

Comment on: "Trait aware refactorings"

Traits are a very nice concept introduced not long ago to the Smalltalk community. Besides their specific properties, the appealing thing with traits is that they have recalled all of us that the maturity of Smalltalk is not an obstacle for the conception of significant innovations.

After reading "Traits: Composable Units of Behavior" by Schärli et al, ones arrives to the conclusion that traits can be implemented very easily in any Smalltalk dialect. And that's true except for one detail: the introduction of traits immediately creates the need for an extensive refactoring of the system that cannot be efficiently addressed without the assistance of appropriated tools.

This talk is about the addition of important features to the VisualWorks refactoring browser aimed to help programmers start gaining experience with traits.

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