiss Informatics Society\)](#).

CHOOSE is a non-profit organization that focuses:

- on organizing various kinds of [events](#) in Switzerland throughout the year on behalf of its members, and
- on [sponsoring](#) students that research the area of object-orientation.

Please register to our low-volume, strictly moderated [mailing list](#) and to our [news feed](#), if you want to be informed about upcoming events.

To [become a member](#), please fill in the form provided by Swiss Informatics Society.

News

The CHOOSE board has awarded a [sponsorship](#) to [Giacomo Ghezzi](#) for travelling to L'Aquila in Italy to attend [EVOL 2008](#) where he will present the paper "Towards Software Analysis as a Service" by G. Ghezzi and H. Gall
Posted on 21 August 2008

The [slides](#) from the talk of Ulrich Brawand on [openArchitectureWare: Ein Framework, das Schule macht](#) are now available online.
Posted on 11 June 2008

Ulrich Brawand gave a CHOOSE/SWEN talk called [openArchitectureWare: Ein Framework, das Schule macht](#) on June 10, 17:00, at the University of Bern. There were 10 participants.
Posted on 11 June 2008

BAT organizes a Berner Architekten Forum on June 20, 2008. The topic of the forum is "RIA - Theorie und Praxis". More details can be found on the [BAT website](#).
Posted on 5 June 2008

SWEN is organizing a Software Trends conference on the topic of "Agile Softwareentwicklung in der Praxis" during September 3-5, 2008. You can find more details on the [SWEN website](#).
Posted on 28 April 2008

moose.unibe.ch

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analysis technology since 1997

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Welcome to Moose!

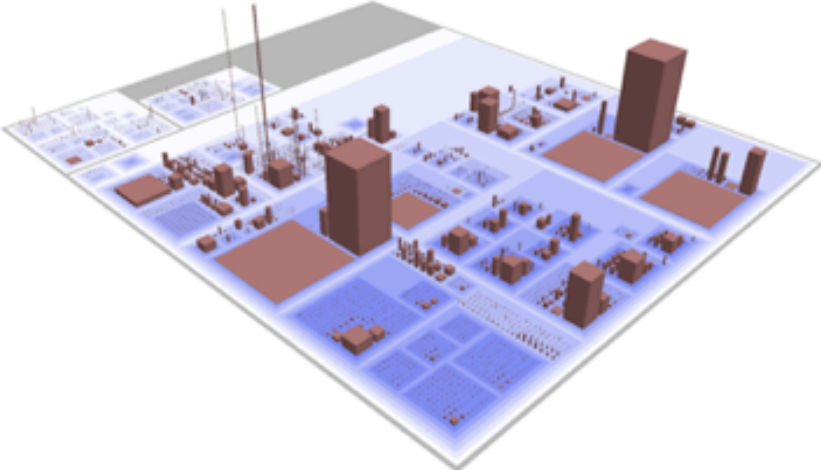
Moose is a collaborative research platform for Software Analysis and Information Visualization.

Moose was first conceived in 1997 at [Software Composition Group](#). Since then, the Moose community has grown and spread to several European universities. Research around Moose has led to [over 100 scientific publications](#).

Moose is supported by the [Moose Association](#).

You are welcome to browse this site for more information.

Highlight



[Code City](#) uses a City metaphor to visualize software systems. [\[more\]](#)

News

2008-08-21 [Moose Technology on Google Code](#)
Moose has now a Google Code project for tracking issues and tasks.

2008-08-08 [FAMOOSr 2008](#)
A new edition of the Workshop on FAMIX and Moose in Reengineering (FAMOOSr 2008) will be collocated ...

2008-06-22 [Moose Dojo \(Aug 23-27\)](#)
The next Moose Dojo will be organized at ESUG 2008 between August 23-27. Moose Dojo is an opportuni...

2008-06-01 [Object-oriented Reengineering Patterns](#)
The Object-oriented Reengineering Patterns book was released under Creative Commons Attribution-Shar...

2008-05-17 [CodeCity 1.1](#)
Version 1.1 of Code City has been released. Check the official website for more details.

Publications categories

analysis [analysis](#) chronia clones clustering components cook design-recovery detection duploc [dynamic](#) dynamic-analysis dynamicanalysis dynamix [evolution](#) famix [fb](#) fca feature feature-traces features hapax hismo history lisp lsi meta-modeling metrics object-flow [oopr](#) patterns reeng reengineering refactoring remoose repositories repository semantic snf-bmcc stepub [van visualization](#)

Features

- Extensible platform.
- [FAMIX](#) meta-model.
- [MSE File Format](#) for exchanging data.
- [Mondrian](#) and [EyeSee](#) visualization engines.
- Many analysis [Tools](#) available.
- Importers for Java, C++, Python and Smalltalk.
- Direct access to CVS.

Quick Start

- [Install Moose](#)
- [Google Code project](#)
- [Check the frequently asked questions](#)

Contact

Done



Search

[About Us](#) [Conference](#) [Promotion](#) [Smalltalk](#)

News

■ Camp Smalltalk Registration Mandatory

For security reasons, to be able to access to the building where the Smalltalk Camp of ESUG 2008 will occur, you need to register! So if you want to attend the Camp please send an email with the follo...

■ ESUG is nearly booked out!

We are happy to announce that the conference is nearly booked out! There 9 places available so this is your last chance!

■ ESUG 2008: Register Soon!

ESUG 2008 (August 25-29, 2008, Amsterdam) is getting a record number of registrations. We have now 147 registrations with a maximum of 131 people tuesday and thursday. If you plan to come, register s...

■ Working on new ESUG Website

We are setting up a new website for ESUG. It's based on Pier, running on Squeak 3.9. Some content is missing, some is out of date (the 2008 conference pages, for example). Over the next days, the con...

The European Smalltalk User Group (ESUG) is a non-profit users organization that supports all kinds of Smalltalk initiatives, especially free-open source ones that benefit the whole Smalltalk community. For example ESUG does:

- Link all users of the Smalltalk programming language and environments in Europe, individual and corporate
- Promote the use of Smalltalk
- Support local users groups and establish new ones
- Support Smalltalk projects and initiatives such as Free Seaside Hosting Server with netstyle.ch

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Lukas Renggli

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Home

I provide [consulting](#) services around Software Engineering and Web Development.

Projects

I am involved in [Squeak](#), an open-source Smalltalk dialect, and [Seaside](#), a framework for developing sophisticated web applications in Smalltalk. Some other projects I am the author of are:

- [Magritte](#), a generic self-described meta-model.
- [Pier](#), an extensible object-oriented content management system.
- [Scriptaculous](#), let Seaside applications fly Web 2.0 style.
- [SqueakSource](#), a source code repository for Squeak.
- [SmallWiki](#), a wiki engine written with objects from top to bottom

Blog

Don't miss to check-out my [blog](#):

- [Magritte Rendering in Seaside](#)
Magritte for Seaside allows one to automatically build Seaside components from descriptive objects. There are several possibilities to customize this 3 step process: 1. a renderer defines the markup surrounding the form elements, 2. a view component defines the visual appearance of every form element, and 3. decorations surround the generated f...
- [Dabble DB on Seaside 2.8](#)
Avi announced that the latest version of Dabble DB is running on Seaside 2.8: Framework upgrade: our version of Seaside, the web framework underlying Dabble DB, hasn't changed in three years. We've now ported Dabble DB to Seaside 2.8, the latest stable release, which has lower memory use and faster render times. We are all excited to hear that...

www.tudorgirba.com



tudor.girba@gmail.com
Software Composition Group
University of Berne
Neubrueckstr. 10, 3012
Berne
Switzerland

my name is tudor girba

My name is Tudor Girba. Actually, it's Girba. People call me Doru. I am Romanian. I received my PhD from the University of Bern in 2005 and since then I am a postdoctoral researcher at [Software Composition Group](#). I also work as a consultant through [Sw-eng. Software engineering GmbH](#).

i blog (rss)

I am concerned with communicating and modeling information in general, and I blog about it. My latest entries:

Whitespace Whitespace is an all too often overlooked graphical design resource. Perhaps it is natural to be so,...

The slides mirage If you stare at the slides while talking, the audience will also tend to do so. If you continuously ...

How much time? "How much time do I have?" asks the presenter and 5 seconds are wasted. An unintelligible respon...

i research

My research area is software engineering with focus on software assessment and reengineering. Since 2003, I am one of the main developers and architects of Moose. During my PhD I have built the Hismo meta-model for software evolution analysis. I am the co-author of the Mondrian visualization engine. I have recently started a research project that targets the analysis of J2EE systems.

i present

Here is a sample of one of my latest slide set:



i twitter

One thing we are all great at is making mistakes. 1 day ago

If you want to communicate better, start by listening more not by talking more. 11 days ago

My slideshow on whitespace is featured on the slideshare main page: <http://www.slideshare.net/girba/whitespace/> 12 days ago

My slideshow on whitespace is featured on the slideshare main page: 12 days ago

Just say "no" from time to time, and you might be surprised at how the world still carries on without much problems. 13 days ago

Some battles are better lost than fought. 15 days ago

The available tools shape our solutions. So, choose your tools carefully. 18 days ago

When you are searching for a new solution, start from the problem and not

How extensible is

pier



Citezen

LightBox

Poll

Post ticker

Randomizer

Search

StehlDichEin

Top Feeder

Twitter

***How to customize
the look of***

pier





Blueprint

Pier

[Blog](#) [Information](#) [_Environment](#) [_User Mamangement](#)

Pier

Welcome to Pier (formerly called SmallWiki 2), the next generation of a fully extensible content management system implemented in Smalltalk. To read additional information, please consult the [information page](#).

Sitemap

- Pier
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 - [+Information](#)
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 - [+_User Mamangement](#)

Commands

- [Add](#)
- [Change Group](#)
- [Change Other](#)
- [Change Owner](#)
- [Copy](#)
- [Edit](#)
- [Edit Design](#)
- [Logout](#)
- [Settings](#)
- [View](#)

Views

- [Browse](#)
- [Changes](#)
- [Log](#)
- [Report](#)
- [Text](#)
- [View](#)
- [Wiki](#)

Powered by [Pier](#).

- [Add](#)
- [Edit](#)
- [Edit Design](#)
- [Logout](#)
- [Settings](#)



2
pier

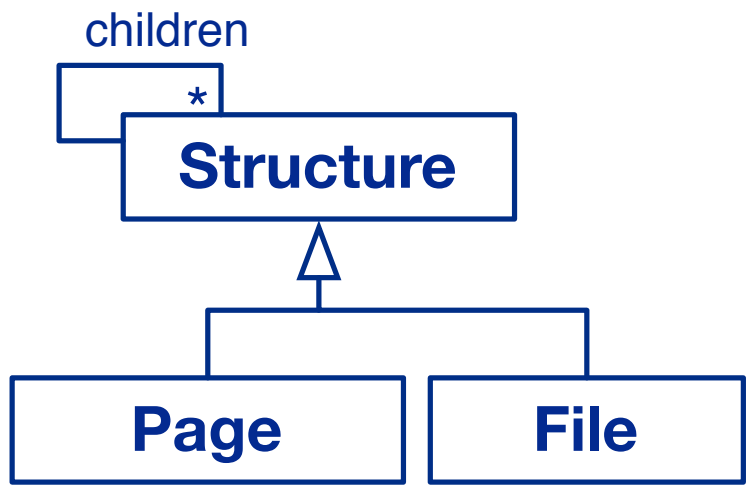
from the inside

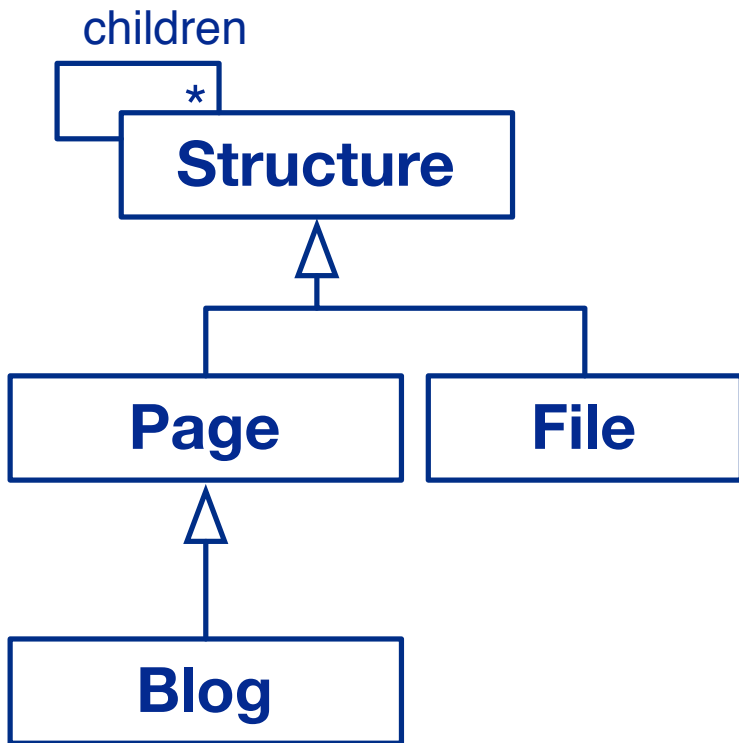
Structure

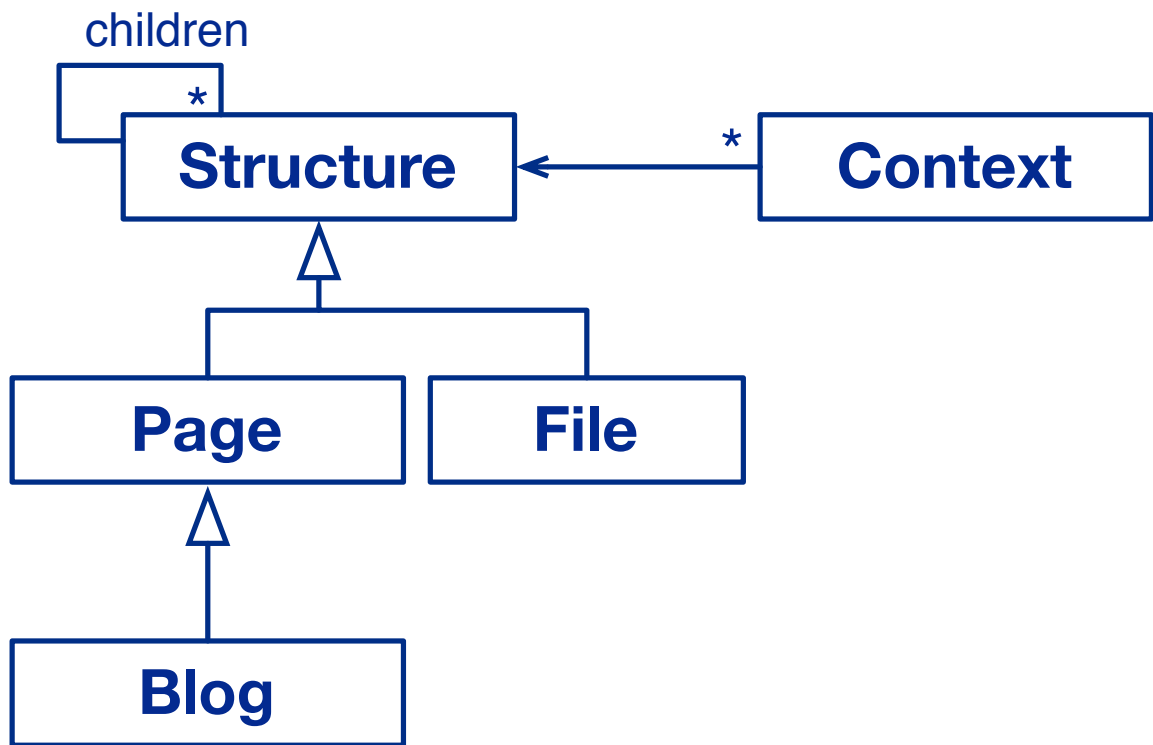
children

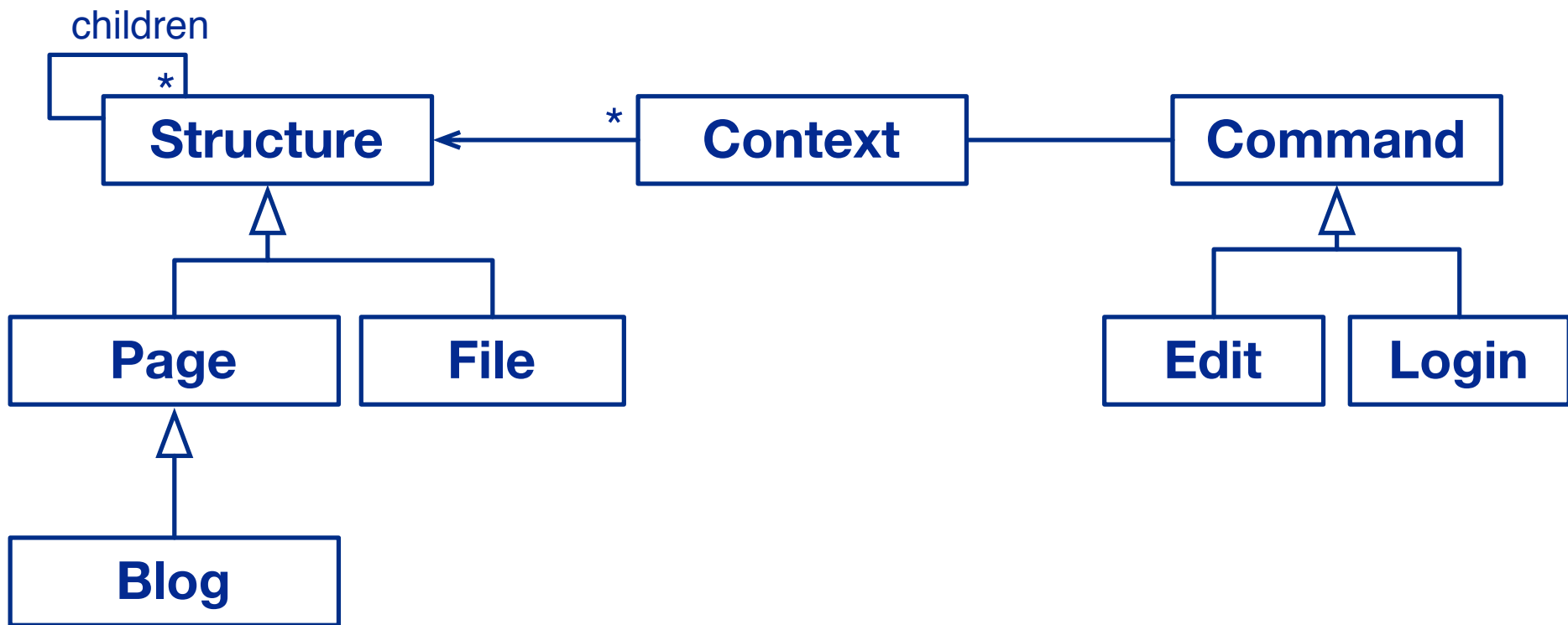


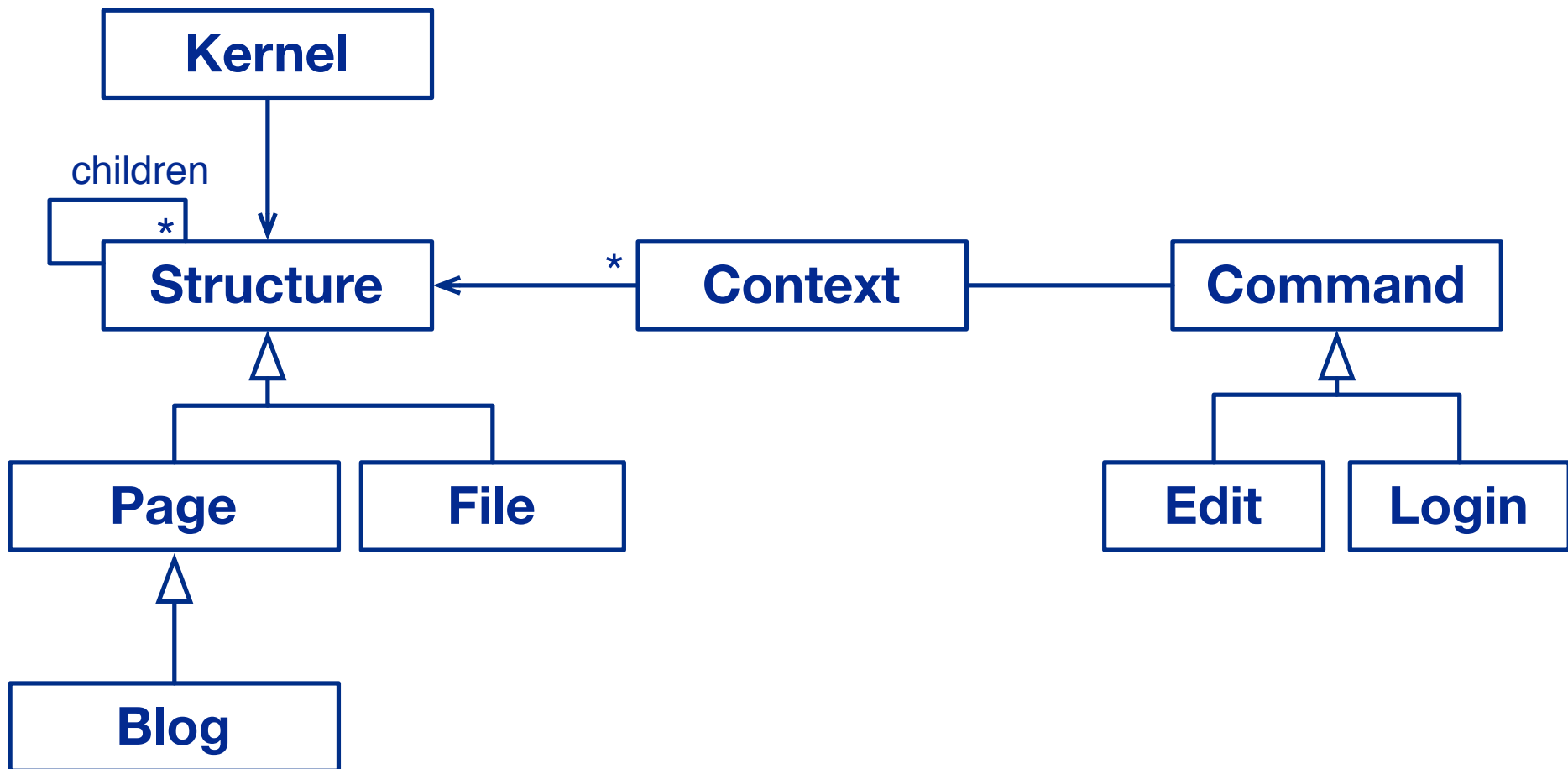
Structure

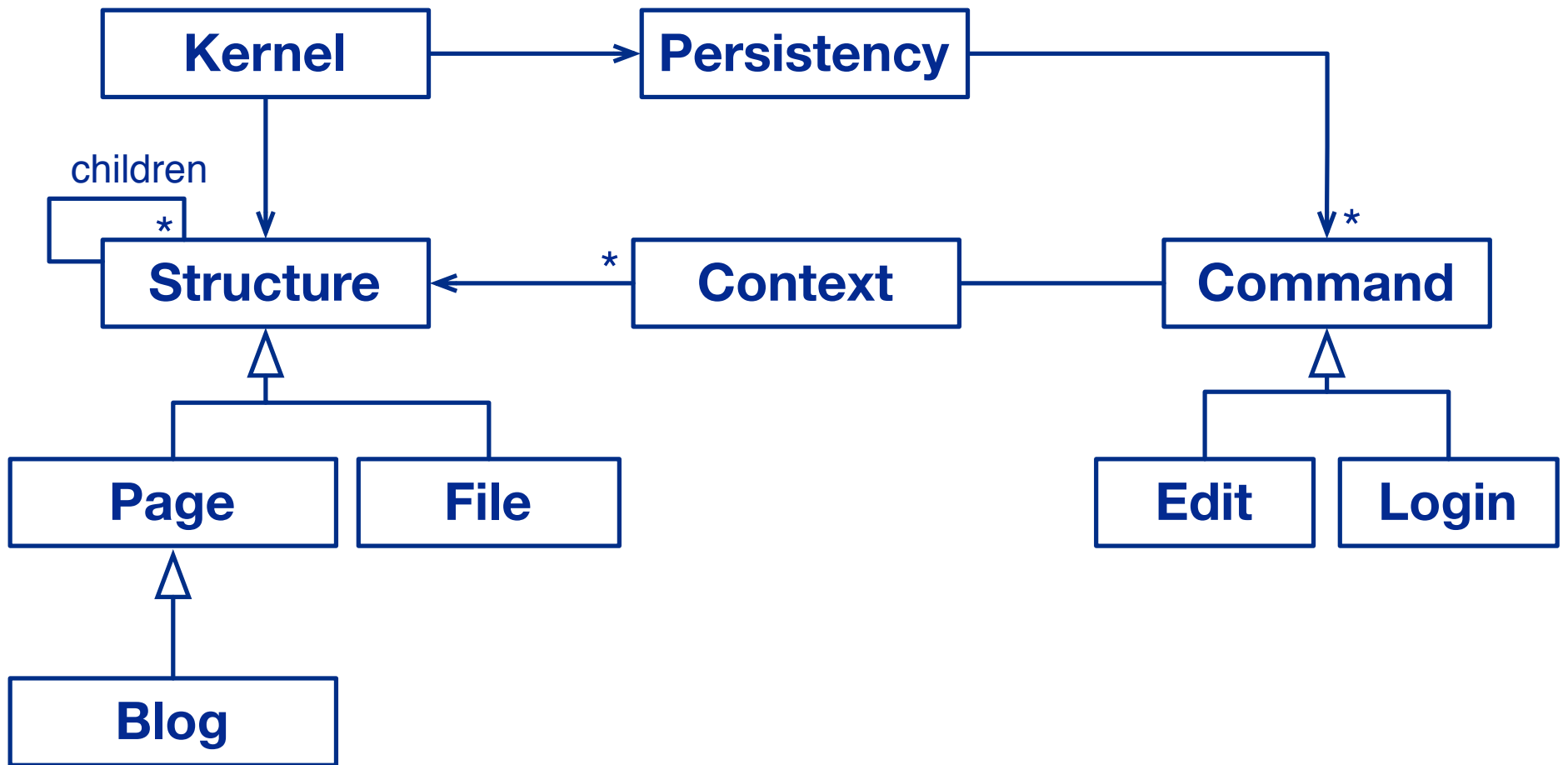


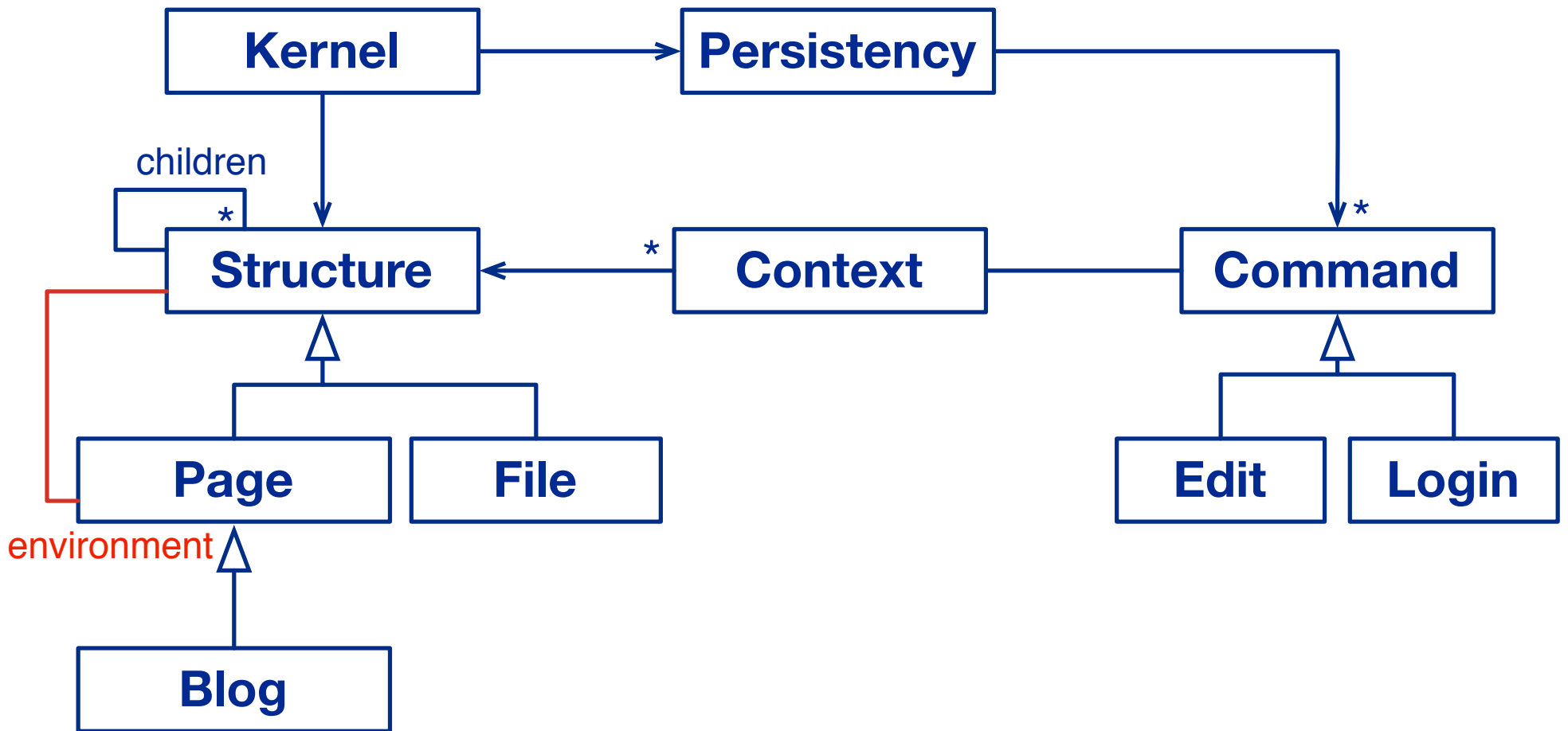


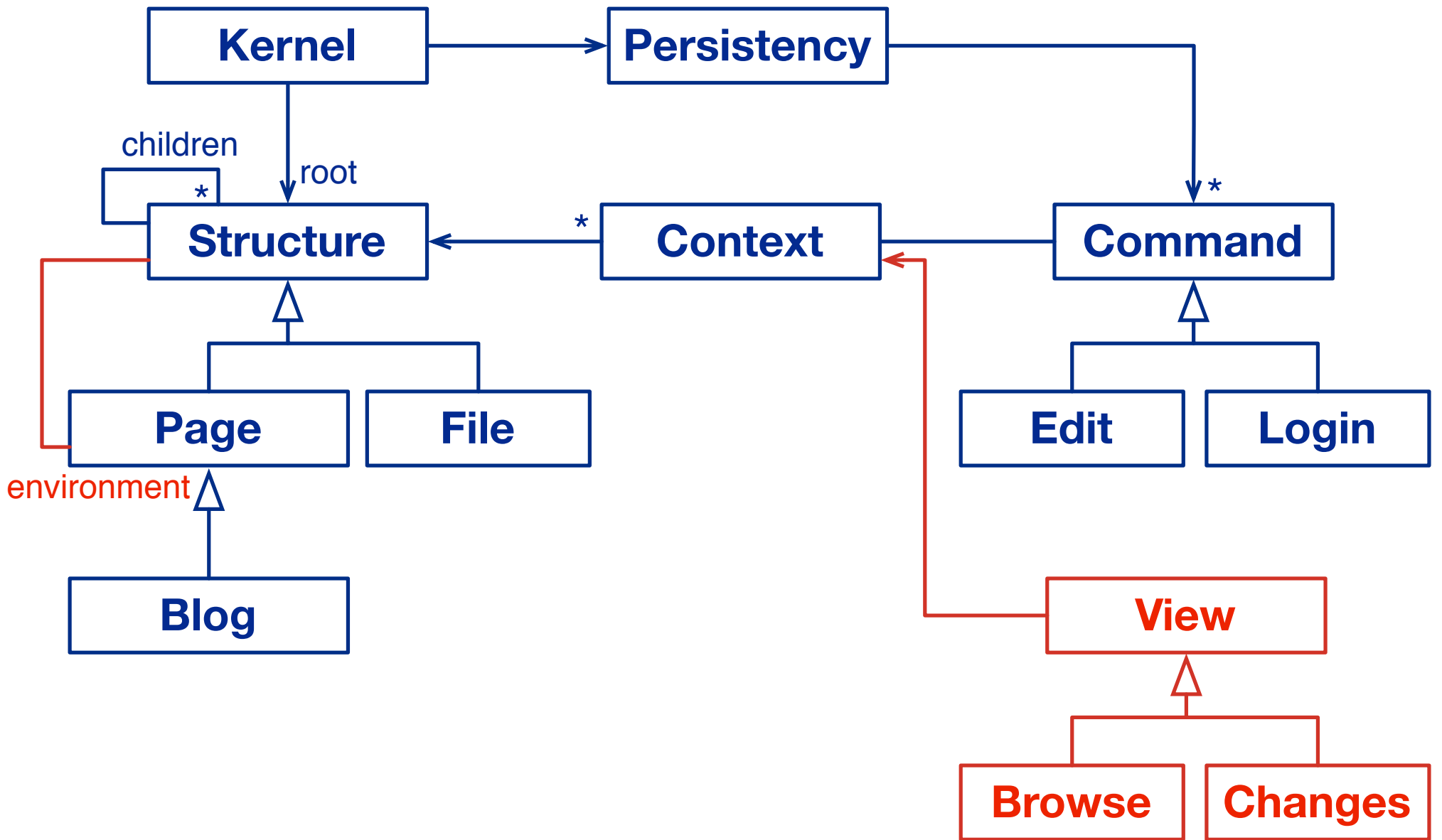


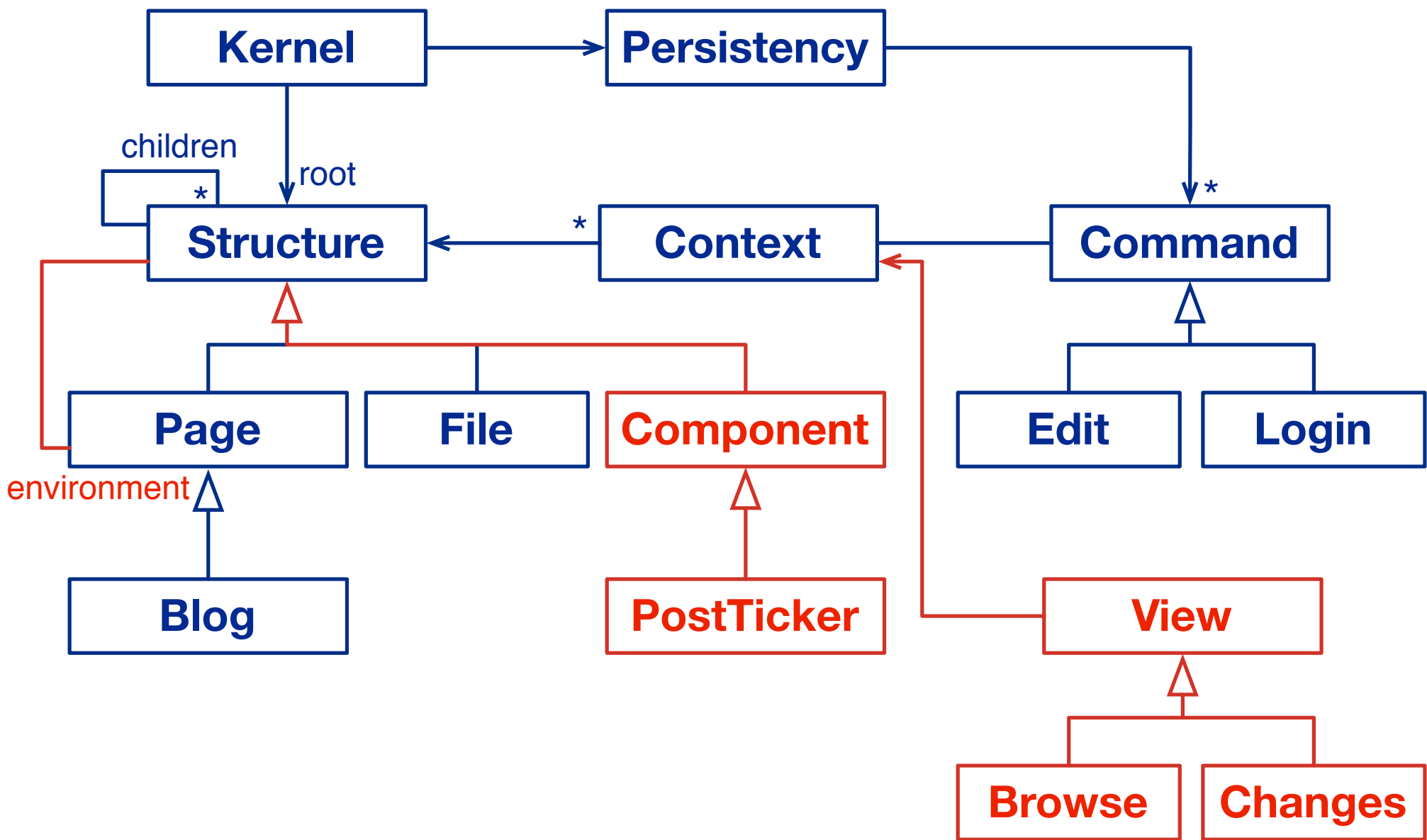












pier

**is based on
Magritte**

describe once, get everywhere

Any Seaside application can be a widget

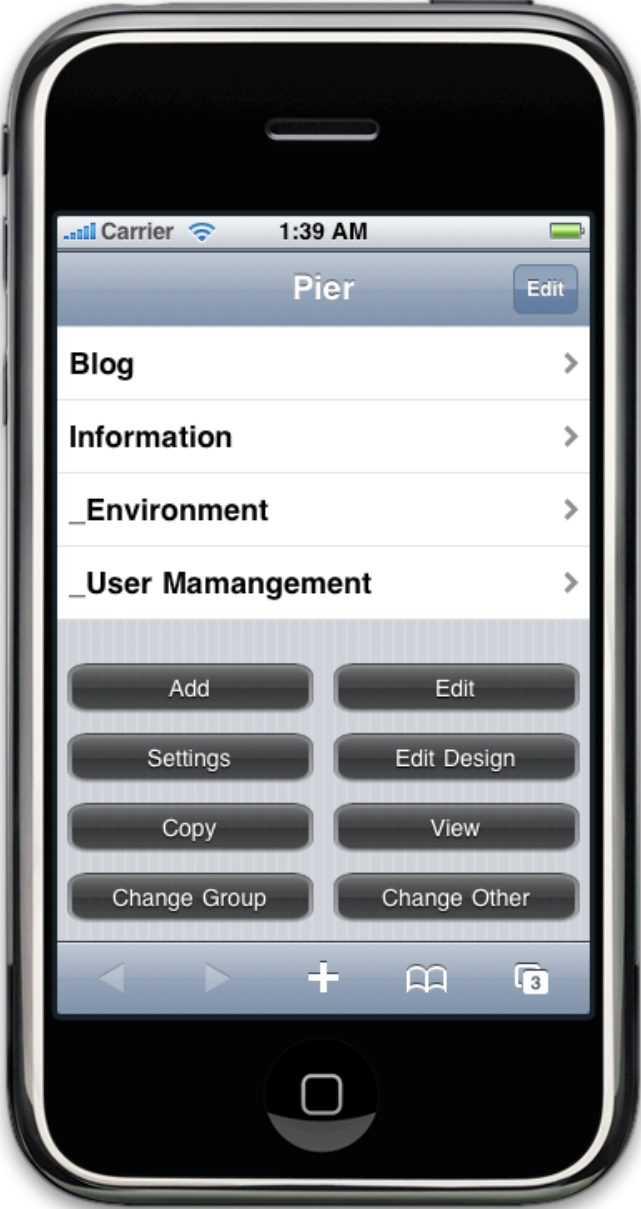
Persistency: Gemstone, image

piier
CMS, easy, cool, free



3 pier

from the ...



Carrier 1:39 AM

Pier Edit

- Blog >
- Information >
- _Environment >
- _User Mamangement >

Add	Edit
Settings	Edit Design
Copy	View
Change Group	Change Other

Navigation bar with icons: back, forward, plus, book, notification (3)



```
From Spreak3.9.1 of 2 March 2008 [latest update: #7075] on 27 August 2008 at 10:18:30 am?
ISComponent subclass: #ISPer
  instanceVariableNames: 'context'
  classVariableNames: '
    poolDictionaries'
  category: 'State-Test1'

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 07:30:1'
renderCommand: aString on: html
  self
    renderHeading: [ self renderCommandHeadingOn: html ]
    contents: [ self renderCommandBodyOn: html ]
    animation: aString
    on: html !

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 07:30:1'
renderCommandBodyOn: html
  context command aView
    ifTrue: [ * self renderViewOn: html ].

  html form: [
    ISMagritte new
      start: context command description
      object: context command
      on: html !

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 09:36:1'
renderCommandHeadingOn: html
  html save button
    beBack: beLeft; beCancel;
    callback: [ context := context structure: context structure ];
    response: [ renderer | self renderChildren: 'push_left_to_right' on: renderer ];
    with: (context command aView
      ifTrue: [ 'Up'
        ifFalse: [ context command cancelButton value ] ].

  html heading: context command label
  context command aView ifFalse: [
    html save button
      beRight; beRight;
      callback: [ self execute ];
      response: [ renderer ]
      context command aView
      ifTrue: [ self renderChildren: 'push_left_to_right' on: renderer ]
      ifFalse: [ self renderCommand: 'push_right_to_left' on: renderer ];
    with: context command saveButton value ! !

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 09:41:1'
renderViewOn: html
  PHICurrentContext use: self during: [
    html do style: 'padding: 10px; background: #fff; height: 100%; width: [
      ISRenderer new
        start: context structure
        on: self on: html ] ! !

ISPer methodsFor: 'initialization' stamp: '1 8/14/2008 14:54:1'
initialize
  super initialize.
  context := PHICurrentContext: PHICurrentContext instances anyOne !

ISPer methodsFor: 'rendering' stamp: '1 8/27/2008 07:31:1'
renderContentOn: html
  self renderChildren: nil on: html !

ISPer methodsFor: 'rendering-children' stamp: '1 8/27/2008 09:23:1'
renderChildren: aString on: html
  self
    renderHeading: [ self renderChildrenHeadingOn: html ]
    contents: [ self renderChildrenBodyOn: html ]
    animation: aString
    on: html !

ISPer methodsFor: 'rendering-children' stamp: '1 8/27/2008 09:09:1'
renderChildrenBodyOn: html
  html save list
    list: context enumerator contents;
    labels: [ each | each title ];
    callback: [ value | context := context structure: value ];
    response: [ renderer | self renderChildren: 'push_right_to_left' on: renderer ];
    context commands do: [ each |
      html save action
        class: 'UIButton black right';
        callback: [ context := context command: each new ];
        response: [ renderer ]
        context command aView
        ifTrue: [
          self execute
          self renderChildren: 'push_left_to_right' on: renderer ]
        ifFalse: [ self renderCommand: 'push_right_to_left' on: renderer ];
        with: each label ] !

ISPer methodsFor: 'rendering-children' stamp: '1 8/27/2008 07:32:1'
renderChildrenHeadingOn: html
  context structure parent notNil ifTrue: [
    html save button
      beBack; beLeft; beCancel;
      callback: [ context := context structure: context structure parent ];
      response: [ renderer | self renderChildren: 'push_left_to_right' on: renderer ];
      with: 'Up' !

  html heading: context structure title
  (PHICurrentCommand aView: self context)
    ifTrue: [
      html save button
        beRight; beCancel;
        callback: [ context := context command: PHICurrentCommand new ];
        response: [ renderer | self renderCommand: 'push_right_to_left' on: renderer ];
        with: 'Edit' !

      ifFalse: [
        html save button
          beRight; beCancel;
          callback: [ context := context command: PULogin new ];
          response: [ renderer | self renderCommand: 'push_right_to_left' on: renderer ];
          with: 'Login' !

ISPer methodsFor: 'accessing' stamp: '1 8/27/2008 07:33:1'
context
  ^ context !

ISPer methodsFor: 'accessing' stamp: '1 8/27/2008 09:18:1'
context: aContext
  context := aContext !

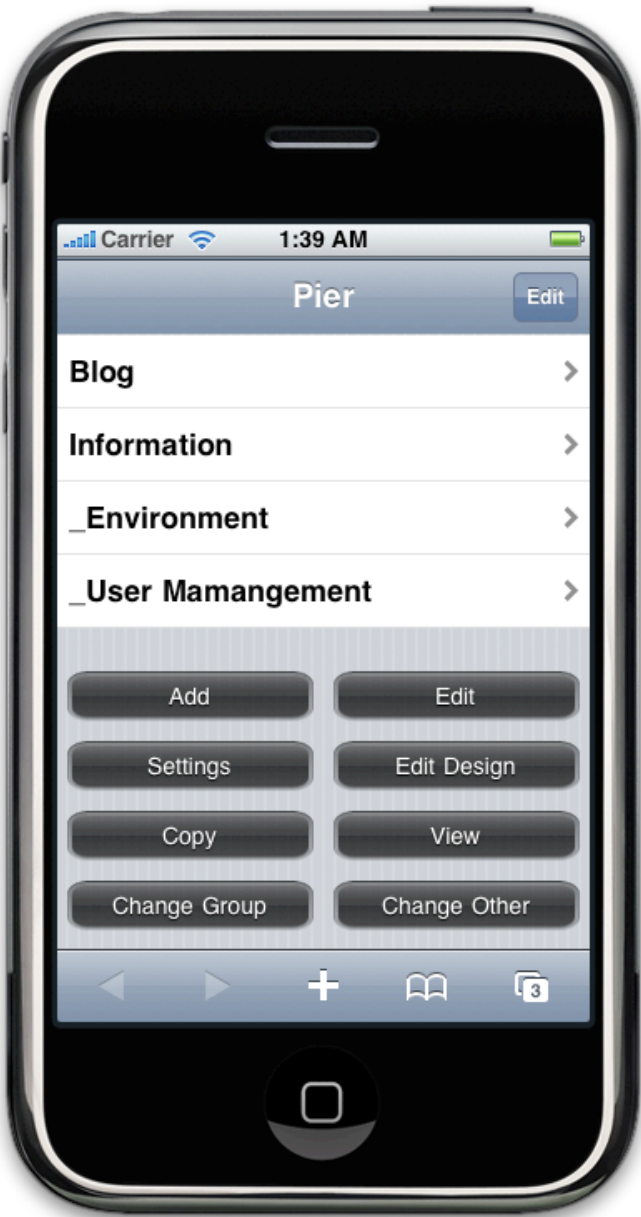
ISPer methodsFor: 'actions' stamp: '1 8/27/2008 09:12:1'
execute
  PHICurrentContext use: self during: [
    [ context command execute ]
      on: Error
      do: [ err !

    context := context command answer ! !

    Transcript show: err description, cr;
    ^ context := context structure: context structure ]

-----?
ISPer class
  instanceVariableNames: '1'
  initialize
    1 application !
    application := self registerAsApplication: 'test/per';
    application (names do: [ each | application removeLibrary: each ]
      application preferencesAt: #deploymentMode put: true.
      application addLibrary: 'GLLibrary' !

ISPer initialize
```

```
From Spreak3.9.1 of 2 March 2008 [latest update: #7075] on 27 August 2008 at 10:18:30 am?
ISComponent subclass: #ISPer
instanceVariableNames: 'context'
classVariableNames:
    'poolDictionaries'
category: 'State-Test1'

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 07:30:11'
renderCommand: aString on: html
self
    renderHeading: [ self renderCommandHeadingOn: html ]
    contents: [ self renderCommandBodyOn: html ]
    animation: aString
    on: html !

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 07:30:11'
renderCommandBodyOn: html
    context command aView
    ifTrue: [ * self renderViewOn: html ]
    html form: [
        ISMagritte new
            start: context command description
            object: context command
            on: html ! ]

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 09:36:11'
renderCommandHeadingOn: html
    html isa button
        backButton: beCancel;
        callback: [ context := context structure: context structure ];
        response: [ responder I self renderChildren: 'push_left_to_right' on: responder ];
        with: (context command aView
            ifTrue: [ * ]
            ifFalse: [ context command cancelButton value ] );
        backButton: beRight;
        callback: [ self execute ];
        response: [ responder I
            context command aView
            ifTrue: [ self renderChildren: 'push_left_to_right' on: responder ]
            ifFalse: [ self renderCommand: 'push_right_to_left' on: responder ] ];
        with: context command saveButton value ! ]

ISPer methodsFor: 'rendering-command' stamp: '1 8/27/2008 09:41:11'
renderViewOn: html
    PHICurrentContext use: self during: [
        html do style: 'padding: 10px; background: #fff; height: 100%; width: [
            ISRenderer new
                start: context structure
                on: self on: html ] ! ]

ISPer methodsFor: 'initialization' stamp: '1 8/14/2008 14:54:11'
super initialize;
context := PHICurrentContext kernel: PHICurrentContext kernel instances anyOne !

ISPer methodsFor: 'rendering' stamp: '1 8/27/2008 07:31:11'
renderContentOn: html
    self renderChildren: nil on: html !

ISPer methodsFor: 'rendering-children' stamp: '1 8/27/2008 09:23:11'
renderChildren: aString on: html
self
    renderHeading: [ self renderChildren*
        contents: [ self renderChildren*
            animation: aString
            on: html ! ]

ISPer methodsFor: 'rendering-children-body' stamp: '1 8/27/2008 09:23:11'
renderChildrenBodyOn: html
    html isa list

or

self execute
    self renderChildren: 'push_left_to_right' on: responder ]
ifFalse: [ self renderCommand: 'push_right_to_left' on: responder ] ];

callback: beLeft; beCancel;
callback: [ context := context structure: context structure parent ];
response: [ responder I self renderChildren: 'push_left_to_right' on: responder ];
with: 'Go' !

structure HTML
aViewOn: self command
ifTrue: [
    html isa button
        beRight; beCancel;
        callback: [ context := context command: PREDCommand new ];
        response: [ responder I self renderCommand: 'push_right_to_left' on: responder ];
        with: 'Back' !
    html isa button
        beRight; beCancel;
        callback: [ context := context command: PULogin new ];
        response: [ responder I self renderCommand: 'push_right_to_left' on: responder ];
        with: 'Login' ! ]

ISPer methodsFor: 'accessing' stamp: '1 8/27/2008 07:33:11'
context
    ^ context !

ISPer methodsFor: 'context' stamp: '1 8/27/2008 09:18:11'
context: aContext
    ^ context := aContext !

ISPer methodsFor: 'actions' stamp: '1 8/27/2008 09:12:11'
execute
    PHICurrentContext use: self during: [
        [ context command execute ]
            on: Error
            do: [ err ! ]
        Transcript show: err description; cr;
        ^ context := context command answer ! ]

-----
ISPer class
instanceVariableNames: '!'

ISPer class methodsFor: 'initialization' stamp: '1 8/27/2008 09:12:11'
initialize
    application := self registerApplication: 'testApp';
    application preferences do: [ each | application removeLibrary: each ];
    application preferencesAt: #deploymentMode put: true;
    application addLibrary: 'ISLibrary' !

ISPer initialize
```

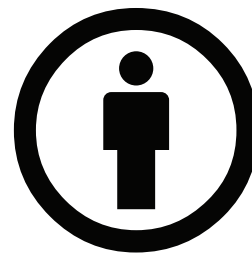
~100 lines of code

pier
CMS, easy, cool, free

www.lukas-renggli.ch/smalltalk/pier

Tudor Gîrba

www.tudorgirba.com



creativecommons.org/licenses/by/3.0/