

Comment on: "Graphic Object Interaction"

The construction and maintenance of graphic user interfaces are always problematic. One of the causes of such a recurrent difficulty is the conceptual distance that separates the building of the GUI from its debugging. The tools provided by the programming environment help in the constructive stages of the GUI but completely ignore its maintenance. Once the GUI is activated, programmers become just spectators of their own work. It is true that in Smalltalk we can always find the way to intervening and inspecting it all. However, the use of ad hoc methods is rather rudimentary and inconvenient. This presentation focuses on these kinds of problems, which development teams face daily in manual and unsystematic ways.

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