Teaching Moldable Development

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What is Moldable Development?

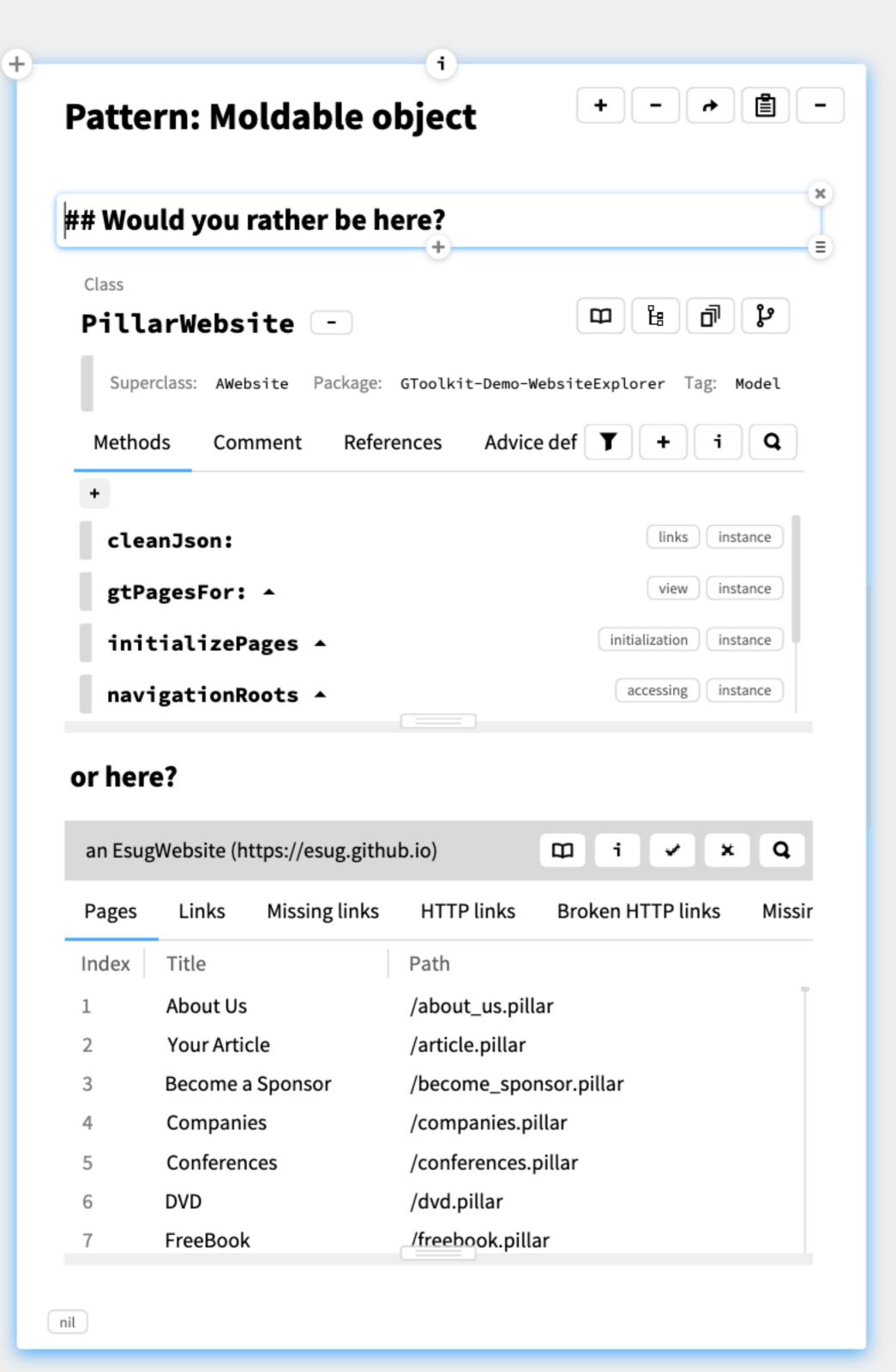
Moldable development supports decision making by making domain concepts *explainable*.

Exploring the ESUG website

an Esug	;Website (h	ttps://esug.githu	ıb.io)							Ф	i 🗸	×
Pages	Links	Missing links	HTTP links	Broken HTTP links	Missing status	Reachable pages	Unreachable pages	Мар	Raw	Print	Meta	
Index	Title		Path		Pilla	ar links Markdow	n lin					
1	About Us		/about_us.pillar		12							
2	Your Article		/article.pillar		5							
3	Become a Sponsor		/become_sponsor.pillar		4							
4	Companies		/companies.pillar		100							
5	Conferences		/conferences.pillar		10							
6	DVD		/dvd.pillar		1							
7	FreeBook		/freebook.pillar		2							
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11	Your Mob	oility	/mobility.pilla	r								
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14	<no title=""></no>	•	/previous_acti	ions.pillar	74							
15	Process D	etails	/process_deta	ils.pillar								
16	Your Proj	ect	/project.pillar									
17	Promotio	n	/promotion.pi	llar	9							
18	Promotio	n Award	/promotion_av	ward.pillar	2							
19	Your Pub	lication	/publications.p	pillar	27							
20	Smalltalk		/smalltalk.pilla	ar	6							
21	Archive		/smalltalk_arc	:hive.pillar	1							
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24	Support		/support_esug	g.pillar	3							

Moldable Development Patterns

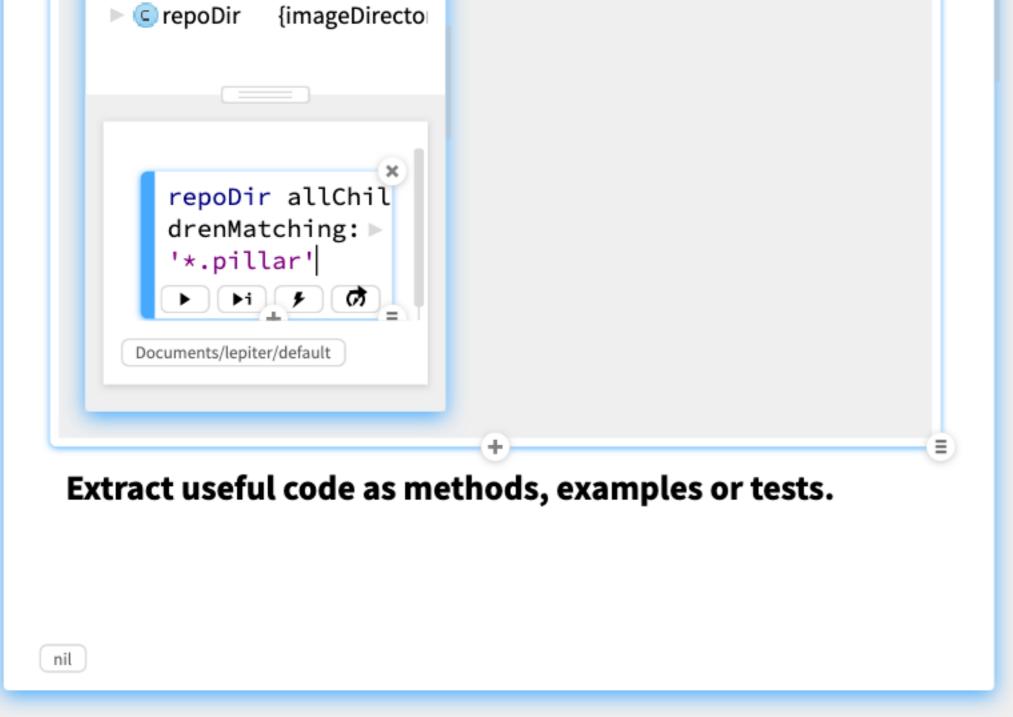
express best practices in the process of molding software to make it explainable.

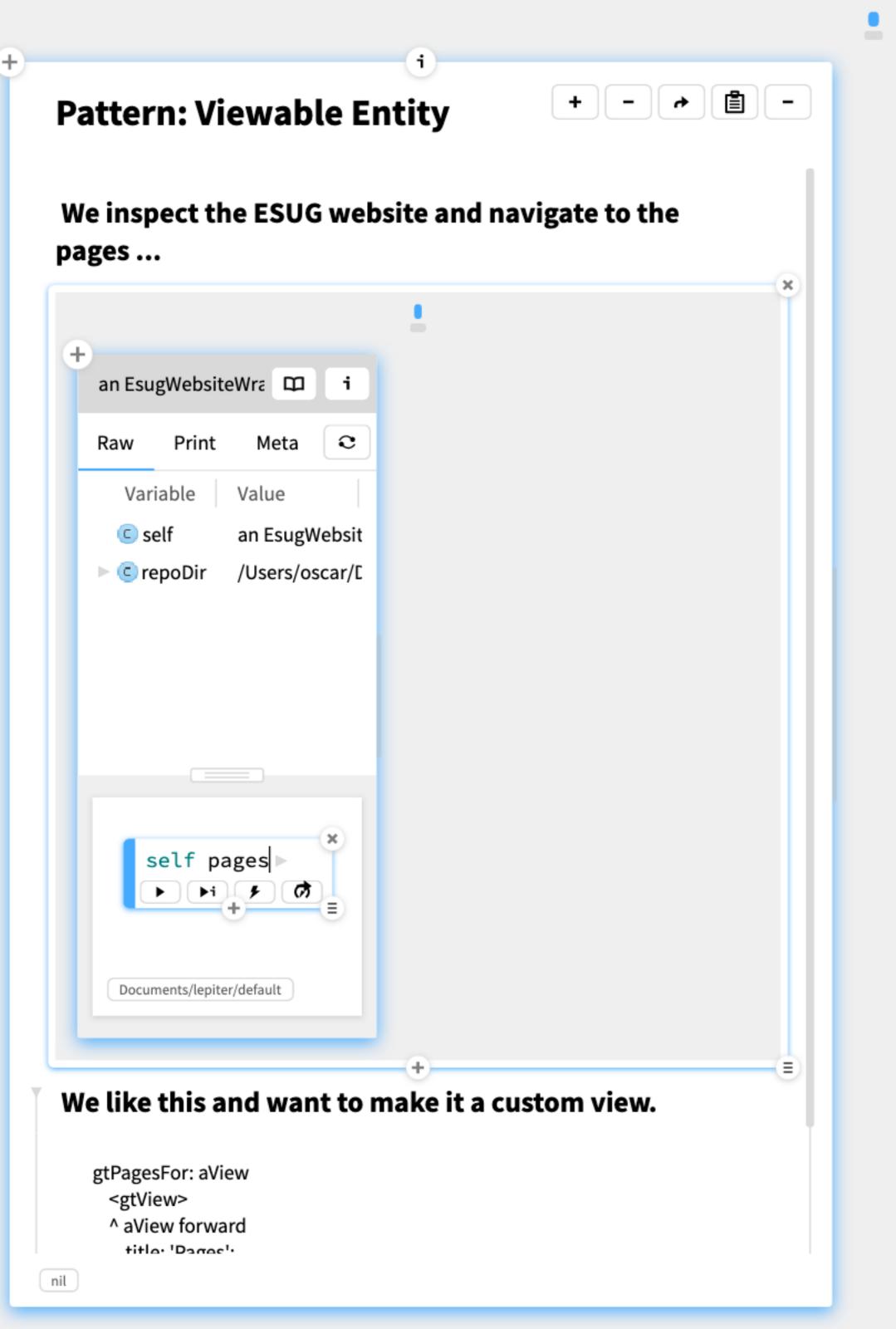


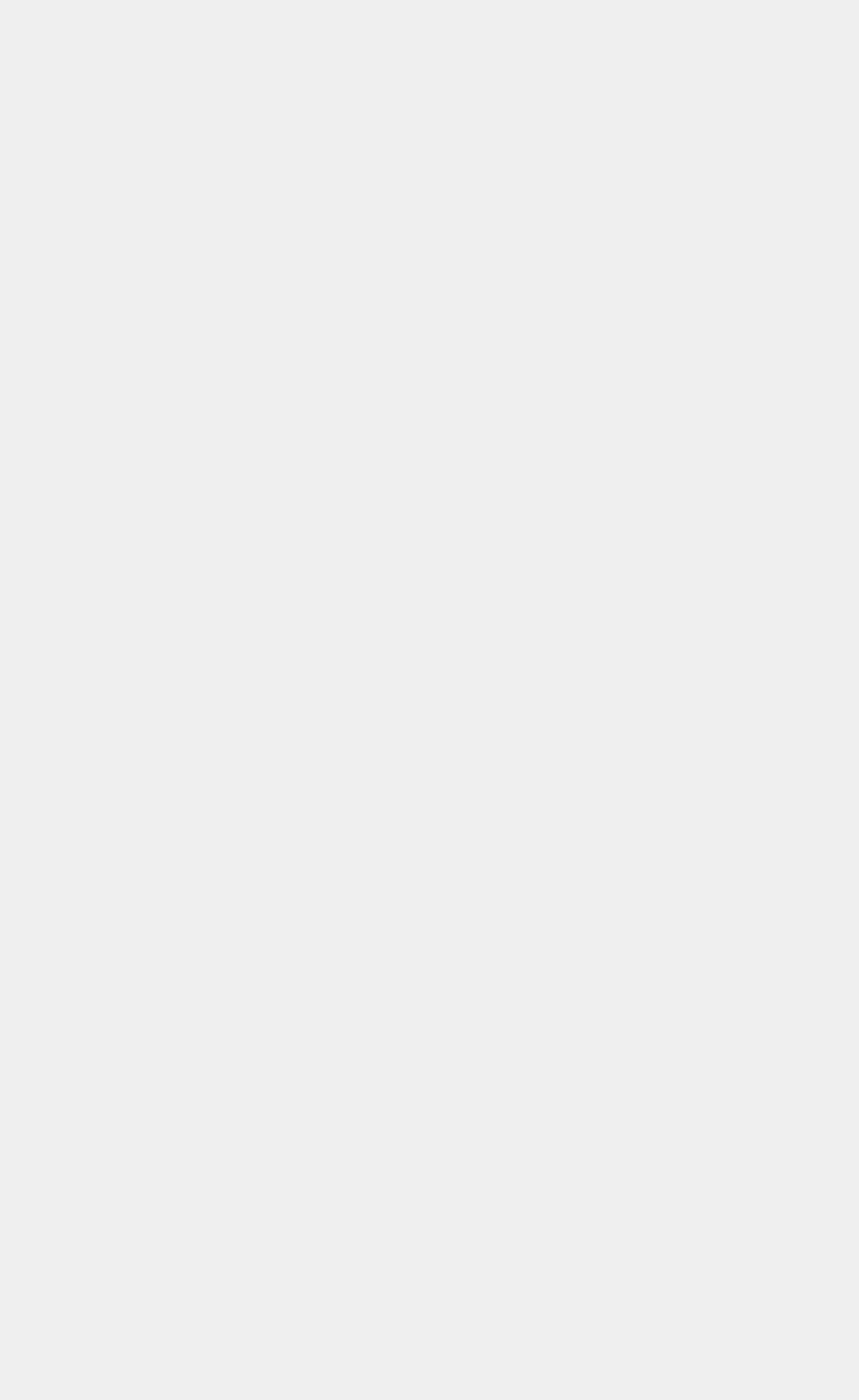


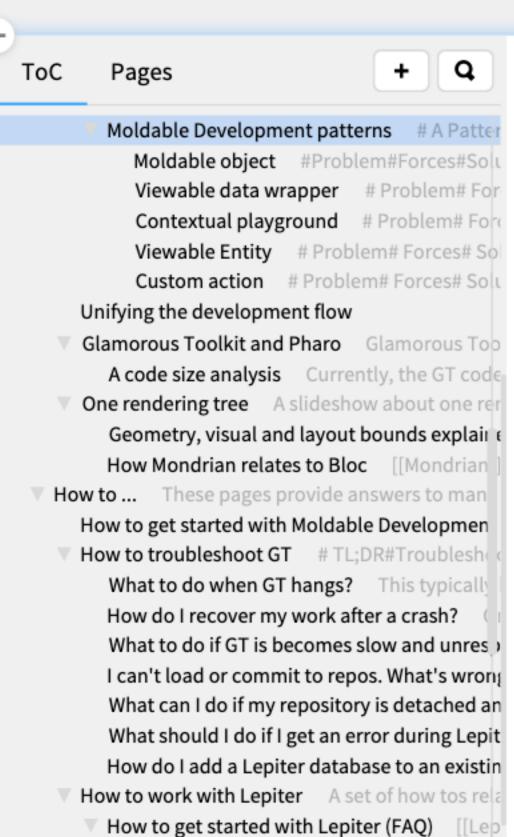
Pattern: Contextual playground Start by inspecting an instance. EsugWebsiteWrapper ▶ new ▶ repoDir: ▶ (FileLocator ▶ imageDirectory ► / 'esug.github.io') **Code directly in the Playground:**











How to create a Lepiter page? You can't

Where are my pages stored? Lepiter page

How do I add new snippets? Normally \(\sqrt{e} \)

How do I move snippets around within a I

How to format text in Lepiter pages?

How do I rename a Note? Just click on t

How do I find my pages? You can open

How do I move a page to a different datab

How do I create a Table of Contents for a L

How do I move a bunch of snippets from c

How do I search within a Lepiter page?

Moldable Development patterns



A Pattern Language for Moldable Development

Moldable Development ▶ is a way to support decision-making by molding the development tools and environment to your problem, thus making the domain concepts visible, explorable, and *explainable*. For an introduction, see How to get started with Moldable Development ▶.

A good way to learn about moldable development is to focus on the *patterns* we observe when practicing it. Each of the patterns below addresses a *problem* to be solved, there are *forces* at play that motivate the application of the pattern, there is a *solution*, and *steps* to implement the pattern. Finally, there are *related patterns* that may be applied before, during or after the steps.

Overview

Moldable development works best when you incrementally extend a live model with custom tools as you explore it. You can start the exploration and molding process from a Moldable object ▶, a live instance of a key domain entity, even at the very beginning of a new project. If you are analyzing existing data, you should start with a Viewable data wrapper ▶.

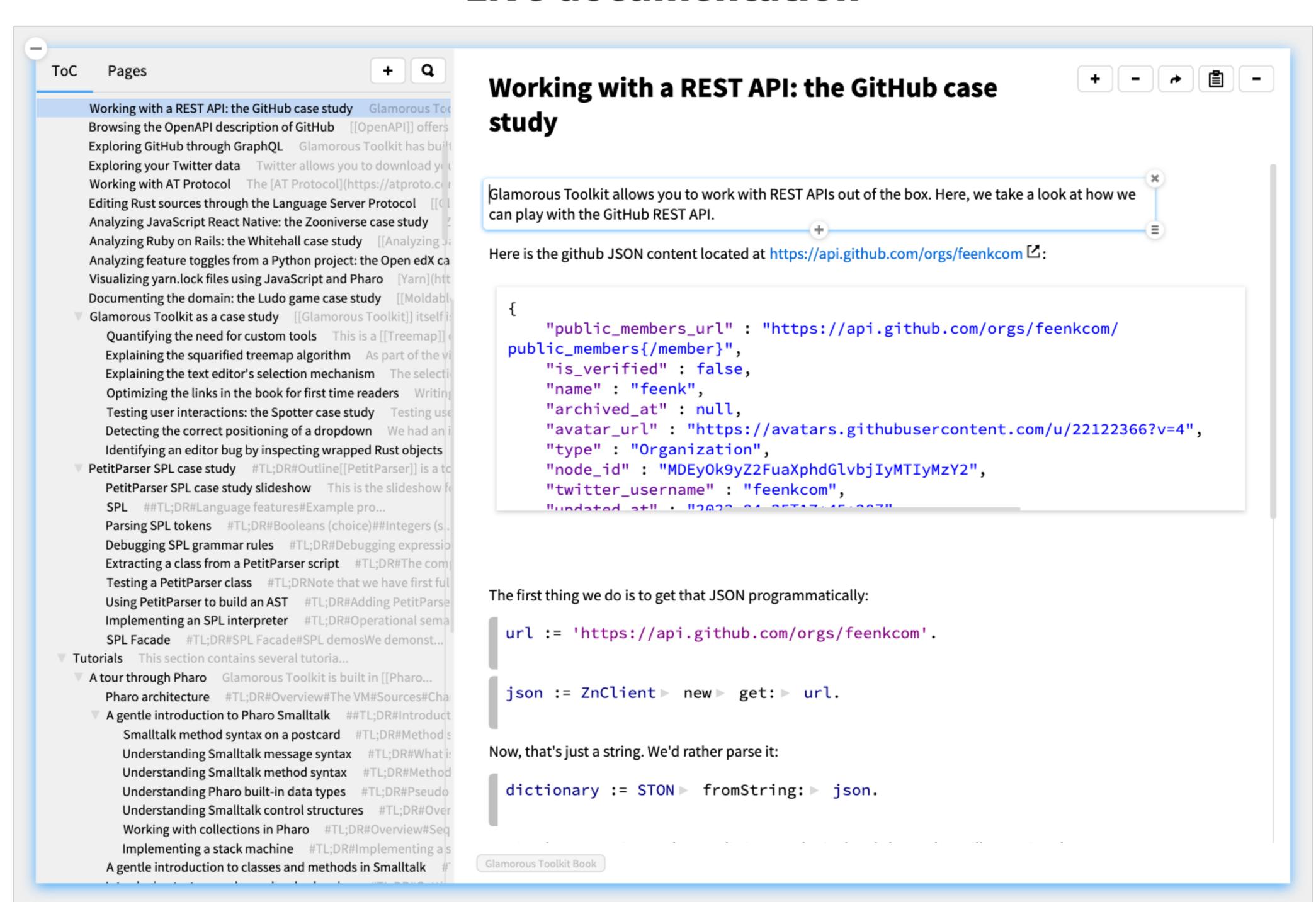
Once you have a moldable object to explore, you can leverage its Contextual playground by to prototype new behavior and custom tools.

As you are developing the live model, you may find yourself repeatedly performing the same sequences of navigation steps to access information, either by clicking

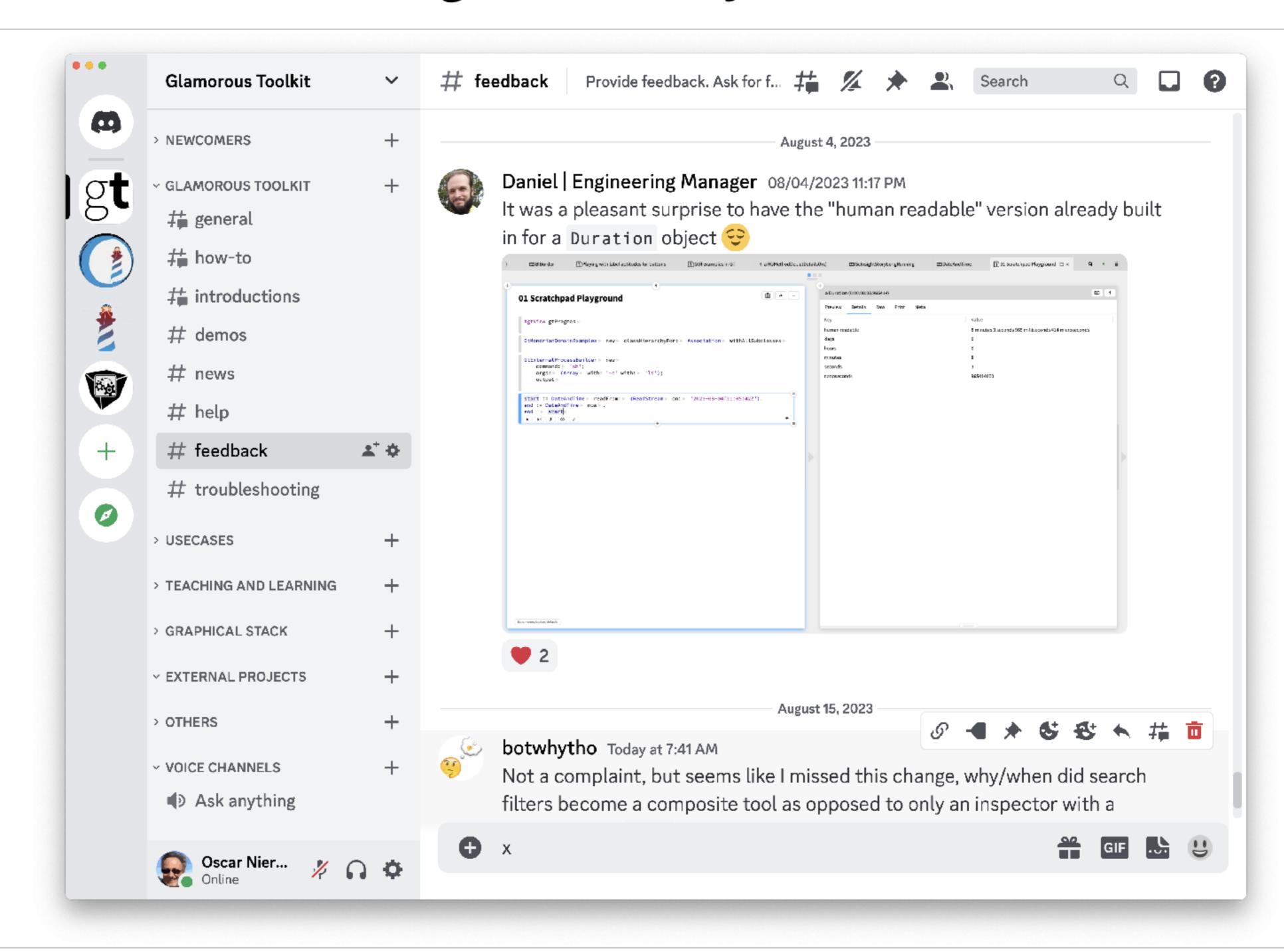
Glamorous Toolkit Book

What works?

Live documentation



Building a community with Discord



Short videos on specific topics

Pages ToC + Getting started with GT in 7' We show how to get started wit Exploring the GitHub REST API in 7' We show how an exploit Inspecting objects with custom views in 7' Every object in [Understanding Lepiter in 7' [[Lepiter]] is a programmable a How to find stuff in GT in 7' We show how to query and exp Smalltalk Syntax in 7' [[Glamorous Toolkit]] is built in [[P... How to set up a GT GitHub repo in 7' You can use [[GitHub]] t Scripting, linking, documenting: Lepiter overview This very boo Handling objects: Inspector overview An [[Inspector]] is the mo Managing code: Coder overview [[Coder]] is the interface for managing code: Basic shortcuts The shortcuts of a method coder are a... Case studies of Moldable Development [[Moldable Development]] Working with a REST API: the GitHub case study Glamorous Tod Browsing the OpenAPI description of GitHub [[OpenAPI]] offers Exploring GitHub through GraphQL Glamorous Toolkit has build Exploring your Twitter data Twitter allows you to download you Working with AT Protocol The [AT Protocol](https://atproto.com Editing Rust sources through the Language Server Protocol [[GII Analyzing JavaScript React Native: the Zooniverse case study Analyzing Ruby on Rails: the Whitehall case study [[Analyzing]: Analyzing feature toggles from a Python project: the Open edX ca Visualizing yarn.lock files using JavaScript and Pharo [Yarn](httl Documenting the domain: the Ludo game case study [[Moldable Glamorous Toolkit as a case study [[Glamorous Toolkit]] itself[is Quantifying the need for custom tools This is a [[Treemap]] Explaining the squarified treemap algorithm As part of the vi Explaining the text editor's selection mechanism The selection Optimizing the links in the book for first time readers Writing Testing user interactions: the Spotter case study Testing use Detecting the correct positioning of a dropdown We had an i Identifying an editor bug by inspecting wrapped Rust objects PetitParser SPL case study #TL;DR#Outline[[PetitParser]] is a to PetitParser SPL case study slideshow This is the slideshow for SPL ##TL;DR#Language features#Example pro... Parsing SPL tokens #TL;DR#Booleans (choice)##Integers (s. Debugging SPL grammar rules #TL;DR#Debugging expression

Extracting a class from a PetitParser script #TL;DR#The com

Testing a PetitParser class #TL;DRNote that we have first ful

Using PetitParser to build an AST #TL;DR#Adding PetitParse

Implementing an SPL interpreter #TL;DR#Operational sema

SPL Facade #TL;DR#SPL Facade#SPL demosWe demonst...

Getting started with GT in 7'

We show how to get started with a variety of tools built into GT, and show how these tools support moldable development.

Getting started with GT in 7' Glamorous Toolkit



See also:

A tour of the environment >

How to get started with Lepiter (FAQ) ▶

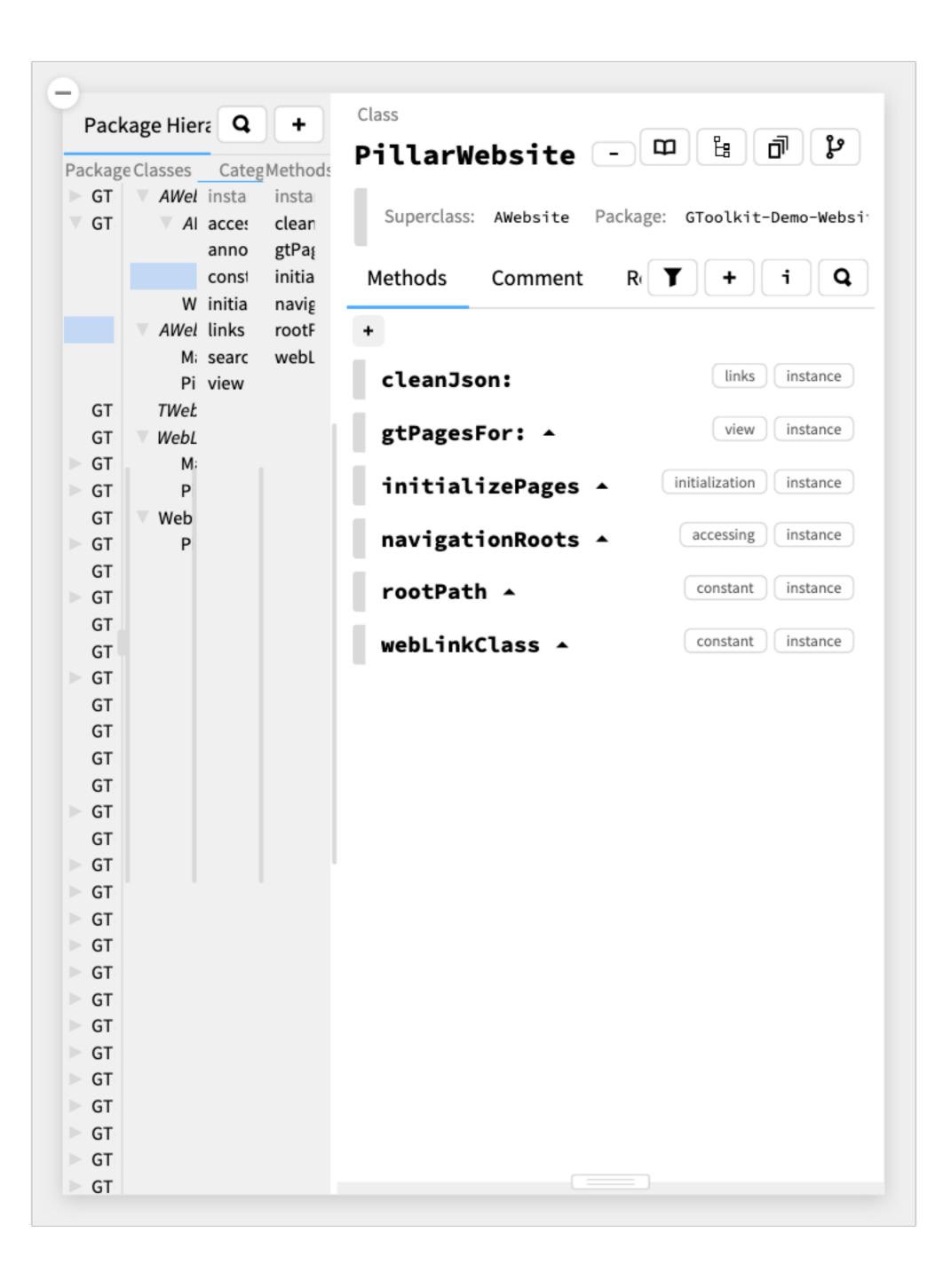
How to get started with Coder (FAQ) ▶

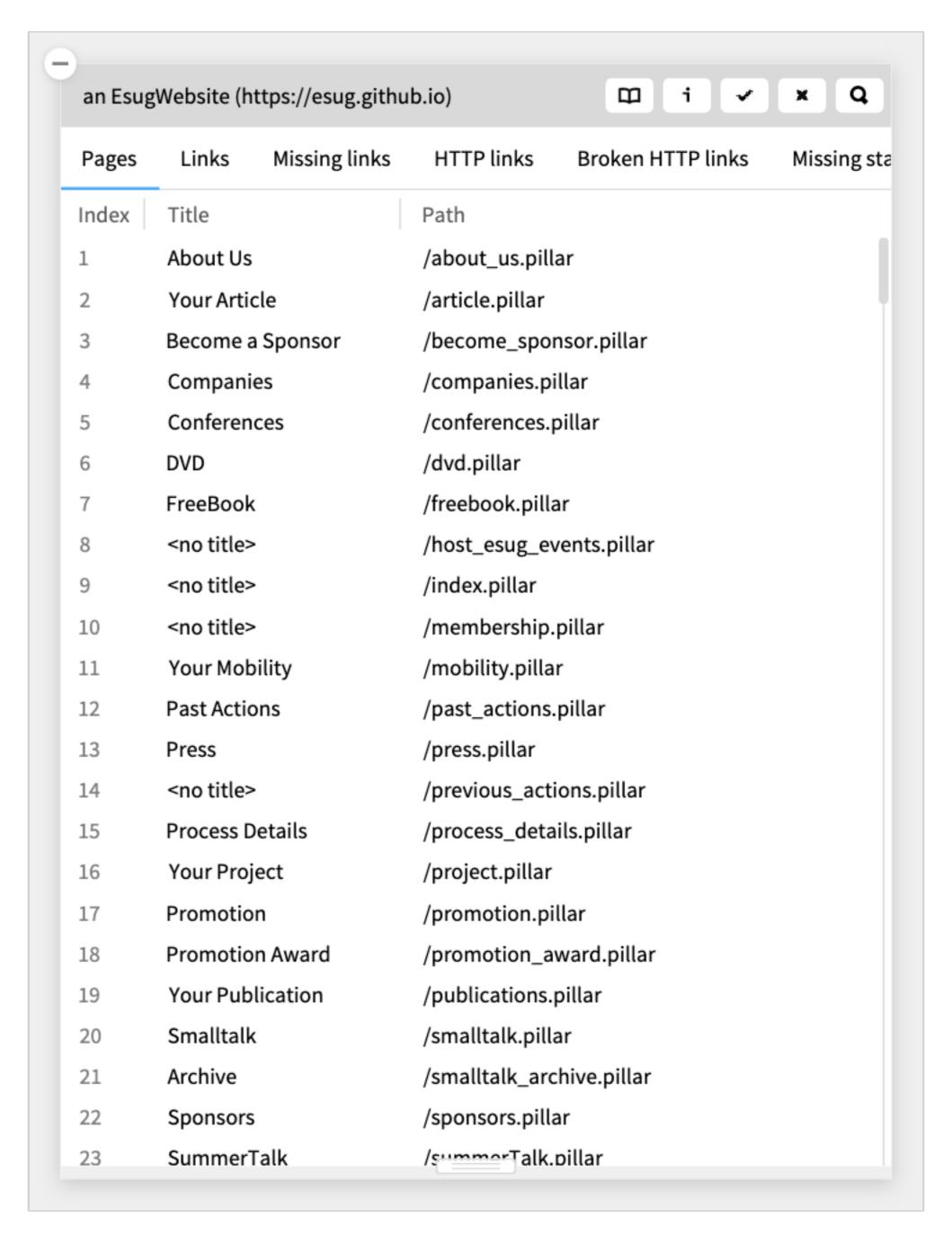
How to work with GitHub ▶

Glamorous Toolkit Book

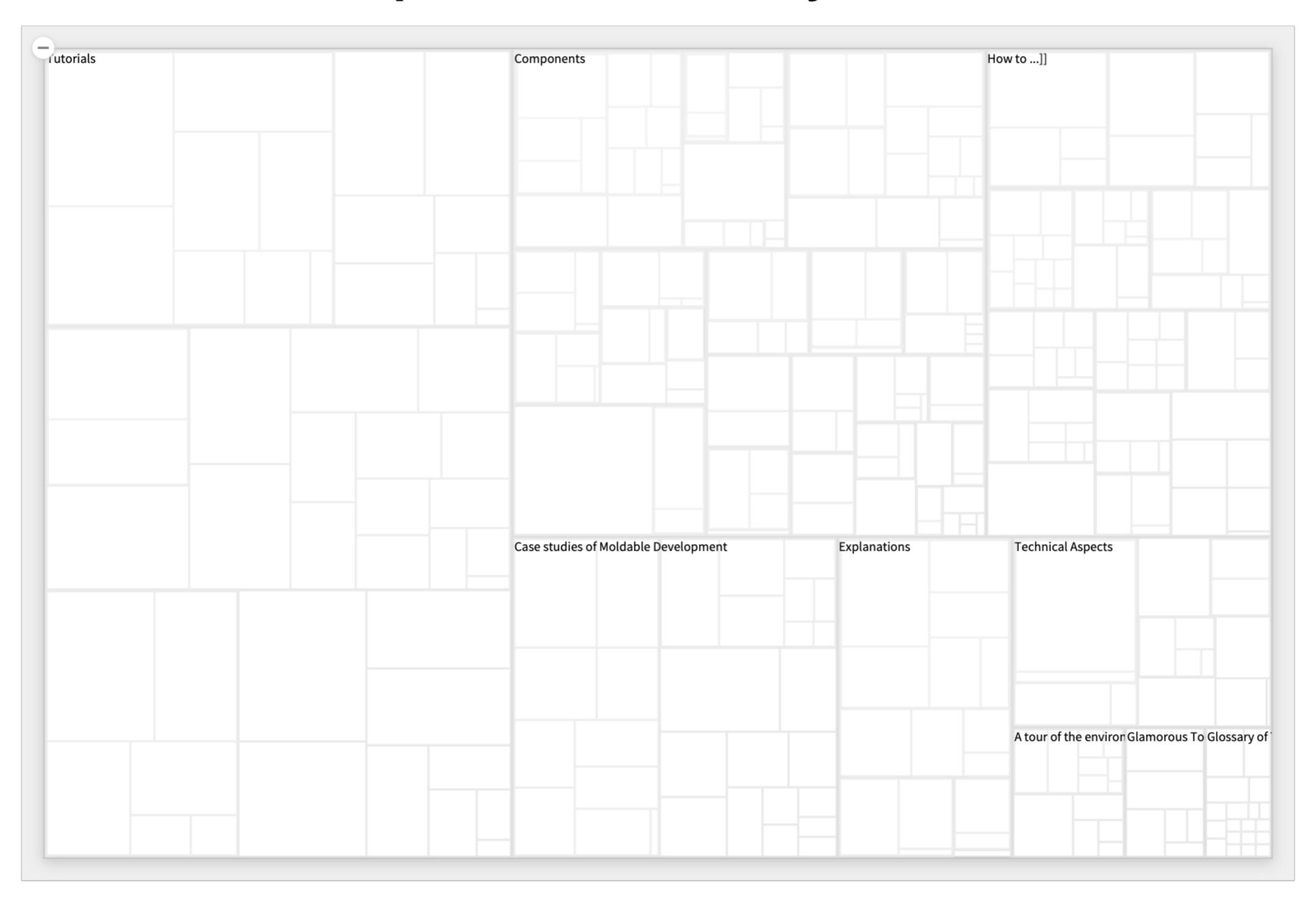
Challenges

People hate change





People focus on what they see first



Conclusion

Moldable Development boils down to a set of learnable patterns.

