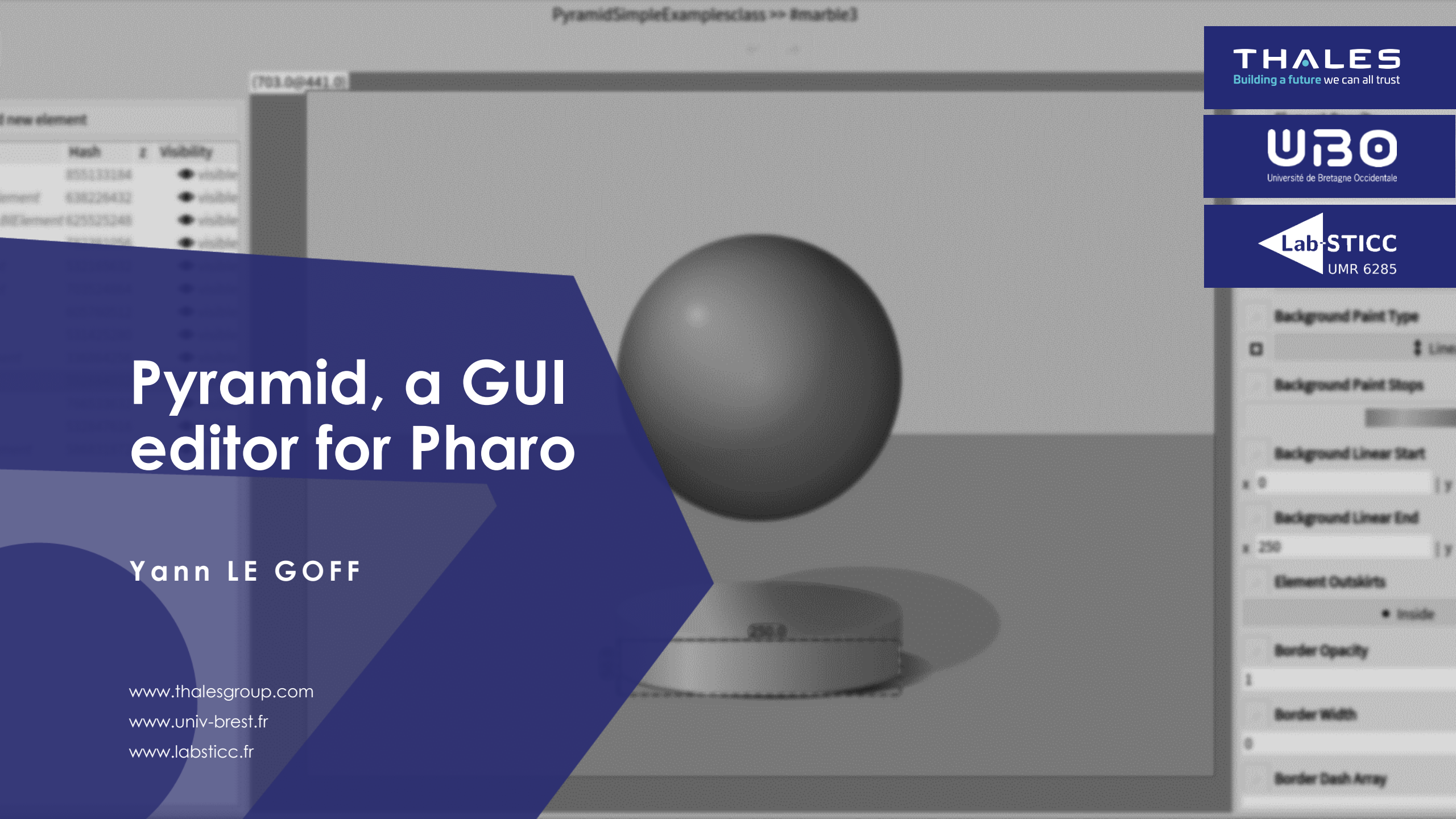

Pyramid, a GUI editor for Pharo

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This talk

> Part 1 – Why do we need a GUI editor ?

> Part 2 – What the GUI editor can do and cannot do ?

> Part 3 – Future plan

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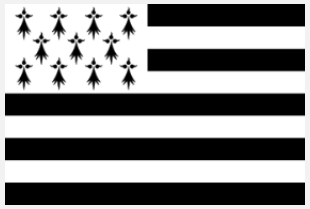
What i have …

Countries.json

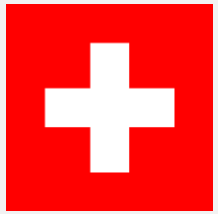
```
{
    "Afghanistan": "AF",
    "Aland Islands": "AX",
    "Albania": "AL",

…

    "Yemen": "YE",
    "Zambia": "ZM",
    "Zimbabwe": "ZW"
}
```

al.png



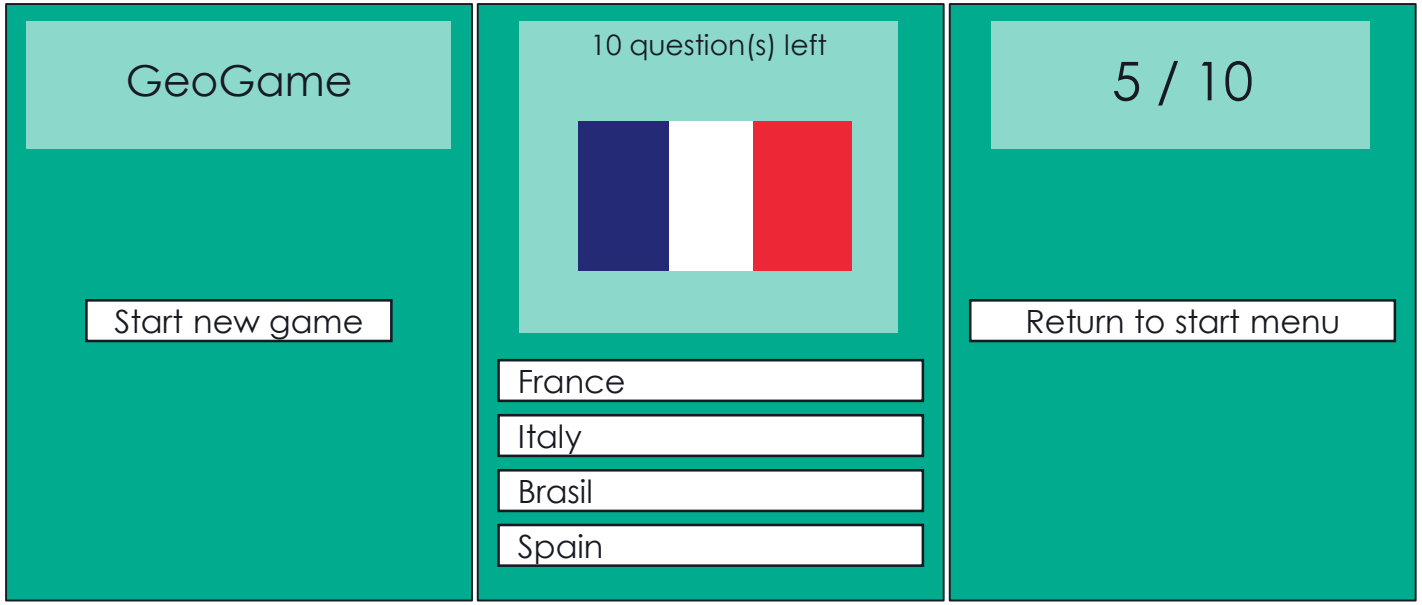
bzh.png

zw.png



ch.png

… and what i want



> Start menu

> 10 questions

- 1 picture of a flag
- 4 possible answers (only one is correct)

> Score menu

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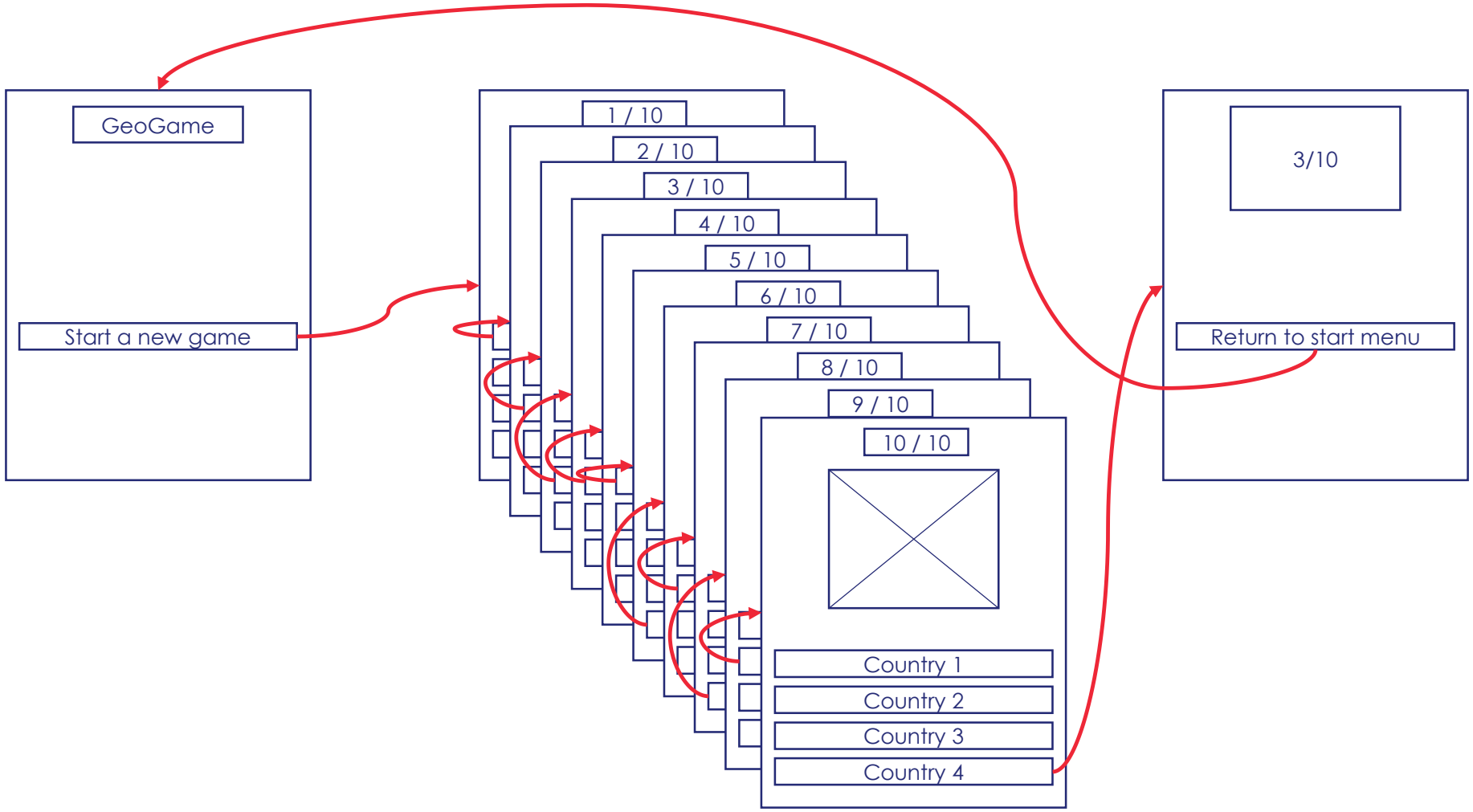
What i want



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What i already made

> CountryModel

- Flags and Name

> Question Model

- 1 correct answer
- 3 false answers

> Game Model

- 10 question models
- score

> Start view

- TODO

> Questions view

- TODO

> End view

- TODO

> Switch between the views

> Update the score

> Update the views

- Update the image
- Update the buttons label
- Update the questions left label
- Update the score label
- Add behaviour to the buttons

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LET'S DO IT

DEMO

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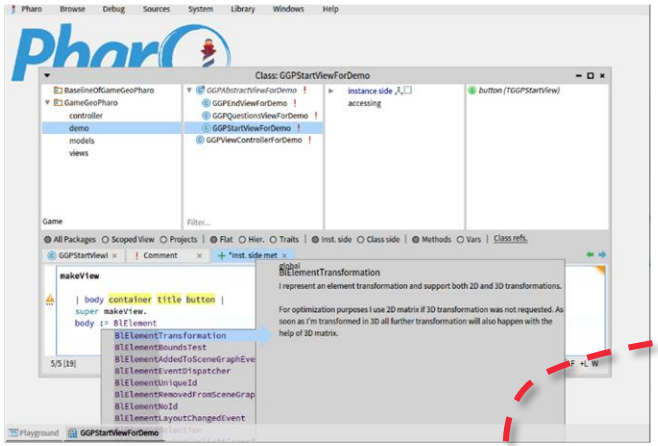
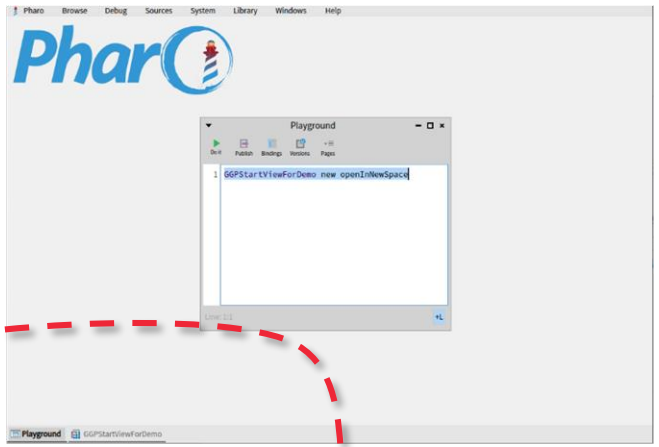
Whithout a GUI editor

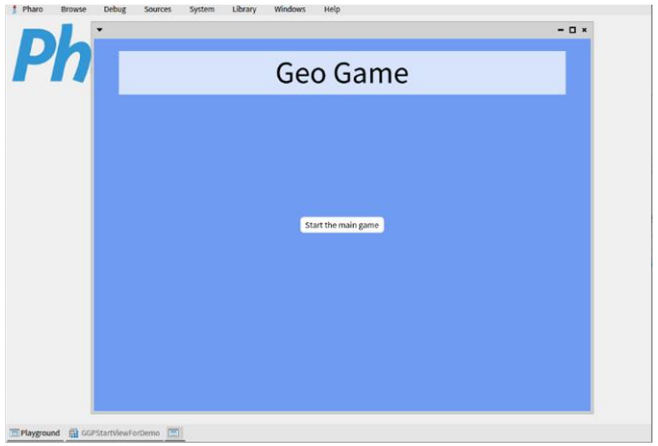
Code

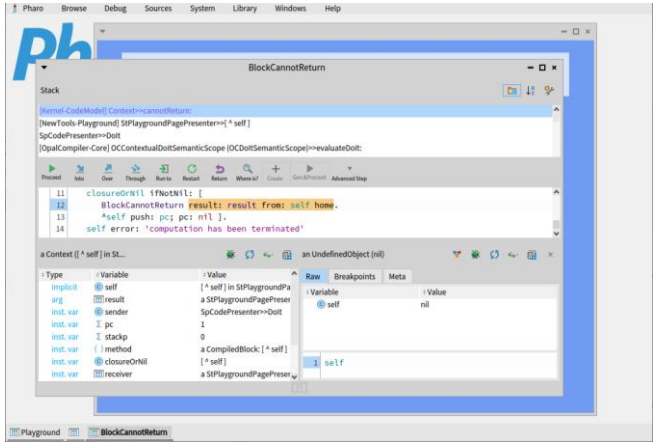


Playground



Visualize





Debug

> Master the API

- Or you will introduce bugs
- The time spend in the debugger is not time use for design

With a GUI editor

> **You always visualize what you are doing**

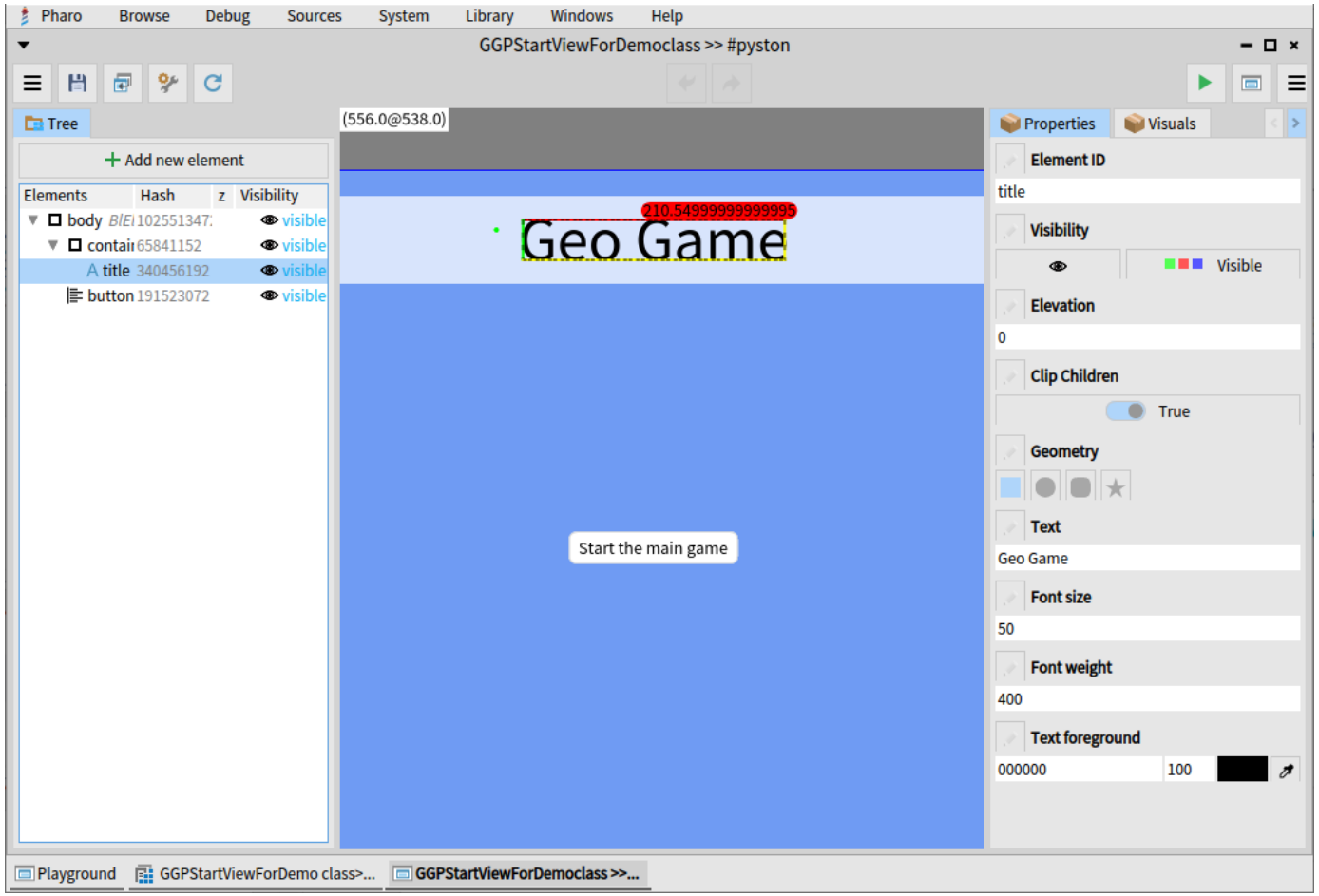
> **The editor uses the API for you**

- You do not need to know the syntax
- Easy to test different options.
- You are limited but no bugs

> **Because we are working with Smalltalk we can use the playground so we are not really limited.**

- Be carefull you could add bugs.

Code and Visualize



WHAT PYRAMID IS ABOUT ?

 To create the **skeleton** of new application 

 To quickly test **new ideas** 

 To **understand** and **debug** a UI 

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LIMITATIONS OF PYRAMID

Dynamic view (tabulations, infinite layout, menu)

No event handler

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Coding vs Pyramid

Coding	➢ You learn the API ➢ You have a higher precision	➢ You are slow
Pyramid	➢ You are fast ➢ You have direct feedbacks ➢ You don't need knowledge	➢ You will not learn the API ➢ You are limited by the tool

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FUTURE PLAN

Better serialization

Bloc fully integrated

Toplo fully integrated

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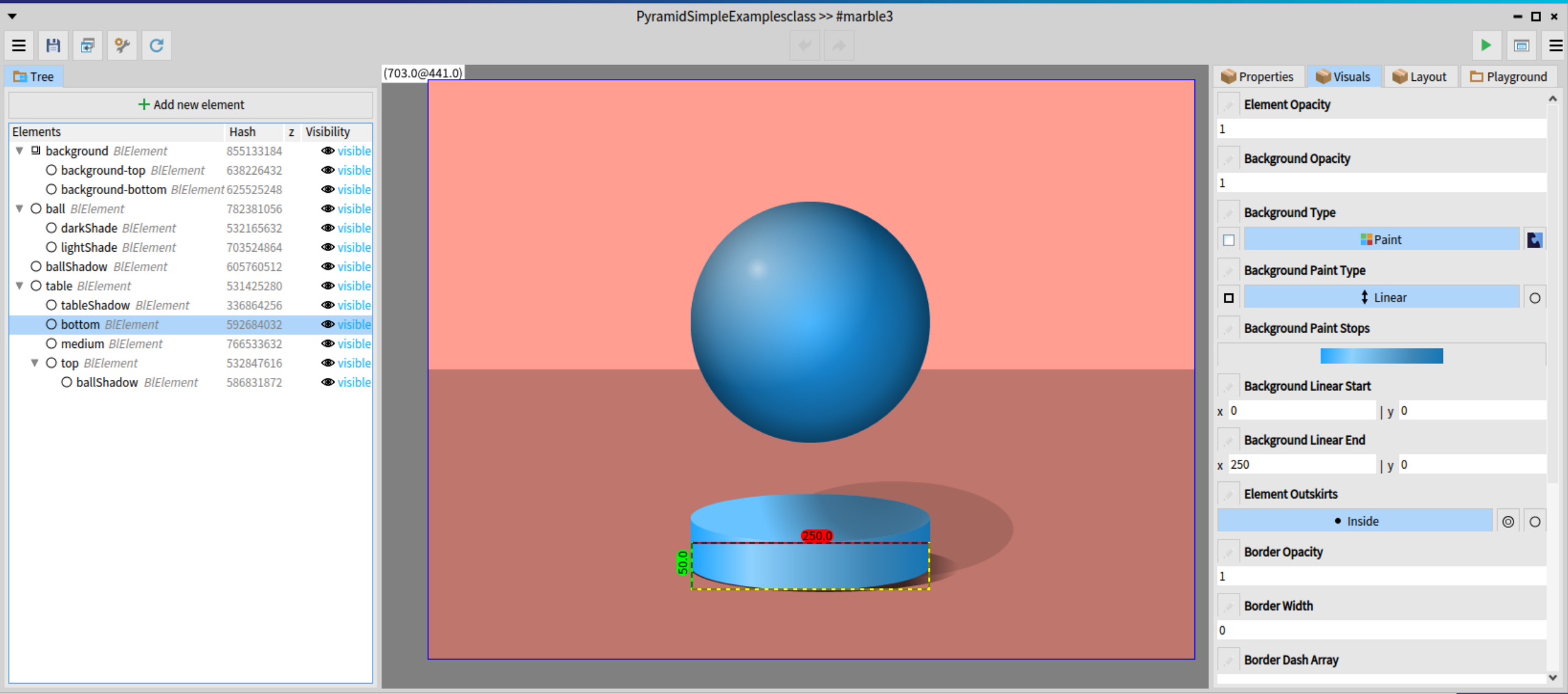
Questions ?



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repositories

> The flag game i created	> https://github.com/Nyan11/GeoPharo
> Pyramid the GUI editor	> https://github.com/OpenSmock/Pyramid
> Stash a code serializer for Bloc/Pharo	> https://github.com/Nyan11/Stash