I would like to present the concepts that I want to teach you and that hopefully you should acquire. What is key to understand is that I will focus on the "key" conceptual elements.

It is easy for me because I will not explain OOP/D in general but within the context of Pharo. Pharo is the essence of Object-Oriented programming since its object model is minimal but it covers the key and essential aspect of OOP.

For example we will not present method modifiers, types, overloading (which is a bad concept).

We center a lot in:
- Tests
- Refactorings
- Polymorphism and Code Reuse

Pharo by Example50 is the second edition of Pharo by Example. It is based on Pharo 50. It covers all the elements of the language, core libraries and the IDE.

In addition it shows how to build a simple web application with Seaside (a powerful web framework).