

A Glossary of Squeak Vocabulary



Can you speak "Squeak?"



Assignment Arrow

The green arrow on purple background found in an object's viewer. Using this arrow in a script will assign a value to a specific property of that object.



Etoy

A Squeak-based, "electronic" or "educational" project which might be a simulation, model, story or game created by a child or adult. An Etoy might help illustrate or give insight into a concept or powerful idea.



Flap

Navigational commands, supplies, and scripting tiles are all contained in flaps. Flaps are partially transparent and can be used to "store" additional items the user might like to keep handy for frequent use. The Squeak plug-in comes with two visible flaps as the default: Navigator and Supplies.



Halo

When any object is selected (Alt-click or Command-click) a "halo" of "handles" will appear.

Handles

The colored icons surrounding an object. Each of these allow for different manipulation of and change to that object. See the "Handles Tutorial" on www.squeakland.org/etoys/tutorials to learn what each handle does. Each handle is also supplied with balloon help to inform you of its function.



Navigator

The orange flap found at the bottom-left of the World. When opened it contains options for navigating, collaborating, publishing (saving), painting and creating new projects.



Object

The unit of creation in Squeak. Everything is an object in Squeak! By sending messages (commands or scripts) to objects we can communicate with them and invoke behaviors.

A Glossary of Squeak Vocabulary

Object Catalog

The Object Catalog is found in the Supplies flap. It is a searchable tool that lets you browse a variety of Squeak objects. It contains several categories as well as an alphabetic listing of all objects.



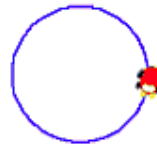
Pane

A section or category in an object's viewer. One can choose to have between one and four viewable "panes" in an object's viewer by clicking on the "mini-viewer" on the top left. Panes in the viewer are eliminated by clicking on its remove button.



Pens

As in Logo, any object can leave pen trails as it moves. Pens can be found in their own category **Pen Use** in an object's viewer. Setting "pen down" to "true" will leave a marked trail on the World. Note: Pen trails can only be left on the "World" or on a playfield, not on a painted background.



Playfield

A playfield is a type of object that can be found in the Supplies flap. Playfields can be the basis of a "sub project" or illustration within another project. Many playfields can be placed on a "World" and become part of a project.



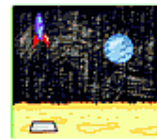
Plug-In

A plug-in is a piece of software that is used to expand the functionality of an existing program during its runtime. Once the Squeak plug-in is installed on your computer, Squeak projects become fully interactive. Plug-ins do not need to be loaded or unloaded when used, they will execute themselves when called upon to do so by the parent program or project. There are many plug-ins that provide both form and functionality (for example: QuickTime, Shockwave and Flash players, and so on).



Project

A project is the "hyper-document" in Squeak. Projects are created, published (saved), shared and exchanged. In word processing, we create documents; in Squeak we create projects.

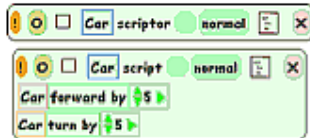


A Glossary of Squeak Vocabulary

PUBLISH IT!

Publishing

Saving in Squeak is known as publishing. A project can be published to your computer's hard drive, or to a server so that it can be shared. Holding down the **Publish It!** button on the gold Navigator flap will show several publishing options.



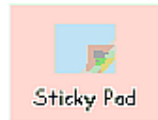
Script/Scriptor

Objects can be sent messages and instructions by combining tiles and running them inside a "Scriptor." Before a script is created for an object, the "Scripts" category in the viewer only contains an "empty script." It is good practice to name your scripts as you create them. Scripts can be dismissed or hidden by clicking on the tan circle to the right of the exclamation point.



Sketch

Any painted object, before it is named, is a sketch. It is good practice to name your sketches after painting and keeping them.



Sticky Pad

A sticky pad is a note pad filled with translucent "notes" of various pastel colors. Sticky notes can be "torn off" the pad and used for project annotation or a variety of purposes. Some of the projects in this book suggest using sticky notes as measuring devices.



Stop-Step-Go Buttons (All Scripts tool)

The set of **stop step go** buttons found in the Supplies flap will run (and stop) all scripts in a project. Clicking the small blue button next to the **go** button will expand the buttons into the **All Scripts** tool. This tool shows *all* scripts in a project and can be very useful when reviewing other peoples' projects to understand how they were constructed.

A Glossary of Squeak Vocabulary

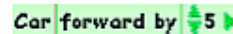
Tab

Tabs are used to open and close flaps such as viewers, Supplies and the Navigator. Tabs are created for objects once a sketch has been “kept” and its viewer selected by clicking on the turquoise “eyeball” handle. A small thumbnail drawing of the sketch is shown on its tab. The tab can be dismissed (but not lost) by clicking the small tan circle at the top of the object’s viewer, just to the right of the tab. If the tab has been dismissed, it can be recalled by selecting the object (revealing its handles) and selecting the turquoise “eyeball” handle.



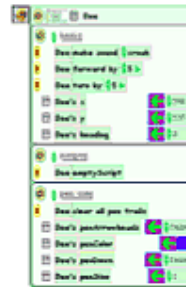
Tiles

Tiles are the units used for constructing messages and scripts to send instructions to objects. Tiles are primarily found in an object’s viewer. Tiles connected together form a “string.”



Viewer

An object’s viewer is revealed when clicking on the turquoise “eyeball” handle of any object. The viewer shows categories of properties and instructions for the object, represented by tiles. Clicking the yellow exclamation point in the viewer will run that particular instruction once (holding the exclamation point will repeat the action). Values of properties such as “x”, “y” and “heading” are also shown in the object’s viewer. There are several categories in the viewer. Clicking on the green arrowheads next to any category (for example, “basic”) will toggle between the categories. Adding panes to the viewer (by clicking on the “miniviewer” icon in the viewer’s title bar) will reveal additional categories. Explore!!!



Watchers

Watchers (simple and detailed) can be found in an object’s viewer by clicking on the small menu to the left of its property. A watcher can be added to a project to track a particular property of an object. Detailed watchers are shown here. A “simple” watcher shows only the numeric value.



World

The World is the basis or foundation of any Squeak project. Simulations can run directly in the world. While the default color of the world is gray, it can be changed to your liking (by choosing the gray “repaint” handle).

