

### **Agile Software Development**

ESUG 2010, Barcelona, Spain



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@renggli question your talk tomorrow: if i already use Seaside heavily, is it worth getting up at 4:30 am to watch or is it..

about 12 hours ago via Echofon

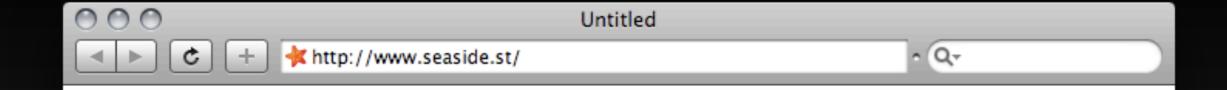




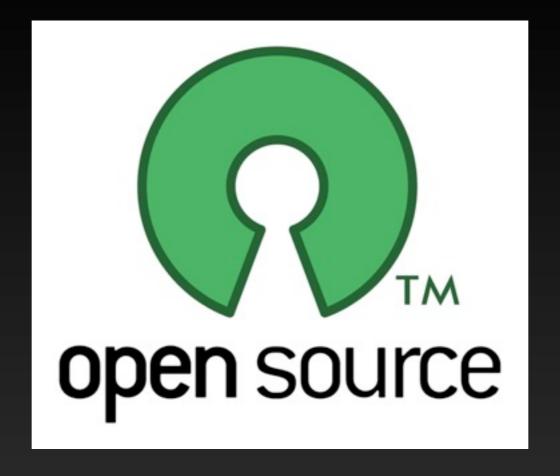
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# Seaside



## Web Applications



## MIT License



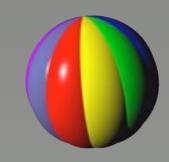


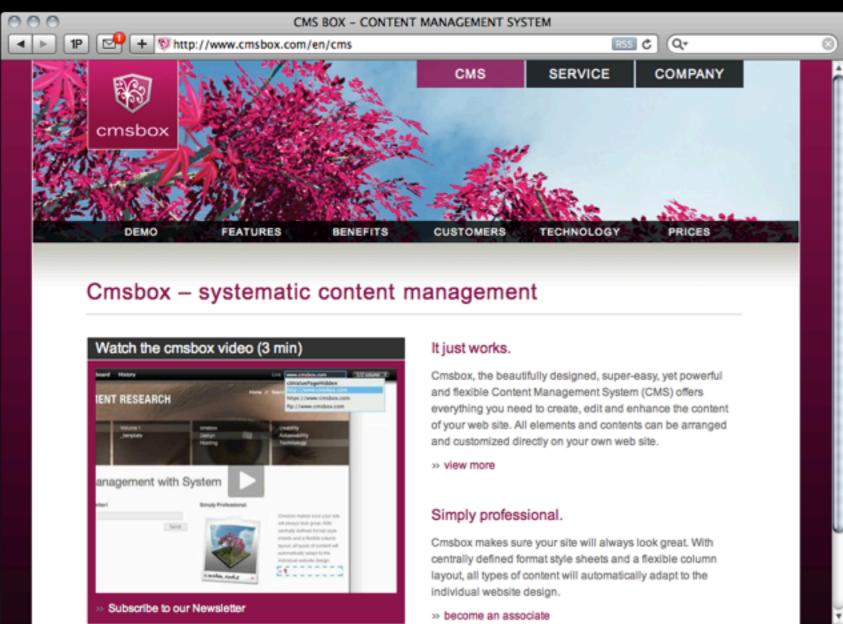








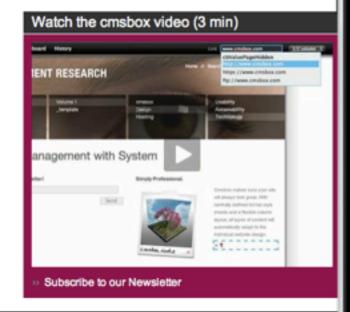


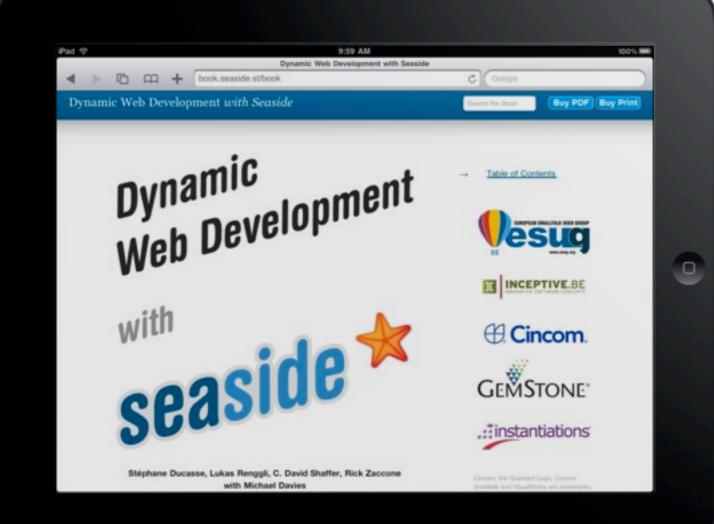






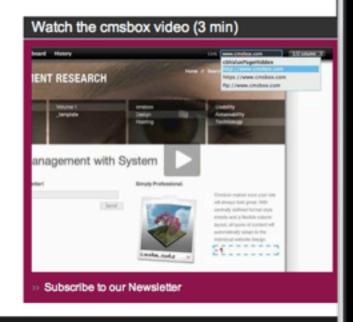
#### Cmsbox – systematic content

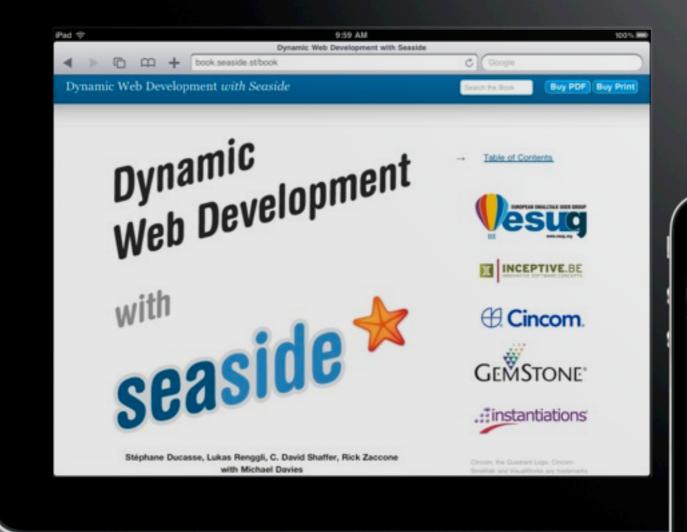






#### Cmsbox - systematic content





Todo Done

Edit

Water plants

Clean kitchen

Clean floors

Clean bath

### texthelp



#### TrainStation the Home XLogout ?Unreviewed †Users || Settings

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Learning Library by AbleLink Technologies

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Changing a Tire detail download edit move delete



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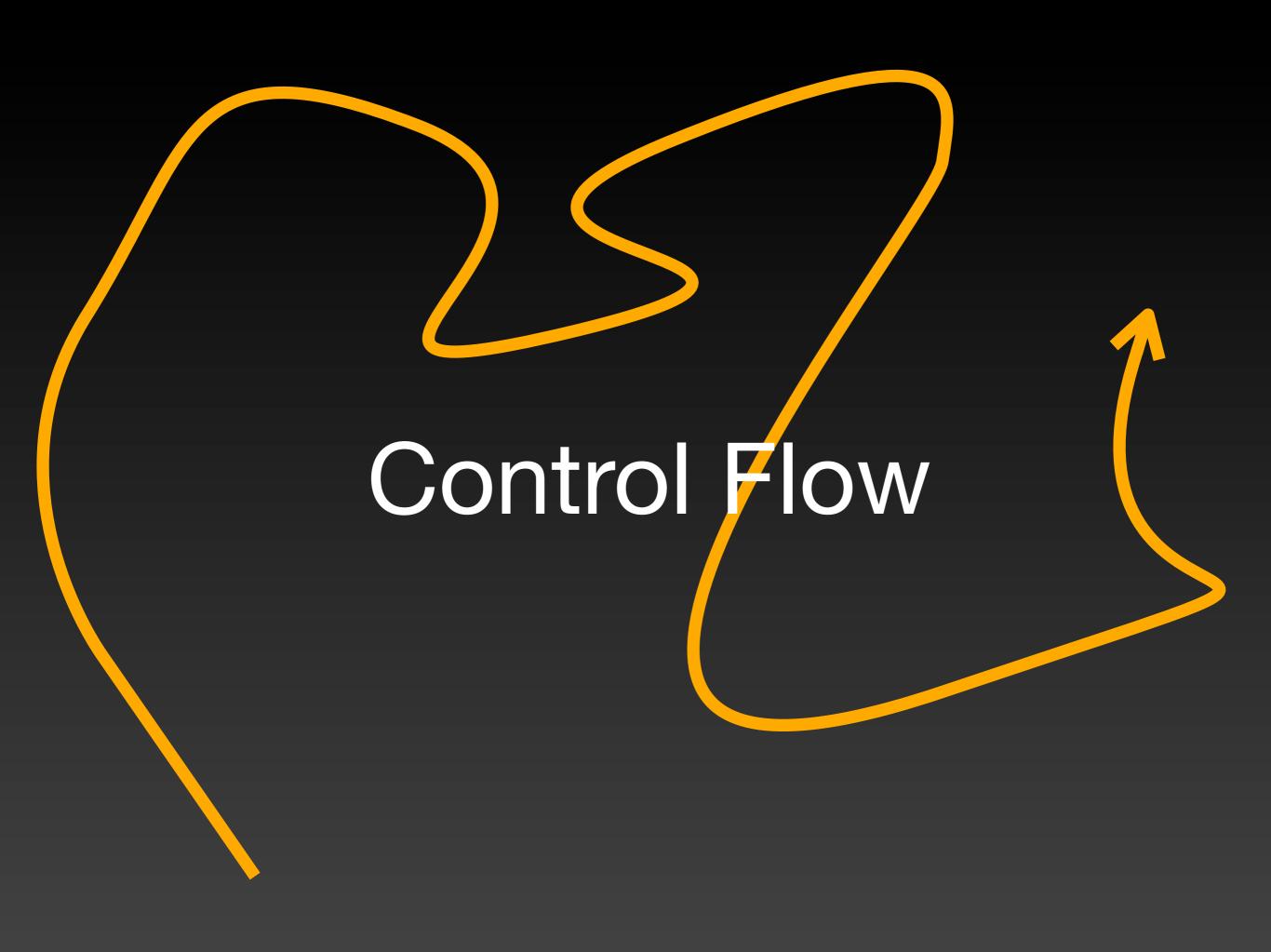


Changing a Tire



Admin Tire (anonymous)

Add Category



WACounter 🖾 🔍 💕 [R|S]

## Development tools



# Built in Security







SCHIPTE CICILIONIUS

dōjō

dōjōX





# Agile Software Development

## Agile Manifesto

- Individuals and Interactions
- Working Software
- Customer Collaboration
- Responding to Change

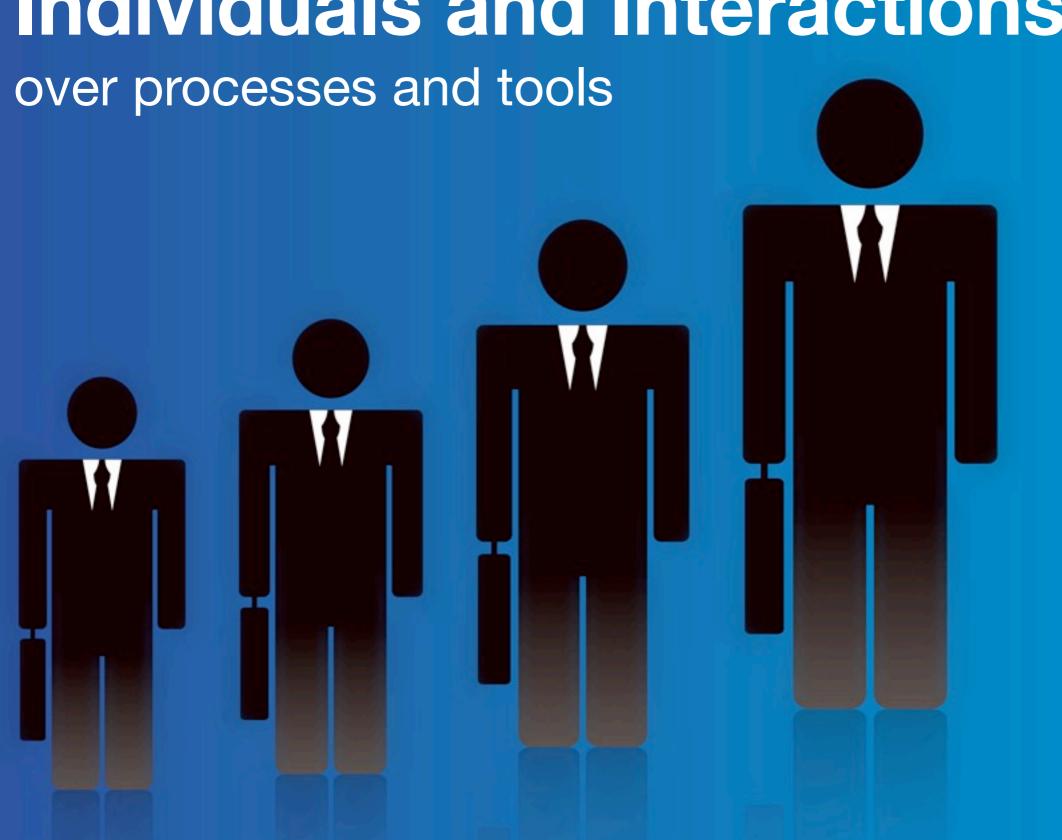
http://agilemanifesto.org/

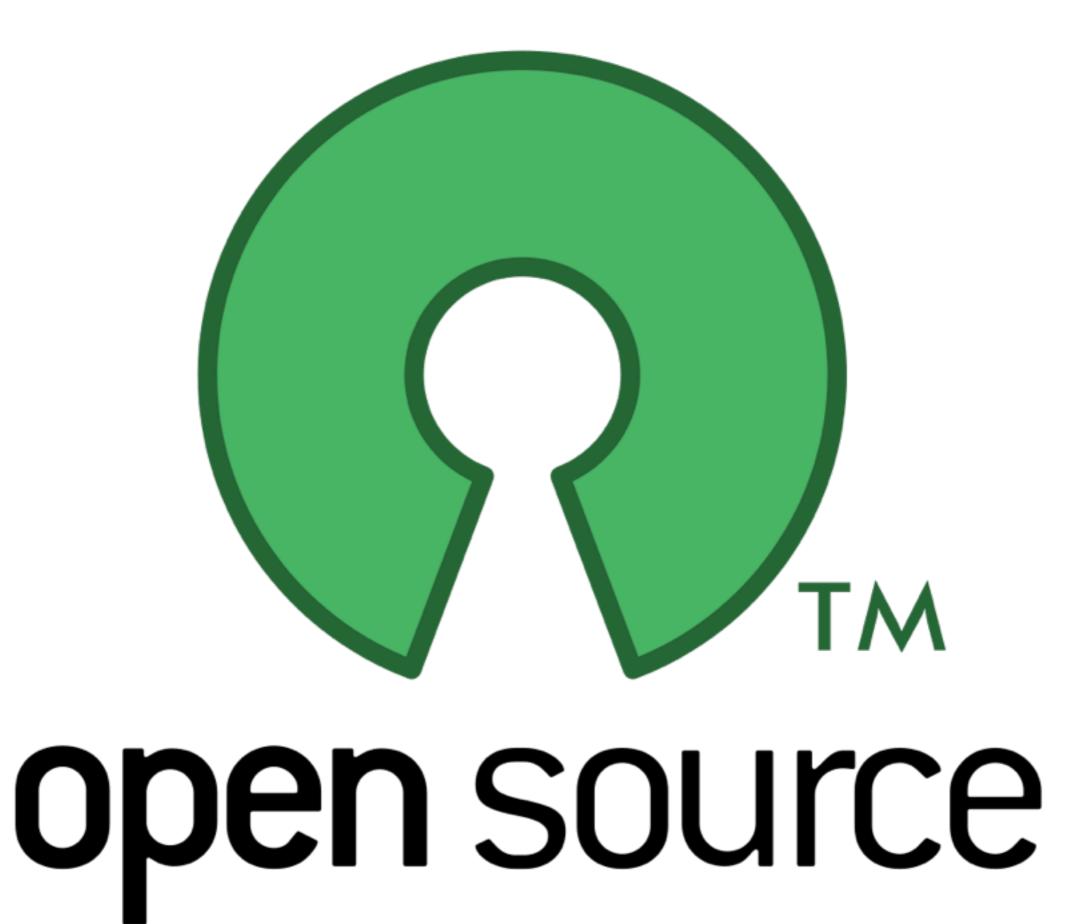
## Agenda

- Individuals and Interactions
- Working Software
- Customer Collaboration
- Responding to Change

http://agilemanifesto.org/

## Individuals and Interactions





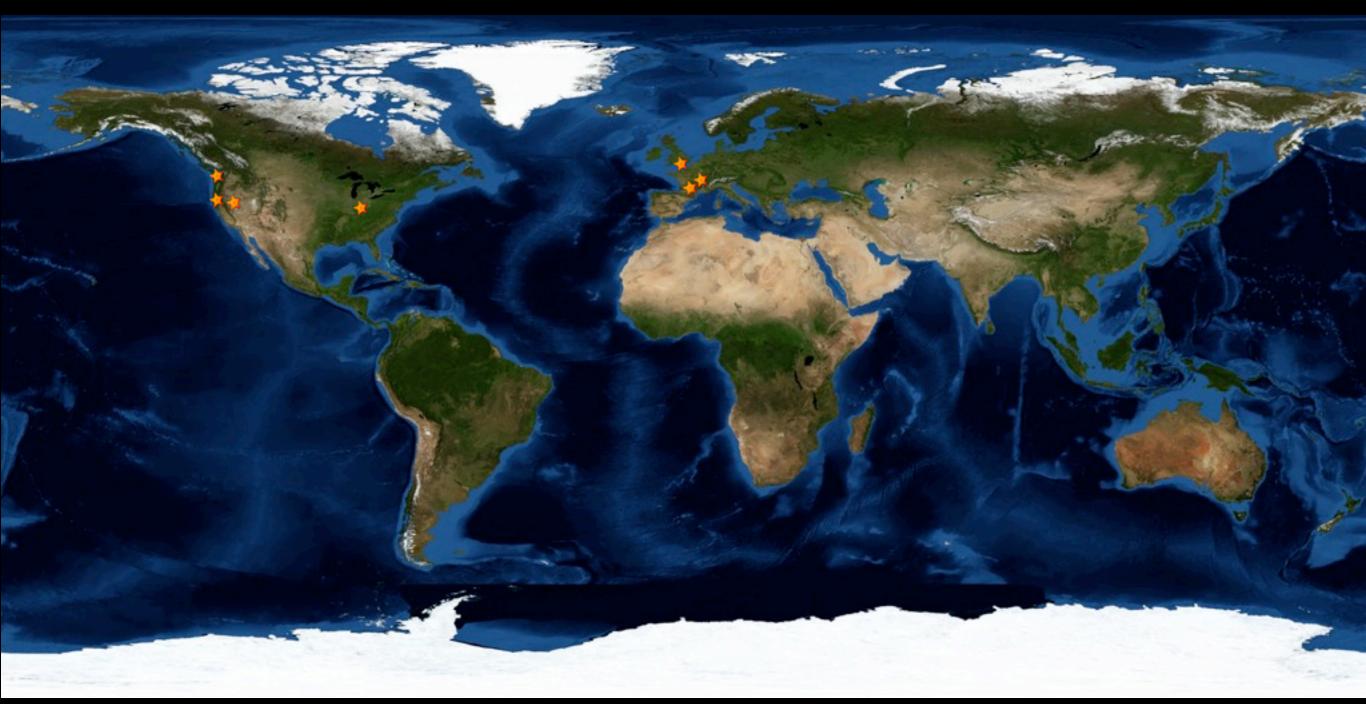


Photo: NASA, http://visibleearth.nasa.gov/

# Sprints & Camps







# Motivated Individuals







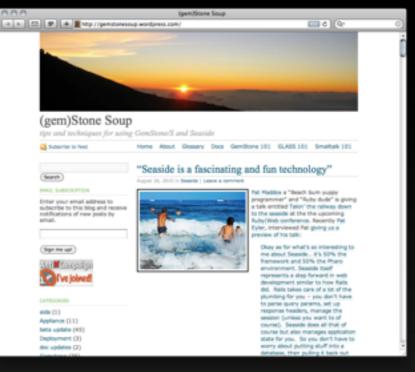






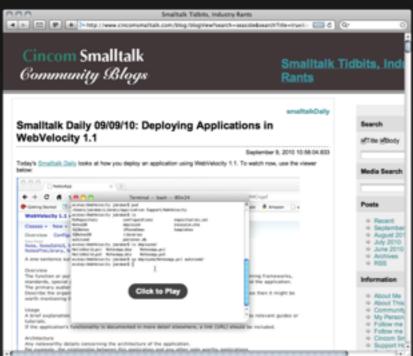


Presentations & Demonstrations







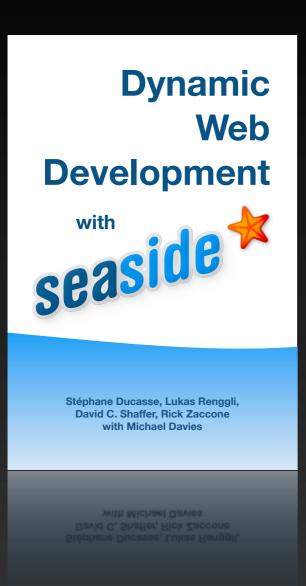


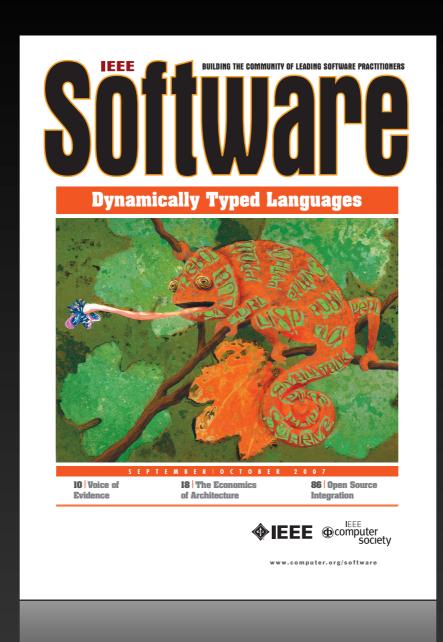












An Introduction to Seaside **Developing Web Applications** with Squeak and Smalltalk

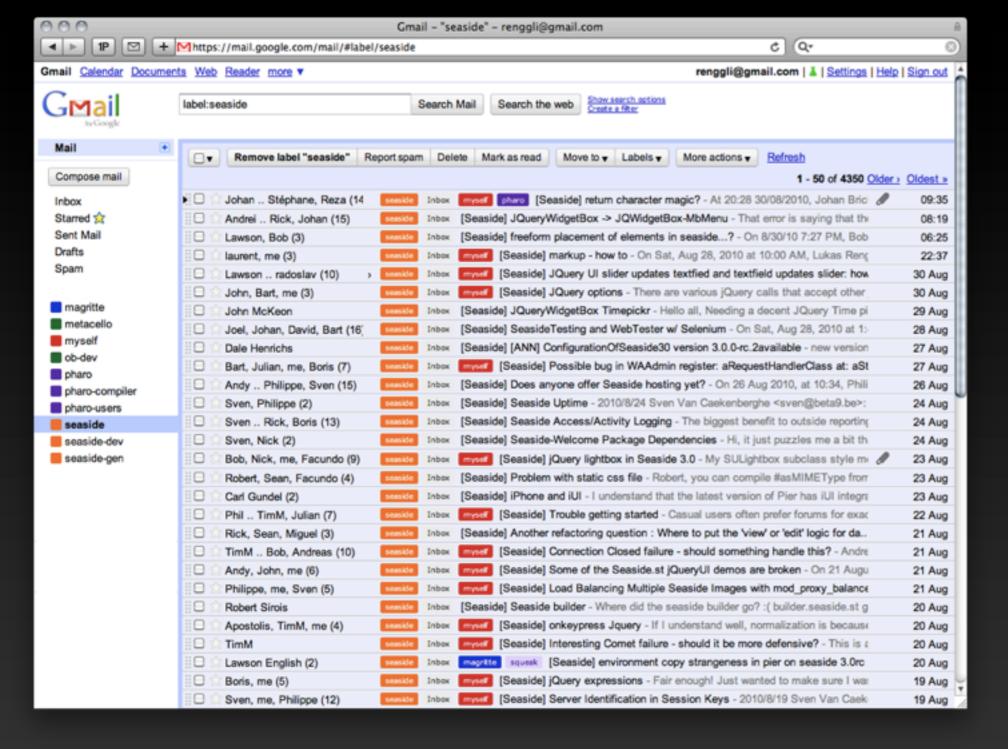
#### **Books & Articles**

## Individuals and interactions

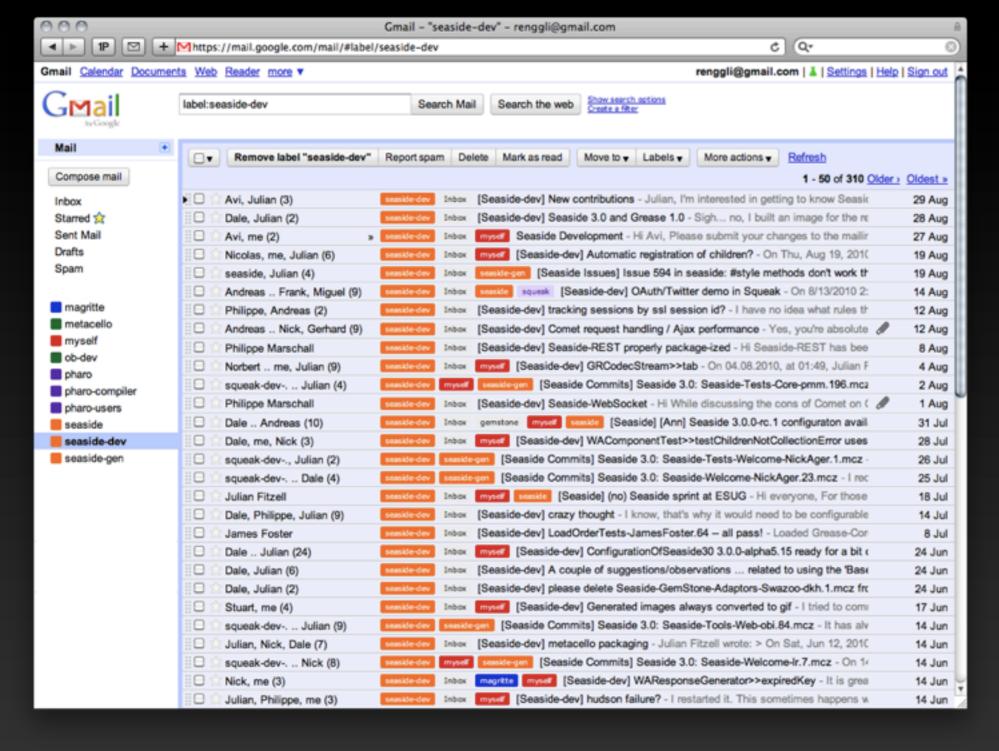
over processes and tools

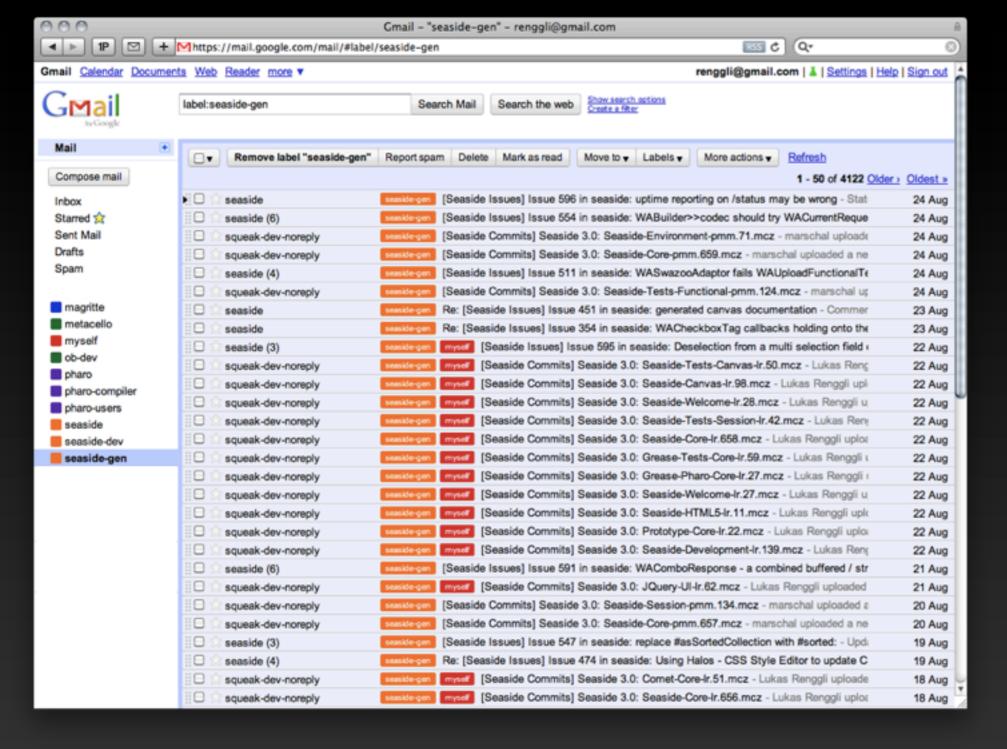
and we have mandatory processes and tools to help how those individuals interact.

# Mailing-Lists









issues@lists.seaside.st commits@lists.seaside.st



- <u>Callback-based request handling</u>. Why should you have to come up with a unique name for every link and form input on your page, only to extract them from the URL and request fields later? Seaside automates this process by letting you associate blocks, not names, with inputs and links, so you can think about objects and methods instead of ids and strings.
- Embedded components. Stop thinking a whole page at a time; Seaside lets you build your UI as a tree of individual, stateful
  component objects, each encapsulating a small part of a page. Often, these can be used over and over again, within and
  between applications nearly every application, for example, needs a way to present a batched list of search results, or a
  table with sortable columns, and Seaside includes components for these out the box.
- Modal session management. What if you could express a complex, multi-page workflow in a single method? Unlike servlet
  models which require a separate handler for each page or request, Seaside models an entire user session as a continuous
  piece of code, with natural, linear control flow. In Seaside, components can call and return to each other like subroutines;
  string a few of those calls together in a method, just as if you were using console I/O or opening modal dialog boxes, and
  you have a workflow. And yes, the back button will still work.

Seaside also has good support for <u>CSS and Javascript</u>, excellent <u>web-based development tools</u> and <u>debugging support</u>, a rich <u>configuration and preferences</u> framework, and more.

If you would like to contribute, please visit Seaside's contributors page.

smalltalk, web, framework, seaside, flow, ajax, comet, javascript, components, callbacks, continuations, xhtml, html, css

## Featured wiki pages:

Seaside3ReleaseMiniSprint SeasideSprintBrestSeptember2009 Show all »

## External links:

Seaside Site
Seaside Wikipedia
Seaside General List
Seaside Developer List
Seaside Code Repository
Seaside Builder

## Feeds:

Project feeds

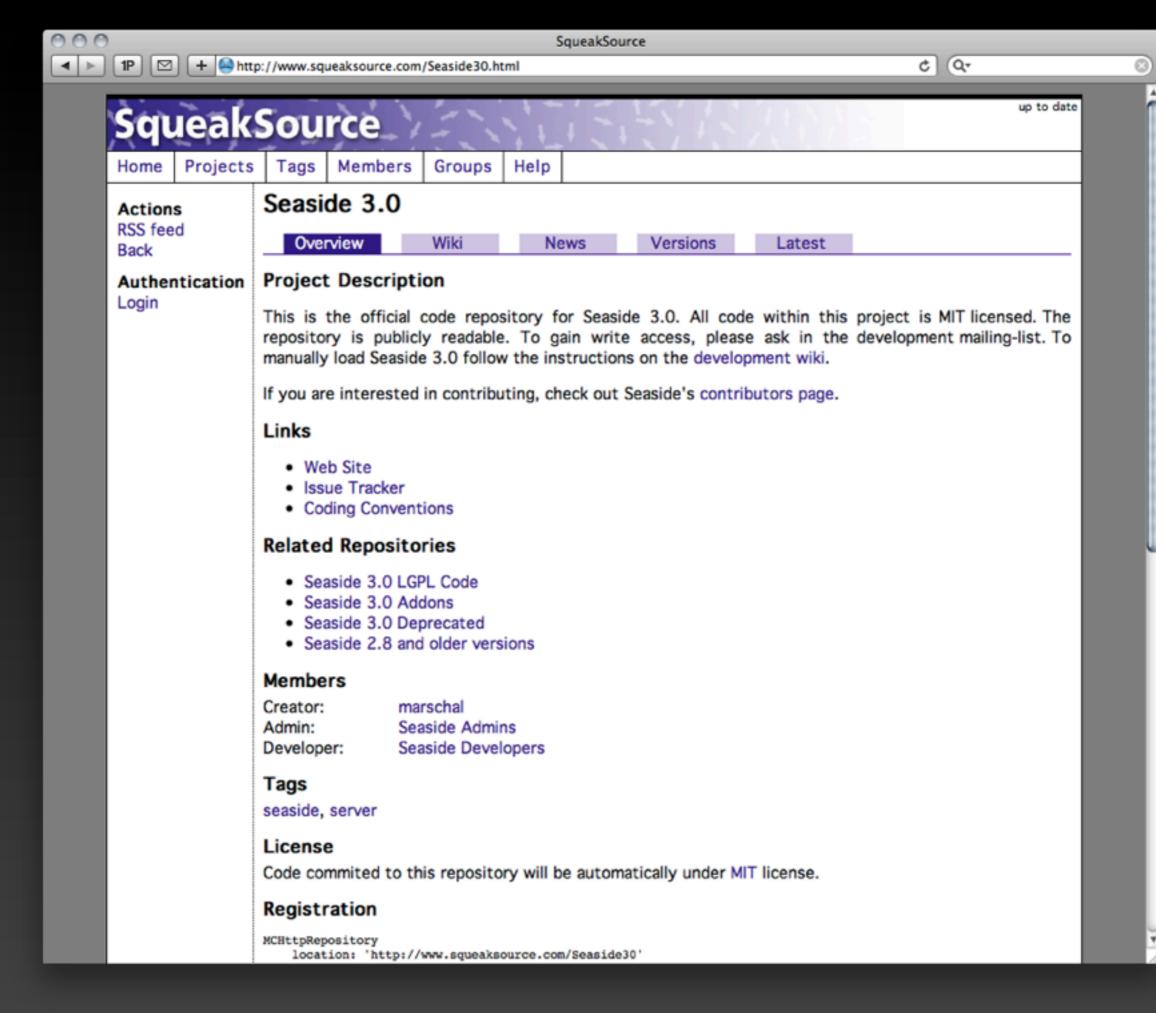
### Owners:

renggli, philippe.marschall, jfitzell, daleh@teleport.com, bonzini@gnu.org, wembley.instantiations, colin@wiresong.com

## Committers:

obi068, realmerlyn, stephan@stack.nl, sebastian\_heidbrink@yahoo.de, monclair, mykdavies, WeybridgeWay, michael.lucassmith, Nick.Ager, soemirno

People details »



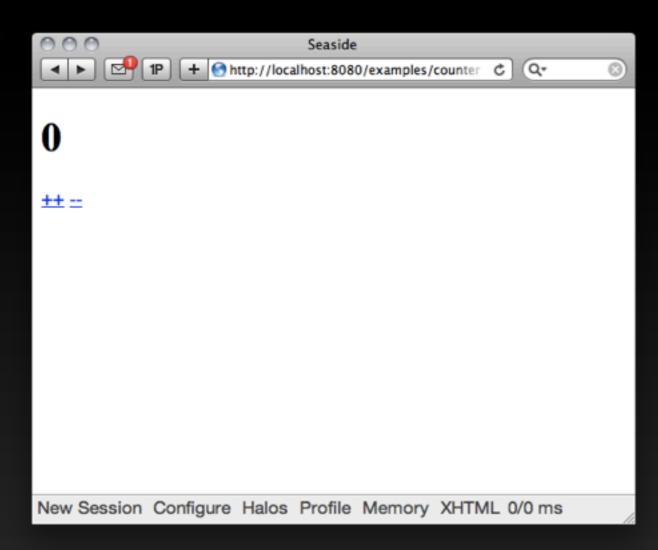


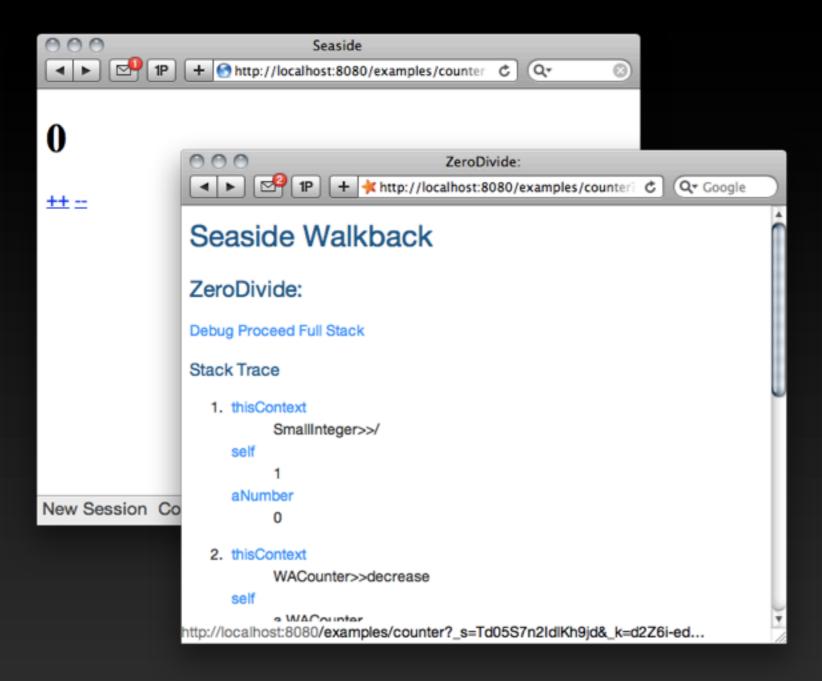


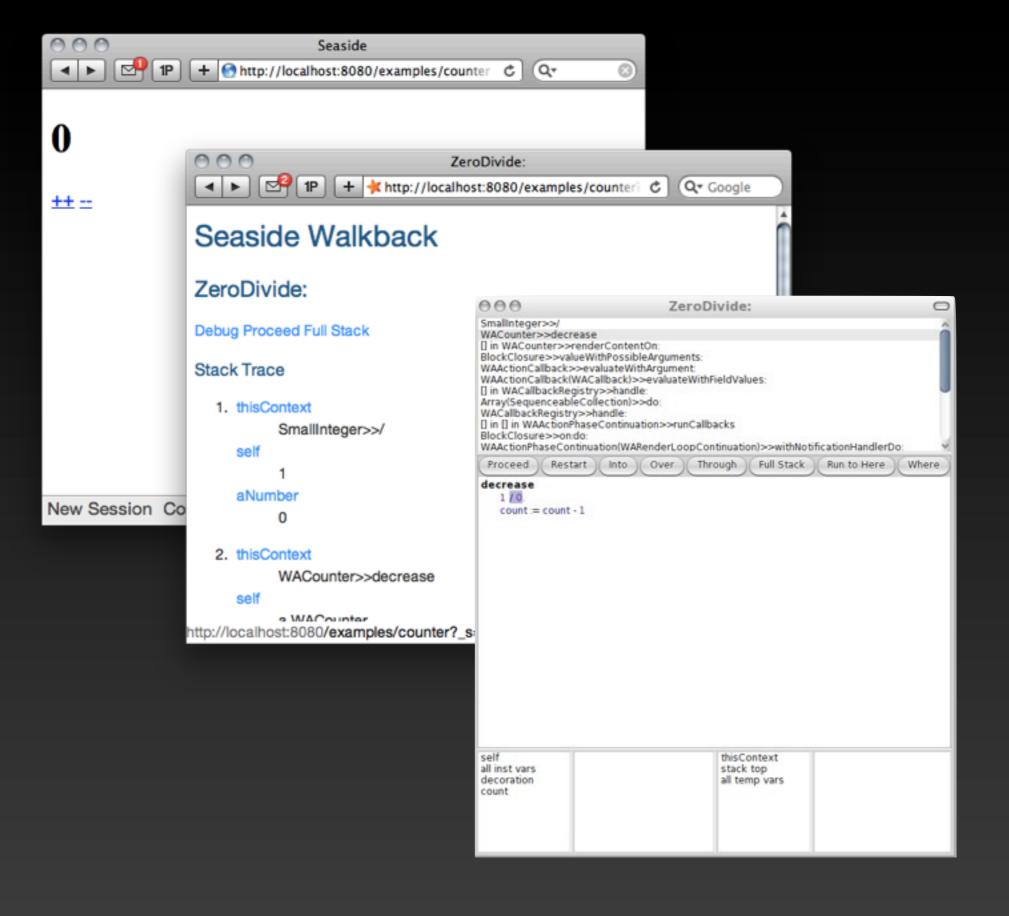
# Iterative Development

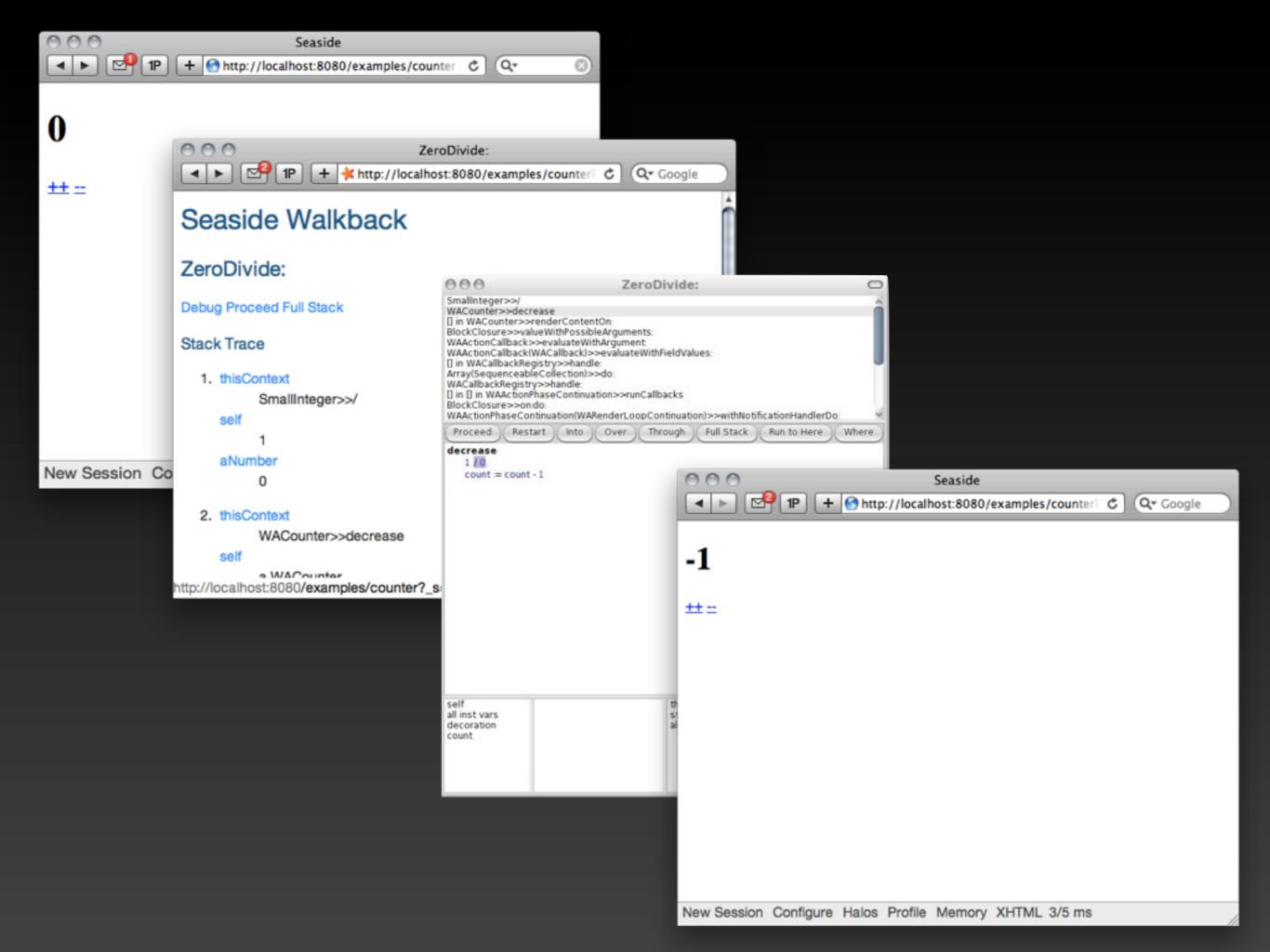
# Release Cycle for Seaside 3.0

# Release Cycle for Souside 3.0









## We are always using



# Continuous attention to technical excellence and good design.



Code Critics

# Working software is the principal measure of progress.



## Continuous Integration



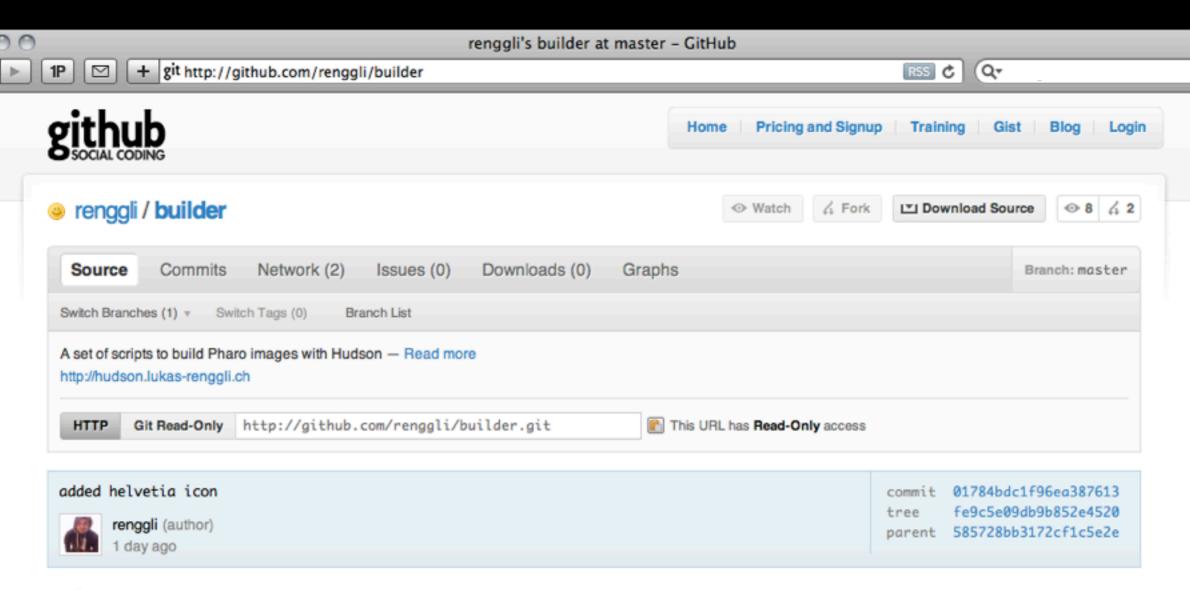


## Yanni Chiu

Lukas Renggli

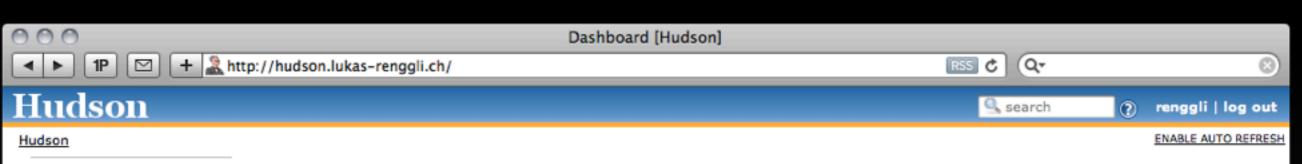
Philippe Marshall





## builder /

name	age	message	history
gitignore	May 16, 2010	more mac metadata to ignore [renggli]	
LICENSE	July 20, 2010	fixed some typos [renggli]	
README	July 03, 2010	do not link builds [renggli]	
build-oneclick.sh	July 31, 2010	fixed naming of images [renggli]	
build-resize.sh	August 15, 2010	unify the way images are specified [renggli]	
build.sh	July 19, 2010	fixed some basic stuff [renggli]	
<pre>builds/</pre>	May 15, 2010	cleanup & link sources into build dir [renggli]	
cache/	May 15, 2010	cleanup & link sources into build dir [renggli]	
images/	May 15 2010	cleanum & link courses into build din Francelil	



This build server is using the infrastructure from <a href="https://github.com/renqqli/builder">github.com/renqqli/builder</a> to build Pharo images, run tests, calculate coverage, and run code checker. For additional information on the projects being built on this server see <a href="https://www.lukas-renqqli.ch">www.lukas-renqqli.ch</a>.

edit description

						edit descrip
All	Seaside 2.8	Seaside 3.0 Tools +				
S	w	Job ↓	Last Success	Last Failure	Last Duration	
•	<b>⊕</b>	Chic	22 hr ( <u>#45</u> )	N/A	5 min 27 sec	
	-	Development	22 hr (#178)	N/A	27 min	
<b>Q</b>	4	Filesystem	22 hr ( <u>#6</u> )	N/A	7 min 20 sec	<b>₽</b>
•	<b>*</b>	<u>GitFS</u>	22 hr ( <u>#238</u> )	N/A	10 min	
•	- 1	Glamour	1 hr 53 min (#35)	N/A	13 min	
•	<b>*</b>	<u>Helvetia</u>	1 day 13 hr ( <u>#58</u> )	N/A	27 min	
•	₩	<u>Magritte</u>	1 day 10 hr ( <u>#87</u> )	N/A	16 min	
	<b>*</b>	Magritte 2	14 hr (#200)	N/A	6 min 26 sec	
<b>Q</b>	<u>@</u>	<u>OpalCompiler</u>	22 hr ( <u>#24</u> )	N/A	10 min	
•	<b>*</b>	PetitParser	21 hr (#309)	N/A	30 min	
<b>Q</b>	- ∰-	<u>Pharo</u>	3 days 11 hr ( <u>#44</u> )	N/A	12 min	
•	- 4	<u>Pier</u>	1 day 9 hr ( <u>#94</u> )	N/A	35 min	
•	₩	Pier 2	14 hr ( <u>#225</u> )	N/A	23 min	<b>₽</b>
	₩	Seaside 2.8	21 hr ( <u>#157</u> )	N/A	40 min	
•	₩	Seaside 3.0	16 hr ( <u>#301</u> )	N/A	1 hr 44 min	<b>₽</b>
•	- 4	TextLint	1 day 10 hr (#16)	N/A	1 hr 6 min	<b>₽</b>

Icon: S M L

Legend for all for failures for just latest builds



New Job

<u>People</u>

Manage Hudson

**Build History** 

No builds in the queue.

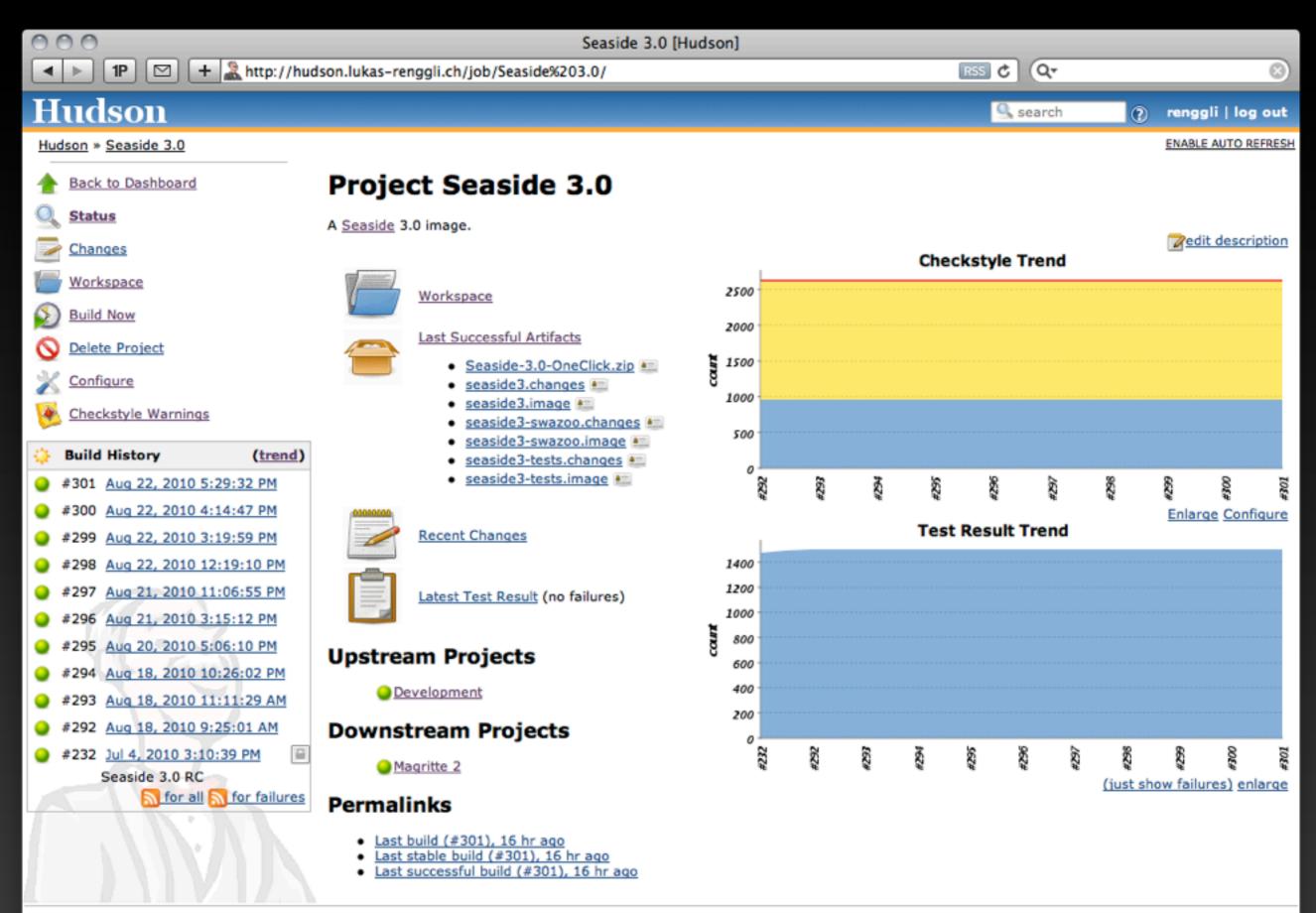
**Build Executor Status** 

Status

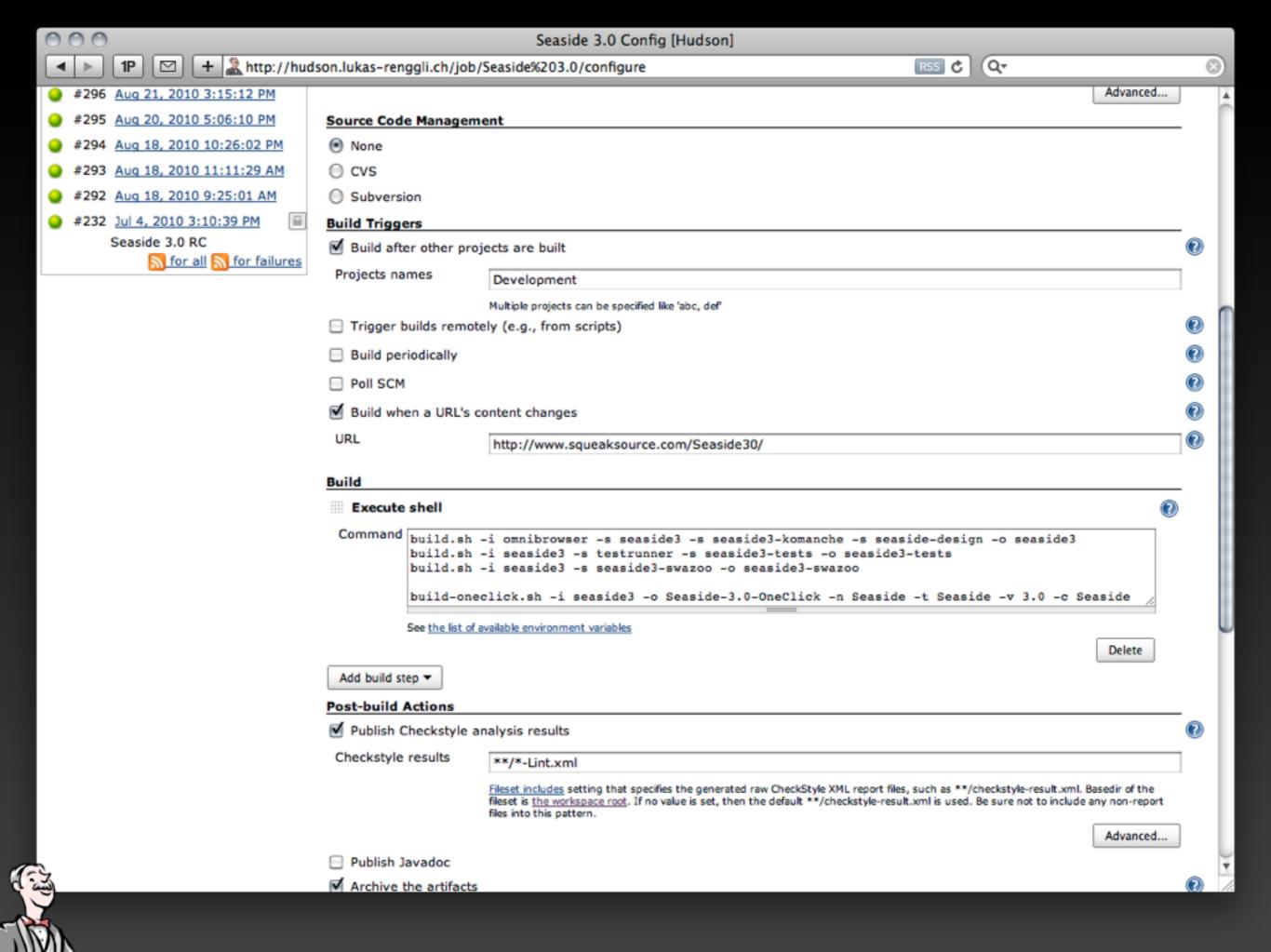
My Views

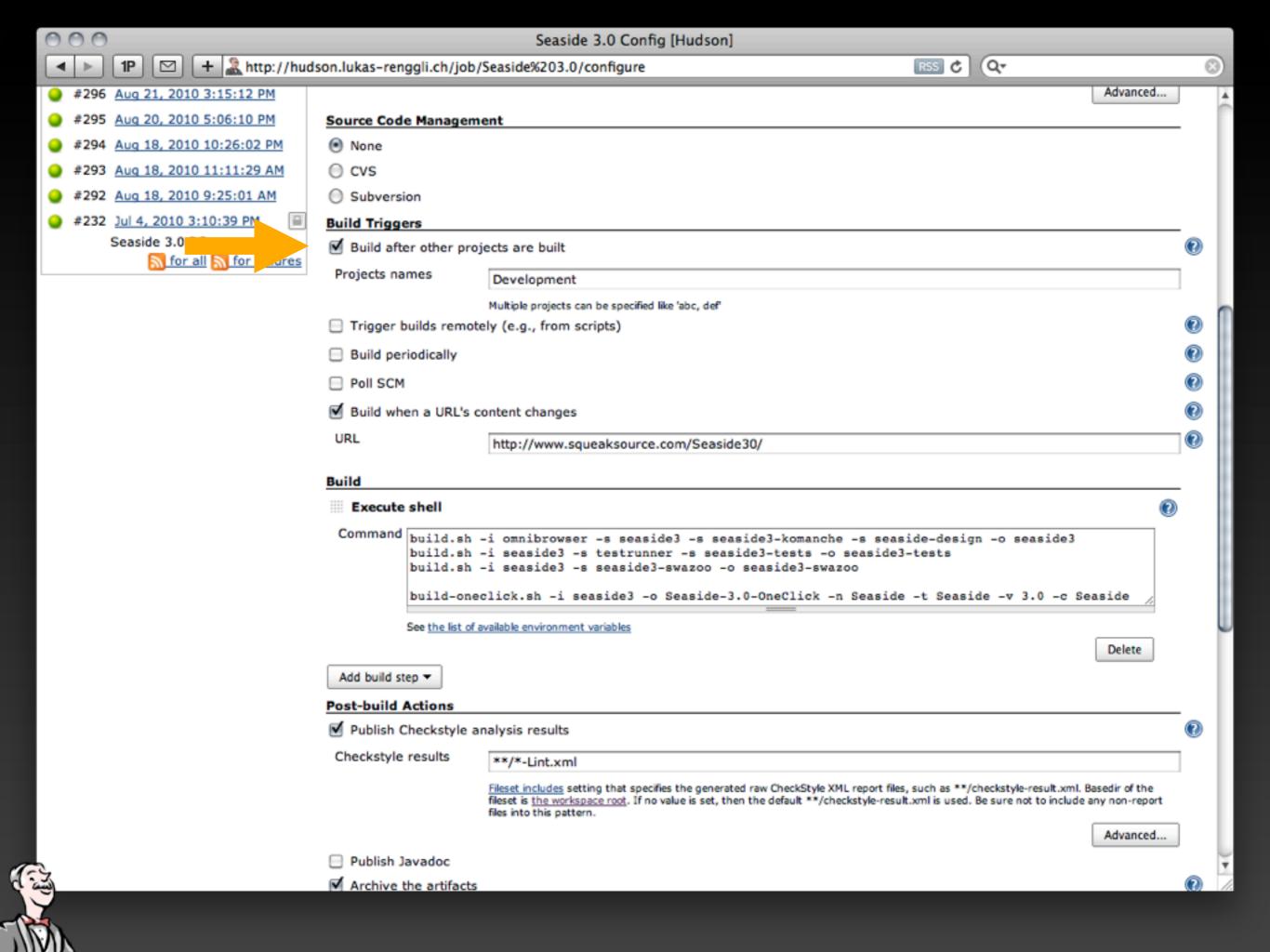
**Build Queue** 

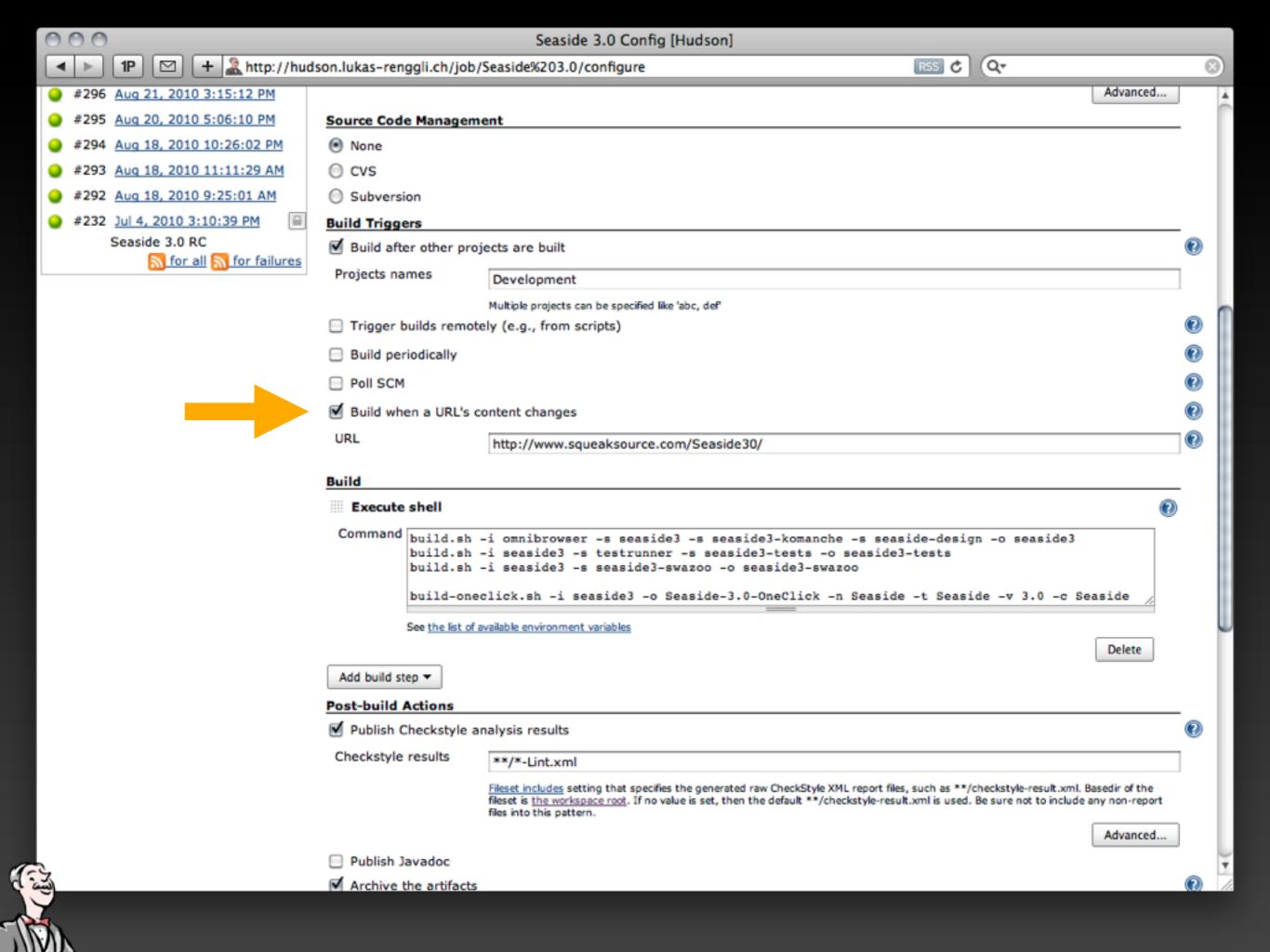
1 Idle 2 Idle 3 Idle 4 Idle

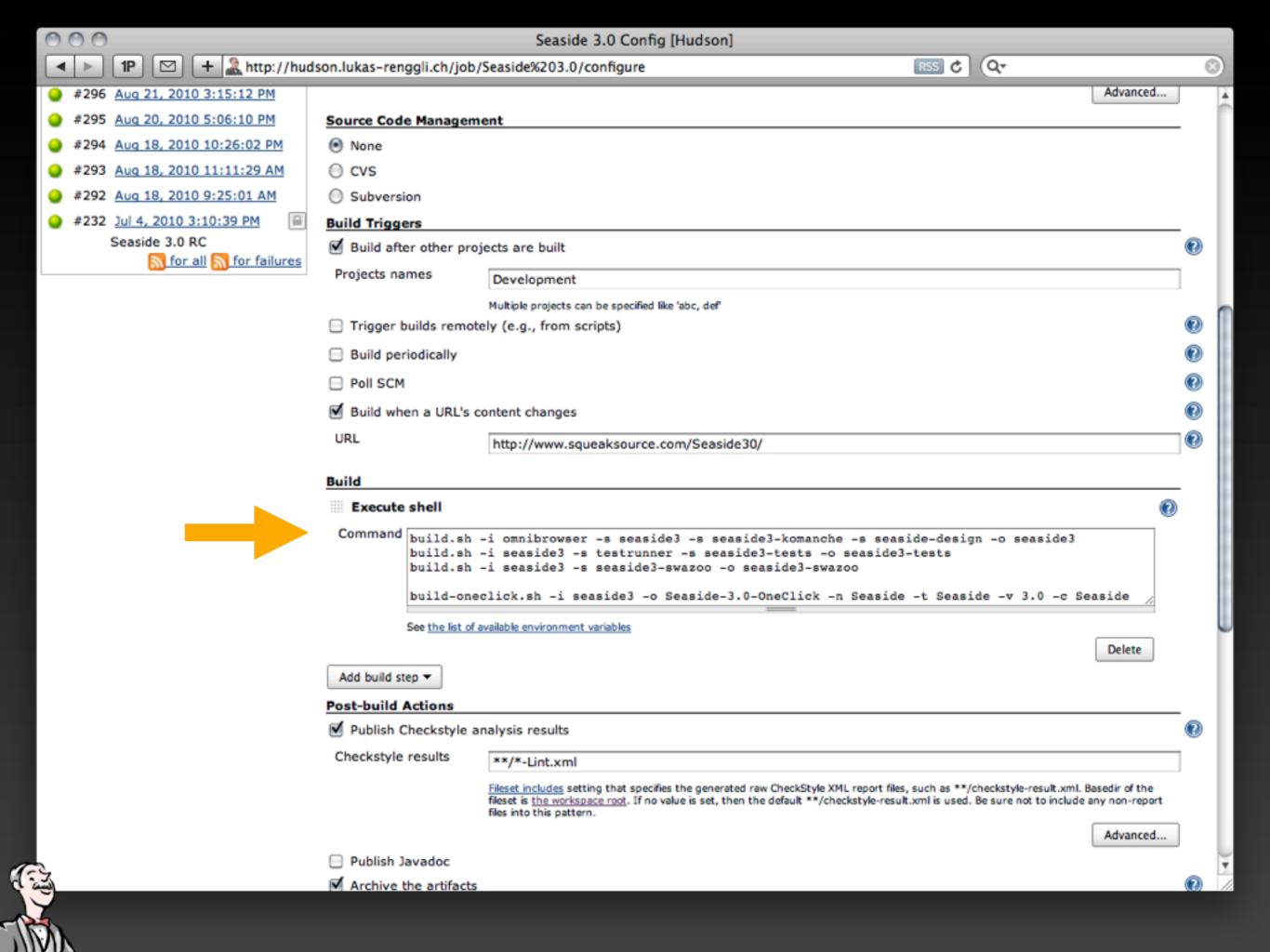


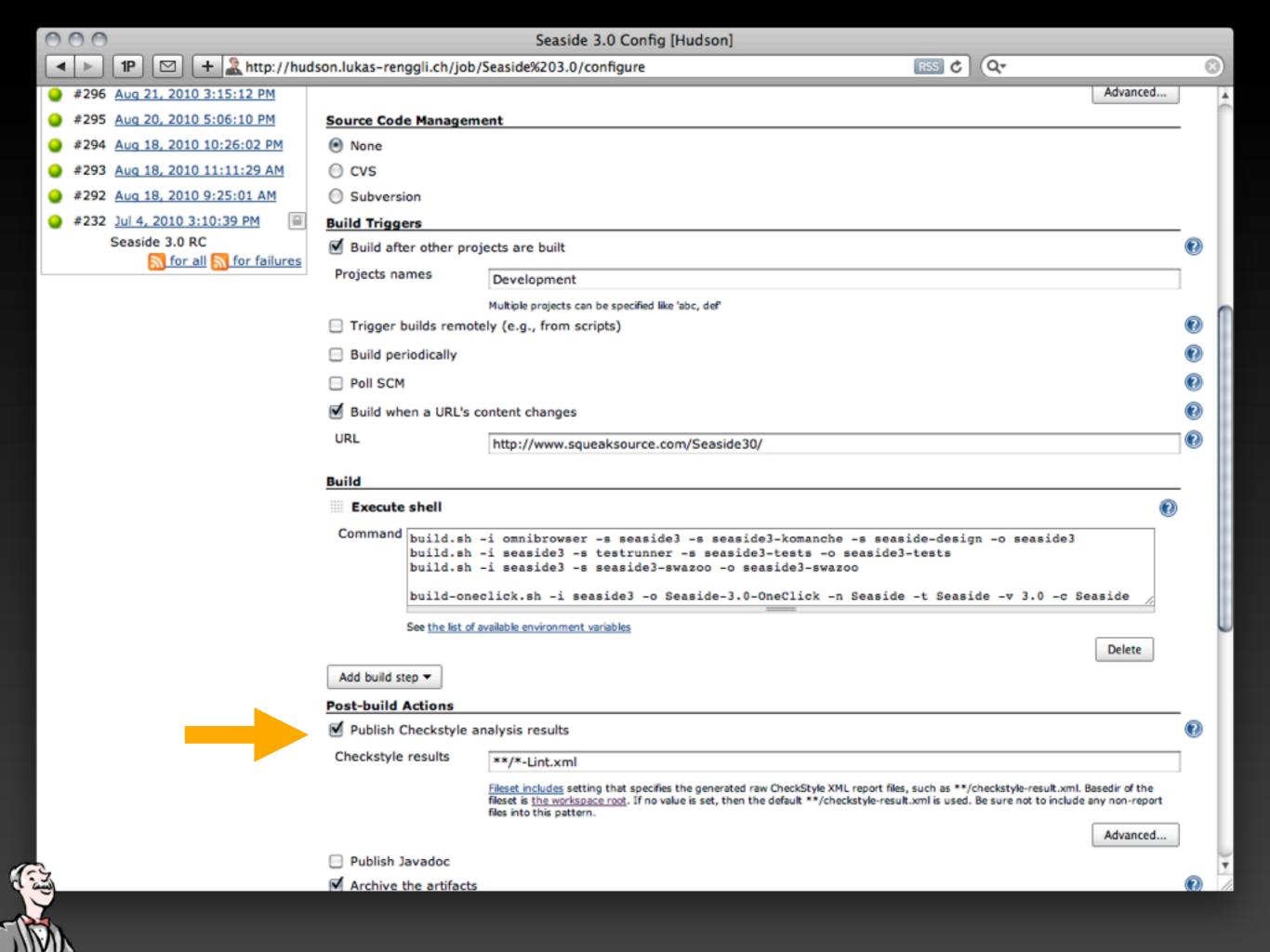




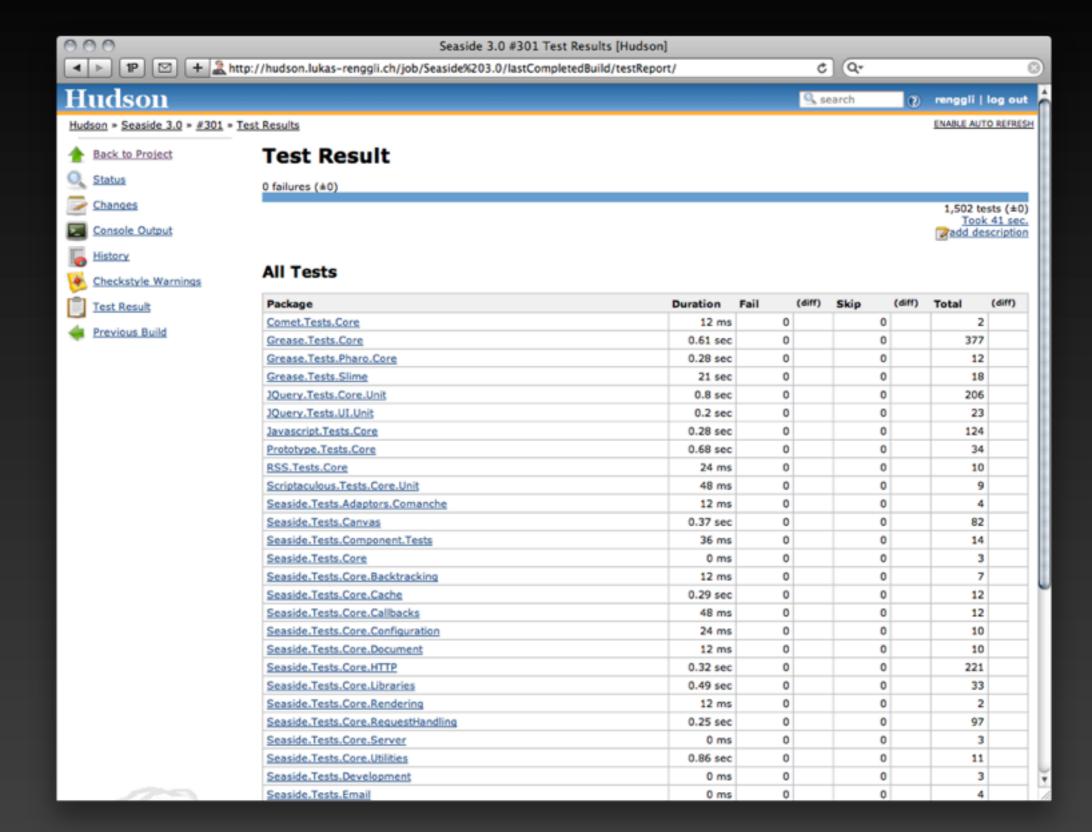






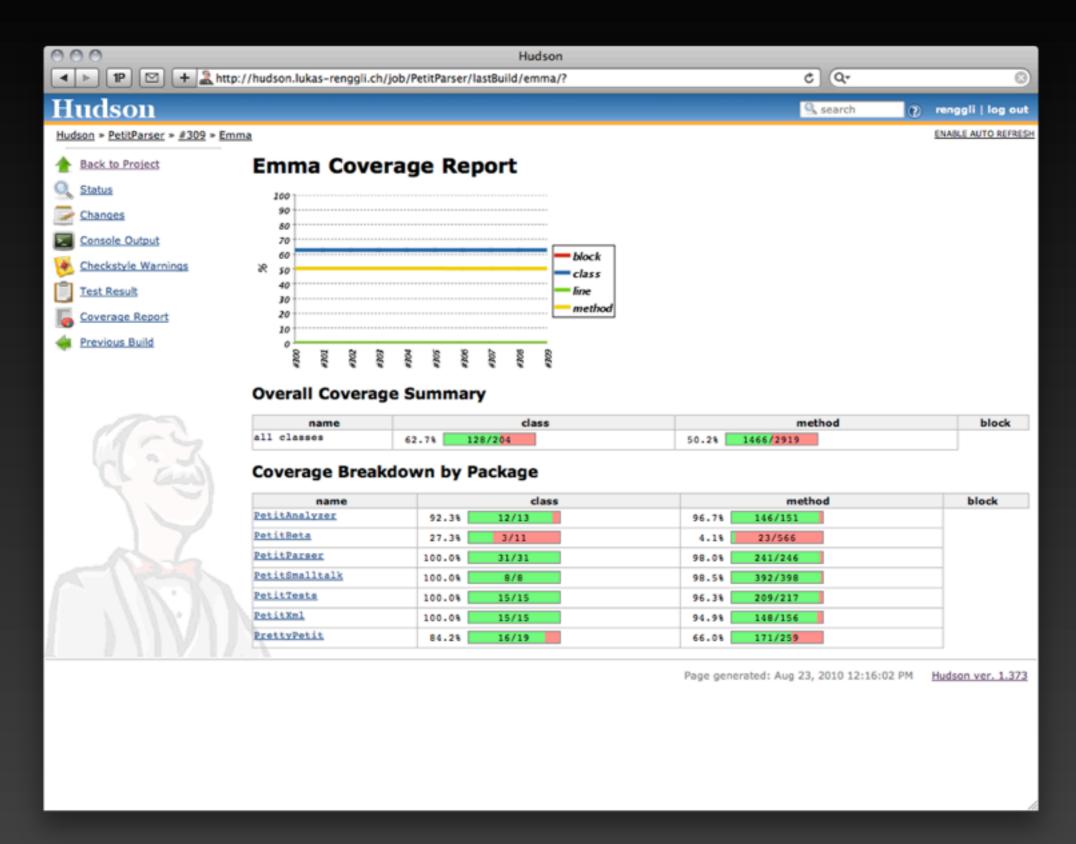


## Test Results (SUnit)



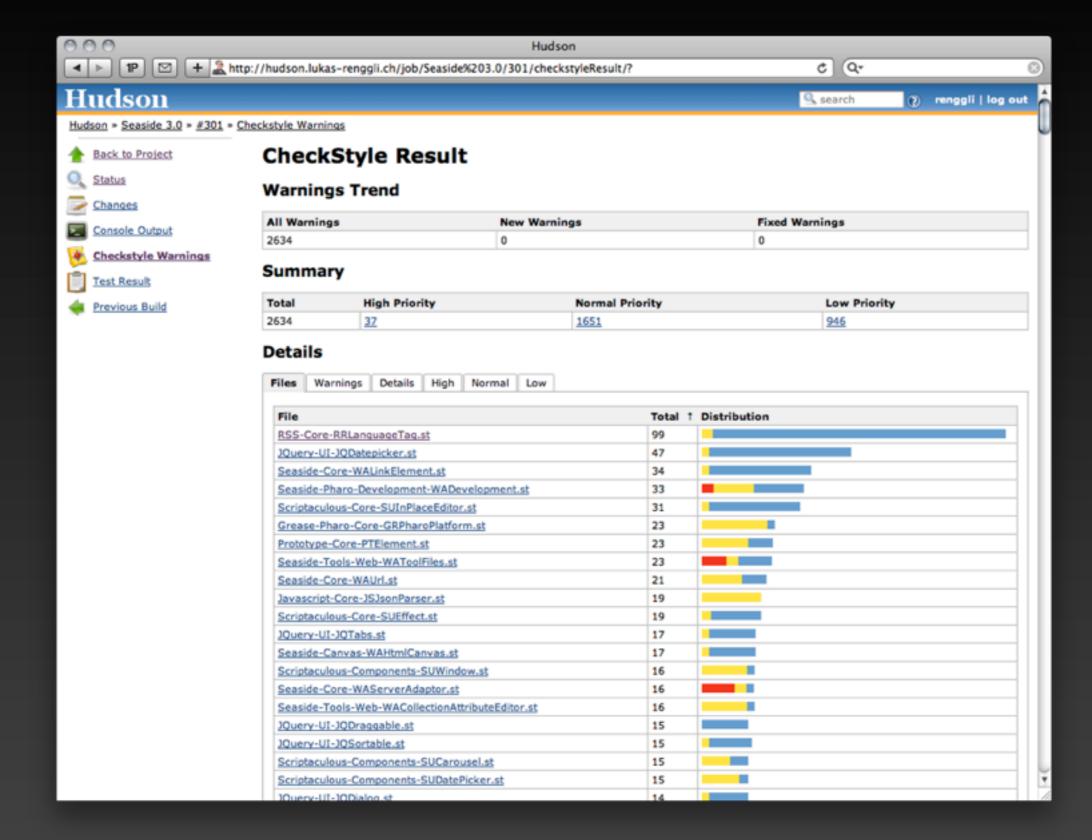


## Emma Coverage (SUnit)





## CheckStyle (SmallLint)

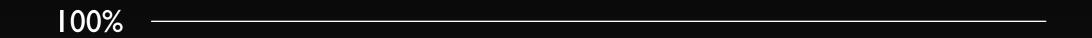


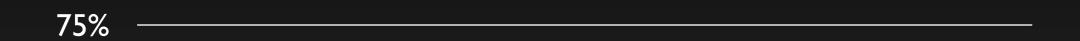


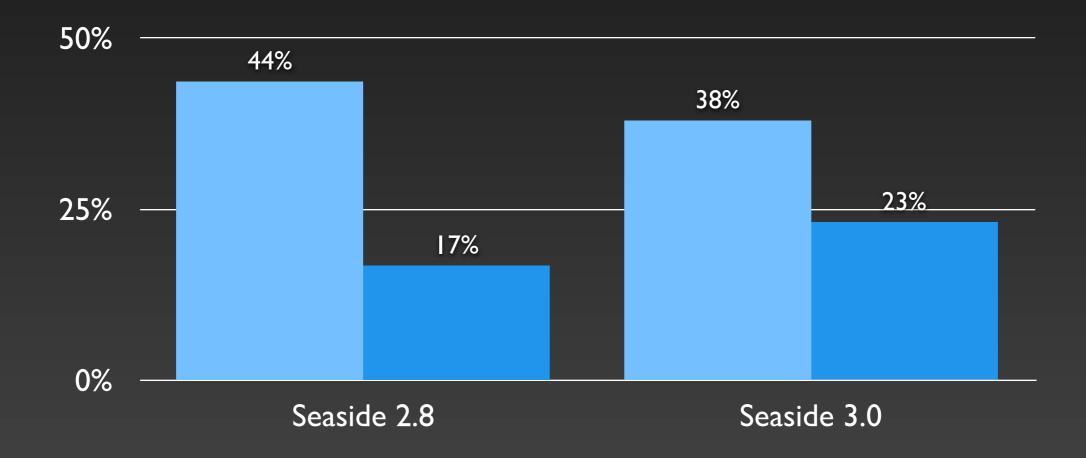
## Working software

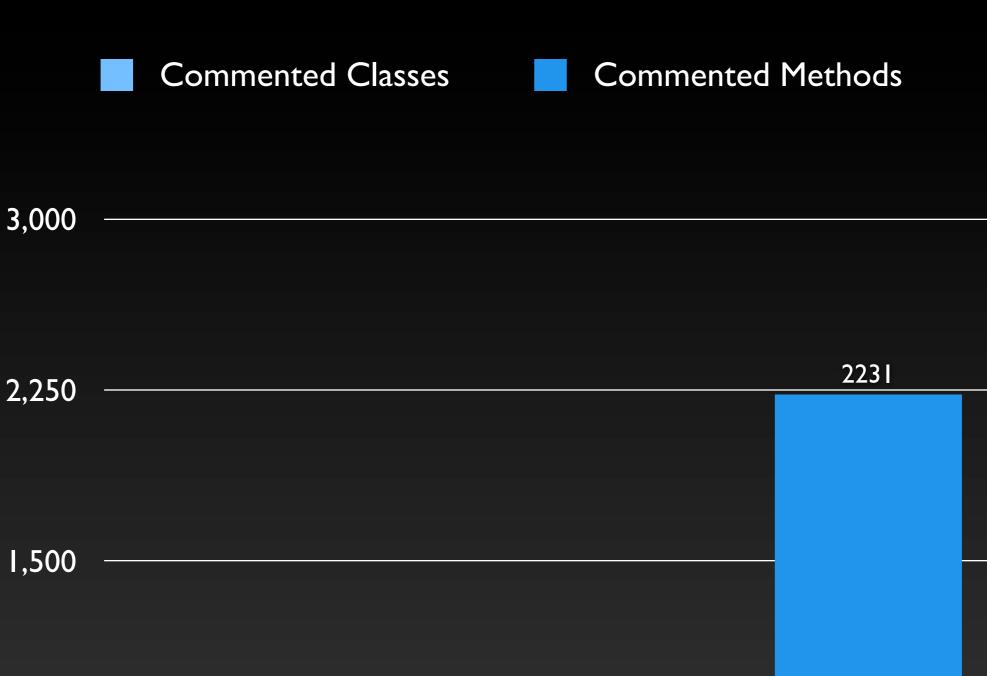
over comprehensive documentation

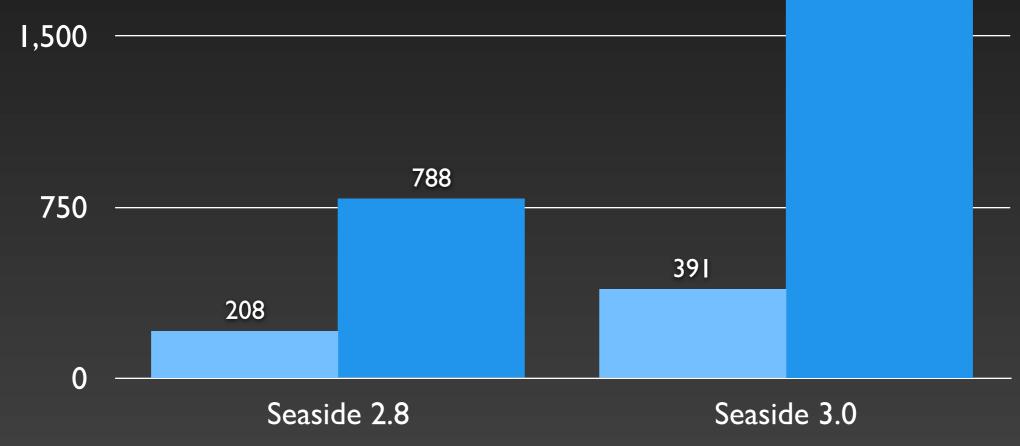
as long as that software is comprehensively documented.















Dynamic Web Development with Seaside

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# Dynamic Web Development



## Stéphane Ducasse, Lukas Renggli, C. David Shaffer, Rick Zaccone with Michael Davies

Seaside is the open source framework of choice for developing sophisticated and dynamic web applications. Seaside uses the power of objects to master the web. With Seaside web applications is as simple as building desktop applications. Seaside lets you build highly dynamic and interactive web applications.

Seaside supports agile development through interactive debugging and unit testing. Seaside is based on Smalltalk, a proven and robust language implemented by different vendors. Seaside is now available for all the major Smalltalk including Pharo, Squeak, GNU Smalltalk, Cincom Smalltalk, GemStone Smalltalk, and VA Smalltalk.

## Table of Contents











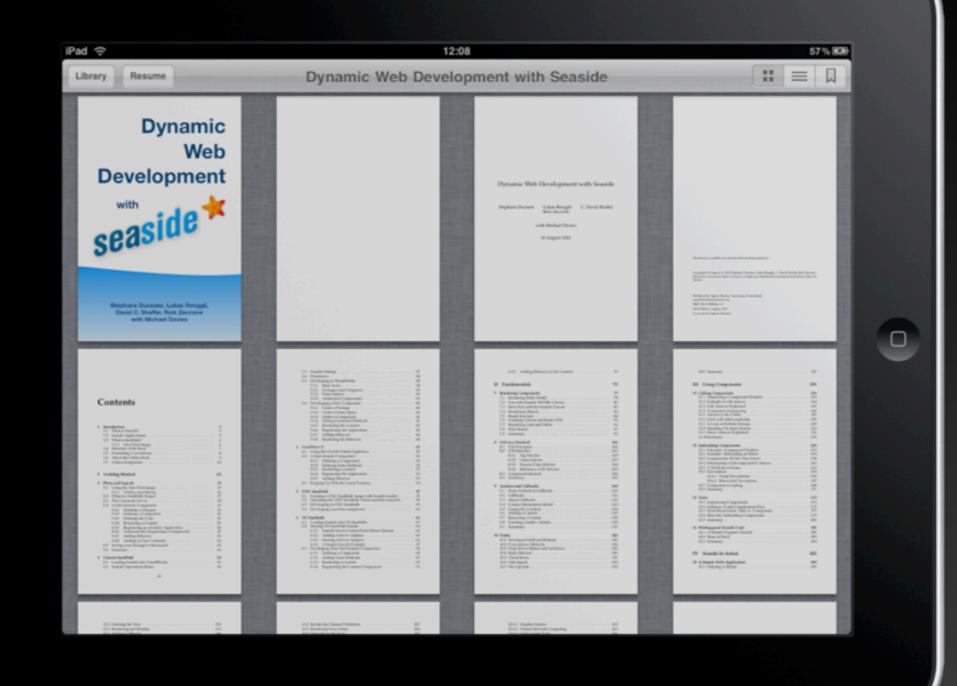
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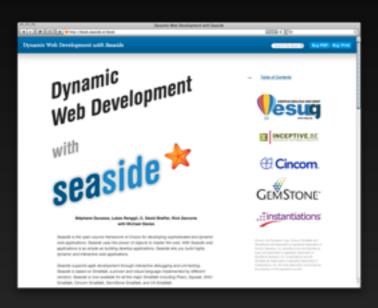








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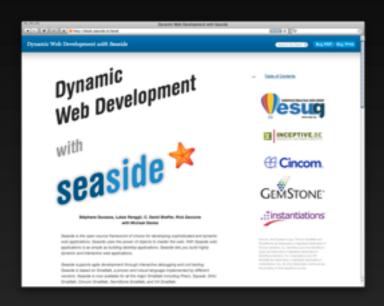


Section 1997 (Section 1997) (Section

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PDF € 14





Online € 0







Print € 28

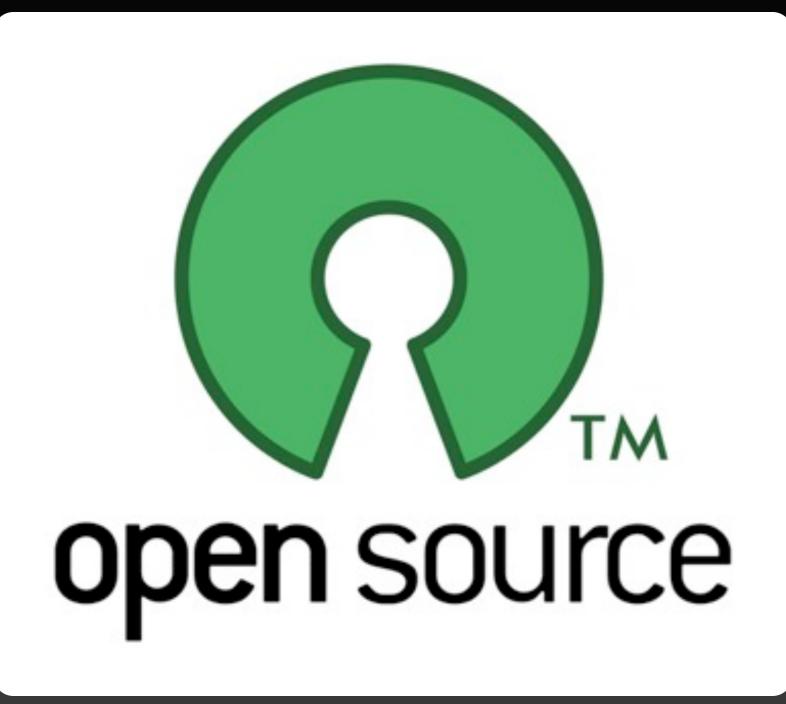
# Working Software

### **Customer Collaboration**

over contract negotiation



# Who is our customer?



### Customers

- Ourselves (primarily)
- ★ Consulting clients
- Mailing-list participants
- Platform vendors

# If I miss something, add it

# If I break something, fix it

## What about you?



Ask in the mailing-list



Create a issue in the bug tracker



Choose one of the following:

- Wait for somebody to fix it
- Submit a fix, patch, change
- 'Earn' commit rights

# Customer Collaboration



# Team

*	Avi, Julian	2002
*	Avi, Julian, Andrew	2003
*	Avi, Andrew	2004
*	Avi, Andrew, Michel, Lukas	2005
*	Lukas, Michel, Philippe, Avi	2006
*	Lukas, Philippe, Michel	2007
*	Lukas, Philippe	2008
*	Julian, Philippe, Lukas	2009
*	Julian, Philippe, Nick, Lukas	2010

# Portability

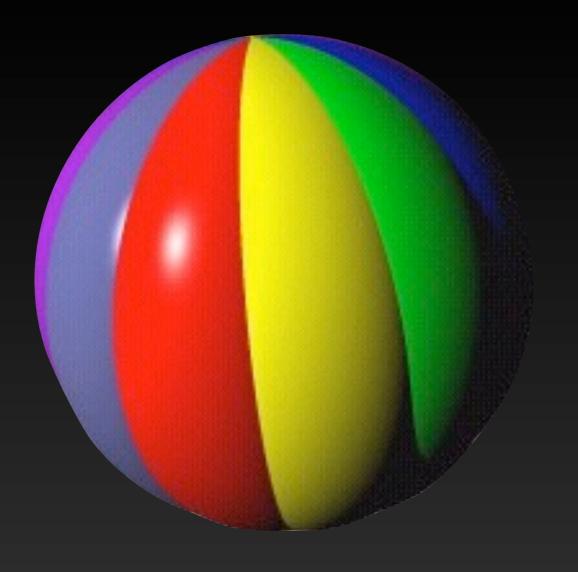


## Squeak

(Development Platform)



### Cincom Smalltalk



## Dolphin Smalltalk



### GemStone Smalltalk



## GNU Smalltalk



### Pharo Smalltalk

(Development Platform)



### VA Smalltalk

# Javascript

Seaside Async	2004
Prototype, script.aculo.us	2005
★ Comet	2006
	2008
(Dojo Toolkit, Raphael,)	2010

... and many other libraries

# Logo



#### 











# Website



¢ Q-

download: seaside-0.93.cs

tutorials: part 1, part 2

documentation: design overview resources: swiki, mailing list

bugs: mantis

#### Seaside: Squeak Enterprise Aubergines Server

In all fiction, when a man is faced with alternatives he chooses one at the expense of the others. In the almost unfathomable Ts'ui Pen, he chooses - simultaneously - all of them. He thus creates various futures, various times which start others that will in turn branch out and bifurcate in other times...

- Jorge Luis Borges, The Garden of Forking Paths

Downloads:

Seaside is a framework for developing sophisticated web applications in Smalltalk.

Seaside2.st.gz

Links:

Mailing List

Swiki

Documentation:

Tutorial: A Walk on the Seaside

> Recommended for first time users

Renderer API

Covers WAHtmlGenerator and WAHtmlRenderer

Design Documentation

For developers of the Seaside framework. Its most unique feature is its approach to session management: unlike servlet models which require a separate handler for each page or request, Seaside models an entire user session as a continuous piece of code, with natural, linear control flow - pages can call and return to each other like subroutines, complex sequences of forms can be managed from a single method, objects are passed by reference rather than marshalled into URLs or hidden fields - while fully supporting the backtracking and parallelism inherent to the web browser.

Seaside also features a callback-based event model, a "transaction" system for auto-expiring pages, programmer-friendly HTML generation and designer-friendly templates, a system of reusable and embeddable UI components, and handy web-based development tools.

Seaside is maintained and supported by Avi Bryant and Julian Fitzell of Beta4 Productions. We are based out of Vancouver, Canada, and available for Seaside-related consulting services.

Information on earlier versions of Seaside is available here.



Seaside

View | Contents | Changes | Search

¢ (Q-

#### Seaside

Download Tutorial Documentation Community Links License Support

#### Seaside

#### Seaside is a framework for developing sophisticated web applications in Smalltalk.

Seaside provides a layered set of abstractions over HTTP and HTML that let you build highly interactive web applications quickly, reusably and maintainably. Seaside includes:

- Programmatic HTML generation. A lot of markup is boilerplate: the same patterns of lists, links, forms and tables show up on page after page. Seaside has a rich API for generating HTML that lets you abstract these patterns into convenient methods rather than pasting the same sequence of tags into templates every time.
- Callback-based request handling. Why should you have to come up with a unique name for every link and form input on your page, only to extract them from the URL and request fields later?
   Seaside automates this process by letting you associate blocks, not names, with inputs and links, so you can think about objects and methods instead of ids and strings.
- Embedded components. Stop thinking a whole page at a time; Seaside lets you build your UI as a
  tree of individual, stateful component objects, each encapsulating a small part of a page. Often,
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  for example, needs a way to present a batched list of search results, or a table with sortable
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- Modal session management. What if you could express a complex, multi-page workflow in a single
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  Seaside, components can call and return to each other like subroutines; string a few of those calls
  together in a method, just as if you were using console I/O or opening modal dialog boxes, and
  you have a workflow. And yes, the back button will still work.

Seaside also has good support for CSS and Javascript, excellent web-based development tools and debugging support, a rich configuration and preferences framework, and more.

Seaside is currently developed and supported by Avi Bryant, with the help of the Seaside community. Commercial support is available, and donations are welcome. Special thanks to Julian Fitzell, Adrian Lienhard, and Lukas Renggli for their contributions to Seaside, to http://www.netstyle.ch for sponsoring this site, and to Peter Macsadi for providing the Seaside logo.

Login



#### Smalltalk Enterprise Aubergines Server (with fully Integrated **Development Environment)**

#### About

Screenshots Examples

Support

Success Storie

#### Documentation

Oynamic Web Development The open book Development with

Seaside is available online. Pdf and paper versions are available too.

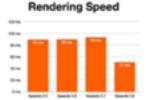
Also see: FAQ, Tutorials, Migration, Videos, and more.

#### Community

Weblogs Mailing Lists Development Contribute Merchandise Extensions

Projects

#### Seaside 3.0



#### News

Web Development Specialized Skills And Interacts With The Customer.... 2010-08-23T03:42:09+00:00

x) Smalltalk including Seaside and ADAWeb, xi) Ruby comprising of Ruby on Rails, xi) Python th...

nload Grease Pod I lonenever 2010-08-22T07:29:58+00:00 Grease enhances the ANSI Smalltalk standard. With only a few exceptions, we assume platforms are ful...

Seaside: calt.vs. show:onAnswer: Joachims Small World 2010-08-18714:39:55+00:00 If you are a VA Smaltalk user and would

like to get your feet wet with Seaside, you will find out q...

World 2010-08-16T08:56:43+00:00 As always: Anyone interested in Smaltalk is invited, regardless if you only recently discovered the...

14T13:08:10+00:00

NET) -- a proprietory language from Microsoft, viii) Websphere -- owned by IBM, ix) SSJS (a server-s...

### download



Seaside is a free and Open Source™ web application framework open source distributed under the MIT License.

Seaside is available on the following Smaltalk platforms:

Pharo Smalltalk (download) Cincom Smaltalk Dolphin Smalltalk GemStone Smaltal **GNU Smaltalk** Squeak Smalltall VA Smaltak



#### navigation

**About** Download Community Documentation

#### participate

Mailing Lists: Ask questions and talk with Seaside experts.

Weblogs: Read the latest news about the Seaside community.

Contribute: Help to improve code and documentation of Seaside.

#### activity

Update 3 to issue 511 ("WASwazooAdaptor fails WAUploadFunctionalTest and WAEncodingFuntionalTest\*)

Update 2 to issue 511 ("WAGwazooAdaptor fails WAUploadFunctionalTest and WAEncodingFuntionalTest\*)

#### seaside

This website is run on Squeak, Seaside and is powered by the Pier CMS. The design was kindly provided by Samuel Morello. The site is hosted on a server of netstyle.ch.

# Responding to Change

# Where do we go?

## Seaside 3.0

- \* Better design
- Better code
- Better performance
- \* Better support
- Better portability
- Better experience

### Seaside 3.1

- Bug-fixes (#isolate:, #lightbox:)
- Improving configurability
- Encoding improvements
- Getting more developers involved
- Shorter release cycle

# Seaside BoF

### Lunch Break 12:45 In this Room

## Agile Software



seaside.st — book.seaside.st — lukas-renggli.ch