

Comment on: "Integrating Smalltalk and RIA"

In pre-Smalltalk ages *modularization* was the property of having different features in different places for the sake of maintainability and usability. With Smalltalk, the notion of modularization changed radically in scope and meaning: it became a natural consequence of focusing on objects and their behavior when building eloquent models. Smalltalk, as the best modeling tool ever, allowed and encouraged different levels and meta-levels of abstraction that had significant impact on system design and architecture. Just two primitive notions, *object* and *message send*, had proven sufficient and appropriate for reformulating the entire corpus of computer science knowledge of the time.

Amongst the rich body of conceptions emerged from the paradigm shift, one of the most broadly recognized as fruitful is the separation between the model and the GUI. Systems that can exhibit that property will be virtually immortal. Should usability requirements change, they could be fulfilled without impacting the underlying logic. In theory, a completely independent system could be responsible of rendering the model or getting inputs and stimuli originated by users.

This talk is about such a drastic separation. It shows how to build a Smalltalk model of domain specific objects while taking full advantage of the *Rich Internet Applications* standard in the presentation layer. According to the author this combined architecture is beneficial and well suited for both desktop and web applications.

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