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Illustrations

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Pharo is a really simple language but powerful language. Part of its power is not in the language but in its class libraries. To program effectively in it, you will need to learn how the class libraries support the language and environment. The class libraries are entirely written in Pharo, and can easily be extended. (Recall that a package may add new functionality to a class even if it does not define this class.)

Our goal here is not to present in tedious detail the whole of the Pharo class library, but rather to point out the key classes and methods that you will need to use (or subclass/override) to program effectively. In this chapter, we will cover the basic classes that you will need for nearly every application: Object, Number and its subclasses, Character, String, Symbol, and Boolean.

1.1 Object

For all intents and purposes, Object is the root of the inheritance hierarchy. Actually, in Pharo the true root of the hierarchy is ProtoObject, which is used to define minimal entities that masquerade as objects, but we can ignore this point for the time being.

Object defines almost 400 methods (in other words, every class that you define will automatically provide all those methods). Note: You can count the number of methods in a class like so:

- `Object selectors size     "Count the instance methods in Object"
- `Object class selectors size "Count the class methods"

Class Object provides default behaviour common to all normal objects, such as access, copying, comparison, error handling, message sending, and re-
Basic classes

Listing 1-1  printOn: redefinition.

```plaintext
Color >> printOn: aStream
 | name |
(name := self name).
name = #unnamed
  ifFalse: [
    ^ aStream
      nextPutAll: 'Color ';
      nextPutAll: name ].
self storeOn: aStream
```

flection. Also utility messages that all objects should respond to are defined here. Object has no instance variables, nor should any be added. This is due to several classes of objects that inherit from Object that have special implementations (SmallInteger and UndefinedObject for example) that the VM knows about and depends on the structure and layout of certain standard classes.

If we begin to browse the method protocols on the instance side of Object we will start to see some of the key behaviour it provides.

1.2 Object printing

Every object can return a printed form of itself. You can select any expression in a textpane and select the Print it menu item: this executes the expression and asks the returned object to print itself. In fact this sends the message printString to the returned object. The method printString, which is a template method, at its core sends the message printOn: to its receiver. The message printOn: is a hook that can be specialized.

Method Object>>printOn: is very likely one of the methods that you will most frequently override. This method takes as its argument a Stream on which a String representation of the object will be written. The default implementation simply writes the class name preceded by a or an. Object>>printString returns the String that is written.

For example, the class OpalCompiler does not redefine the method printOn: and sending the message printString to an instance executes the methods defined in Object.

```plaintext
OpalCompiler new printString
>>> 'an OpalCompiler'
```

The class Color shows an example of printOn: specialization. It prints the name of the class followed by the name of the class method used to generate that color.

```plaintext
Color red printString
>>> 'Color red'
```
1.3 Representation and self-evaluating representation

**printOn: vs. displayStringOn:**

You should consider that the message `printOn:` is to better describe your objects when you are developing. Indeed when you are using the inspector or the debugger, it is a lot more efficient to see a precise description of your object instead of the generic one. Now `printOn:` is not done to be used to nicely display objects in UI lists for example, because you usually want to display a different kind of information. For this purpose you should use `displayStringOn:`. The default implementation of `displayStringOn:` is to invoke `printOn:`.

Note that the introduction of `displayStringOn:` is recent so many libraries are still not making this distinction. It is not really a problem but when you write new code, you should be aware of this.

**printOn: vs. storeOn:**

Note that the message `printOn:` is not the same as `storeOn:`. The message `storeOn:` writes to its argument stream an expression that can be used to recreate the receiver. This expression is executed when the stream is read using the message `readFrom:`. On the other hand, the message `printOn:` just returns a textual version of the receiver. Of course, it may happen that this textual representation may represent the receiver as a self-evaluating expression.

1.3 Representation and self-evaluating representation

In functional programming, expressions return values when executed. In Pharo, message sends (expressions) return objects (values). Some objects have the nice property that their value is themselves. For example, the value of the object `true` is itself i.e., the object `true`. We call such objects self-evaluating objects. You can see a printed version of an object value when you print the object in a playground. Here are some examples of such self-evaluating expressions.

```
true
>>> true

3@4
>>> (3@4)

$a
>>> $a

#(1 2 3)
>>> #(1 2 3)

Color red
>>> Color red
```
Basic classes

Listing 1-2  Self-evaluation of Point

```smalltalk
Point >> printOn: aStream
    "The receiver prints on aStream in terms of infix notation."
    aStream nextPut: $(.
x printOn: aStream.
aStream nextPut: $@.
(y notNil and: \[y negative\])
    ifTrue: ["Avoid ambiguous @- construct"
        aStream space ].
y printOn: aStream.
aStream nextPut: $).
```

Listing 1-3  Self-evaluation of Interval

```smalltalk
Interval >> printOn: aStream
    aStream nextPut: $(;
    print: start;
    nextPutAll: ' to: ';
    print: stop.
    step ~= 1 ifTrue: [aStream nextPutAll: ' by: '; print: step].
aStream nextPut: $)
```

Note that some objects such as arrays are self-evaluating or not depending on the objects they contain. For example, an array of booleans is self-evaluating, whereas an array of persons is not. The following example shows that a dynamic array is self-evaluating only if its elements are:

```smalltalk
{10@10. 100@100}
>>> {(10@10). (100@100)}

{OpalCompiler new . 100@100}
>>> an Array(an OpalCompiler (100@100))
```

Remember that literal arrays can only contain literals. Hence the following array does not contain two points but rather six literal elements.

```smalltalk
#(10@10 100@100)
>>> #(10 #@ 10 100 #@ 100)
```


```smalltalk
1 to: 10
>>> (1 to: 10) "intervals are self-evaluating"
```
1.4 Identity and equality

Listing 1-4 Object equality

```smalltalk
Object >> = anObject
    "Answer whether the receiver and the argument represent the same object.
    If = is redefined in any subclass, consider also redefining the message hash."

    ^ self == anObject
```

1.4 Identity and equality

In Pharo, the message = tests object equality while the message == tests object identity. The former is used to check whether two objects represent the same value, while the latter is used to check whether two expressions represent the same object.

The default implementation of object equality is to test for object identity:

If you override =, you should consider overriding hash. If instances of your class are ever used as keys in a Dictionary, then you should make sure that instances that are considered to be equal have the same hash value.

Although you should override = and hash together, you should never override ==. The semantics of object identity is the same for all classes. Message == is a primitive method of ProtoObject.

Note that Pharo has some strange equality behaviour compared to other Smalltalks. For example a symbol and a string can be equal. (We consider this to be a bug, not a feature.)

```smalltalk
#'lulu' = 'lulu'
>>> true

'lulu' = #'lulu'
>>> true
```

1.5 Class membership

Several methods allow you to query the class of an object.

**class**

You can ask any object about its class using the message class.

```smalltalk
1 class
>>> SmallInteger
```
isKindOf:
Object>>isKindOf: answers whether the receiver's class is either the same as, or a subclass of the argument class.

1 isKindOf: SmallInteger
>>> true

1 isKindOf: Integer
>>> true

1 isKindOf: Number
>>> true

1 isKindOf: Object
>>> true

1 isKindOf: String
>>> false

1/3 isKindOf: Number
>>> true

1/3 isKindOf: Integer
>>> false

1/3 which is a Fraction is a kind of Number, since the class Number is a superclass of the class Fraction, but 1/3 is not an Integer.

respondsTo:
Object>>respondsTo: answers whether the receiver understands the message selector given as an argument.

1 respondsTo: #,
>>> false

1.6 About isKindOf: and respondTo:

A note on the usage of isKindOf: and respondsTo:. Normally it is a bad idea to query an object for its class, or to ask it which messages it understands. Instead of making decisions based on the class of object, you should simply send a message to the object and let it decide (on the basis of its class) how it should behave. Client of an object should not query the object to decide with messages to send it. The "Don't Ask, Tell" is an important cornerstone of good object-oriented design. So watch out if you need to use these messages.
1.7 Shallow copying objects

Copying objects introduces some subtle issues. Since instance variables are accessed by reference, a shallow copy of an object shares its references to instance variables with the original object:

```plaintext
a1 := {{'harry'}}.
a1 >>> #("harry")
```

```plaintext
a2 := a1 shallowCopy.
a2 >>> #("harry")
```

```plaintext
(a1 at: 1) at: 1 put: 'sally'.
a1 >>> #("sally")
```

```plaintext
(a1 at: 1) at: 1 put: 'sally'.
a1 >>> #("sally")
```

Object>>shallowCopy is a primitive method that creates a shallow copy of an object. Since a2 is only a shallow copy of a1, the two arrays share a reference to the nested Array that they contain.

1.8 Deep copying objects

There are two ways to address the problems of sharing raised by shallow copy: (1) using deepCopy, (2) specializing postCopy and using copy.

**deepCopy**

Object>>deepCopy makes an arbitrarily deep copy of an object.

```plaintext
a1 := {{'harry'}}.
a2 := a1 deepCopy.
(a1 at: 1) at: 1 put: 'sally'.
a1 >>> #("sally")
```

```plaintext
(a1 at: 1) at: 1 put: 'sally'.
a2 >>> #("sally")
```

The problem with deepCopy is that it will not terminate when applied to a mutually recursive structure:

```plaintext
a1 := {'harry'}. a2 := {a1}.
a1 at: 1 put: a2.
a1 deepCopy
```

```plaintext
>>> !"... does not terminate!!
```
Listing 1-5  Copying objects as a template method

Object >> copy
   "Answer another instance just like the receiver.
   Subclasses typically override postCopy;
   they typically do not override shallowCopy."

   ^ self shallowCopy postCopy

**copy**

The other solution is to use message copy. It is implemented on Object as follows: the method postCopy is sent to the result of the message shallowCopy.

Object >> postCopy
   ^ self

By default postCopy returns self. It means that by default copy is doing the same as shallowCopy but each subclass can decide to customise the postCopy method which acts as a hook. You should override postCopy to copy any instance variables that should not be shared. In addition there is a good chance that postCopy should always do a super postCopy to ensure that state of the superclass is also copied.

1.9  **Debugging**

Object defines also some methods related to debugging.

**halt**

The most important method here is halt. To set a breakpoint in a method, simply insert the expression self halt at some point in the body of the method. Note that since halt is defined on Object you can also write 1 halt.

When this message is sent, execution will be interrupted and a debugger will open to this point in your program.

You can also use Halt once or Halt if: aCondition. Have a look at the class Halt which is an exception dedicated to debugging.

**assert:**

The next most important message is assert:, which expects a block as its argument. If the block evaluates to true, execution continues. Otherwise an AssertionFailure exception will be raised. If this exception is not otherwise caught, the debugger will open to this point in the execution. assert: is especially useful to support design by contract. The most typical usage is to check non-trivial pre-conditions to public methods of objects.
1.10   Error handling

Listing 1-6   Checking a pre-condition

Stack >> pop
  "Return the first element and remove it from the stack."

  self assert: [ self isNotEmpty ].
  ^ self linkedList removeFirst element

could easily have been implemented as follows (note that this definition is
an hypothetical example and not in the Pharo 8.0 system):

Do not confuse Object>>assert: with TestCase>>assert:, which occurs in the SUnit testing framework (see Chapter: SUnit). While the former ex-
pects a block as its argument (actually, it will take any argument that under-
stands value, including a Boolean), the latter expects a Boolean. Although both are useful for debugging, they each serve a very different purpose.

1.10   Error handling

This protocol contains several methods useful for signaling run-time errors.

doesNotUnderstand:

The message doesNotUnderstand: (commonly abbreviated in discussions as DNU or MNU) is sent whenever message lookup fails. The default implemen-
tation, i.e., Object>>doesNotUnderstand: will trigger the debugger at this point. It may be useful to override doesNotUnderstand: to provide some other behaviour.

error

Object>>error and Object>>error: are generic methods that can be used to raise exceptions. Generally it is better to raise your own custom excep-
tions, so you can distinguish errors arising from your code from those com-
ing from kernel classes.

subclassResponsibility

Abstract methods are implemented by convention with the body self sub-
classResponsibility. Should an abstract class be instantiated by accident, then calls to abstract methods will result in Object>>subclassResponsi-

Magnitude, Number, and Boolean are classical examples of abstract classes that we shall see shortly in this chapter.
Listing 1-7  Signaling that a method is abstract

Object >> subclassResponsibility
  "This message sets up a framework for the behavior of the class' subclasses.
  Announce that the subclass should have implemented this message."

  SubclassResponsibility signalFor: thisContext sender selector

Number new + 1
  >> !'Error: Number is an abstract class. Make a concrete subclass.'!

shouldNotImplement

self shouldNotImplement is sent by convention to signal that an inherited method is not appropriate for this subclass. This is generally a sign that something is not quite right with the design of the class hierarchy. Due to the limitations of single inheritance, however, sometimes it is very hard to avoid such workarounds.

A typical example is Collection>>remove: which is inherited by Dictionary but flagged as not implemented. A Dictionary provides removeKey: instead.

deprecated: and related

Sending self deprecated: signals that the current method should no longer be used, if deprecation has been turned on. You can turn it on/off in the Debugging section using the Settings browser. The argument should describe an alternative. Look for senders of the message deprecated: and other related messages to get an idea.

1.11 Testing

Testing methods have nothing to do with SUnit testing! A testing method is one that lets you ask a question about the state of the receiver and returns a Boolean.

Numerous testing methods are provided by Object. There are isArray, isBoolean, isBlock, isCollection and so on. Generally such methods are to be avoided since querying an object for its class is a form of violation of encapsulation. They are often used as an alternative to isKindOf: but they show the same limit in the design. Instead of testing an object for its class, one should simply send a message and let the object decide how to handle it.

Nevertheless some of these testing methods are undeniably useful. The most useful are probably ProtoObject>>isNil and Object>>notNil. The Null
1.12 **Initialize**

**Listing 1-8** initialize as an empty hook method

ProtoObject >> initialize
   "Subclasses should redefine this method to perform initializations on instance creation"

**Listing 1-9** new as a class-side template method

Behavior >> new
   "Answer a new initialized instance of the receiver (which is a class) with no indexable variables. Fail if the class is indexable."
   ^ self basicNew initialize

Object design pattern can obviate the need for even these methods but it is often not possible and not the right choice.

1.12 **Initialize**

A final key method that occurs not in Object but in ProtoObject is initialize.

The reason this is important is that in Pharo, the default new method defined for every class in the system will send initialize to newly created instances.

This means that simply by overriding the initialize hook method, new instances of your class will automatically be initialized. The initialize method should normally perform a super initialize to establish the class invariant for any inherited instance variables.

1.13 **Numbers**

Numbers in Pharo are not primitive data values but true objects. Of course numbers are implemented efficiently in the virtual machine, but the Number hierarchy is as perfectly accessible and extensible as any other portion of the class hierarchy.

The abstract root of this hierarchy is Magnitude, which represents all kinds of classes supporting comparison operators. Number adds various arithmetic and other operators as mostly abstract methods. Float and Fraction represent, respectively, floating point numbers and fractional values. Float subclasses (BoxedFloat64 and SmallFloat64) represent Floats on certain architectures. For example BoxedFloat64 is only available for 64 bit systems.

Integer is also abstract, thus distinguishing between subclasses SmallInteger, LargePositiveInteger and LargeNegativeInteger. For the most part, users do not need to be aware of the difference between the three Integer classes, as values are automatically converted as needed.
Figure 1-10  The number hierarchy.

Listing 1-11  Abstract comparison methods

```smalltalk
Magnitude >> < aMagnitude
    "Answer whether the receiver is less than the argument."
    ^ self subclassResponsibility

Magnitude >> > aMagnitude
    "Answer whether the receiver is greater than the argument."
    ^ aMagnitude < self
```

1.14  **Magnitude**

Magnitude is the parent not only of the Number classes, but also of other classes supporting comparison operations, such as Character, Duration and TimeSpan.

Methods < and = are abstract. The remaining operators are generically defined. For example:

1.15  **Numbers**

Similarly, Number defines +, -, *, / to be abstract, but all other arithmetic operators are generically defined.

All Number objects support various converting operators, such as asFloat and asInteger. There are also numerous shortcut constructor methods which generate Durations, such as hour, day and week.
Numbers directly support common math functions such as \( \sin, \log, \text{raiseTo:}, \)
\( \text{squared}, \sqrt{\text{t}} \) and so on.

The method Number>>printOn: is implemented in terms of the abstract
method Number>>printOn:base:. (The default base is 10.)

Testing methods include even, odd, positive and negative. Unsurprisingly
Number overrides isNumber. More interestingly, isInfinite is defined to
return false.

**Truncation** methods include floor, ceiling, integerPart, fractionPart
and so on.

```
1 + 2.5
>> 3.5  "Addition of two numbers"

3.4 * 5
>> 17.0 "Multiplication of two numbers"

8 / 2
>> 4  "Division of two numbers"

10 - 8.3
>> 1.7 "Subtraction of two numbers"

12 = 11
>> false "Equality between two numbers"

12 ~= 11
>> true "Test if two numbers are different"

12 > 9
>> true  "Greater than"

12 >= 10
>> true  "Greater or equal than"

12 < 10
>> false  "Smaller than"

100@10
>> 100@10 "Point creation"
```

The following example works surprisingly well in Pharo:

```
1000 factorial / 999 factorial
>> 1000
```

Note that 1000 factorial is really calculated, which in many other lan-
guages can be quite difficult to compute. This is an excellent example of au-
tomatic coercion and exact handling of a number.

**To do** Try to display the result of 1000 factorial. It takes more time
to display it than to calculate it!
1.16 **Floats**

Float implements the abstract Number methods for floating point numbers. More interestingly, Float class (i.e., the class-side of Float) provides methods to return the following constants: e, infinity, nan and pi.

```
Float pi
>>> 3.141592653589793

Float infinity
>>> Float infinity

Float infinity isInfinite
>>> true
```

1.17 **Fractions**

Fractions are represented by instance variables for the numerator and denominator, which should be Integers. Fractions are normally created by Integer division (rather than using the constructor method Fraction>>numerator:denominator:):

```
6/8
>>> (3/4)

(6/8) class
>>> Fraction
```

Multiplying a Fraction by an Integer or another Fraction may yield an Integer:

```
6/8 * 4
>>> 3
```

1.18 **Integers**

Integer is the abstract parent of three concrete integer implementations. In addition to providing concrete implementations of many abstract Number methods, it also adds a few methods specific to integers, such as factorial, atRandom, isPrime, gcd: and many others.

SmallInteger is special in that its instances are represented compactly – instead of being stored as a reference, a SmallInteger is represented directly using the bits that would otherwise be used to hold a reference. The first bit of an object reference indicates whether the object is a SmallInteger or not. The virtual machine abstracts that from you, therefore you cannot see this directly when inspecting the object.
The class methods minVal and maxVal tell us the range of a SmallInteger, note that it varies depending on the size of your image from either \((2^{30}) - 1\) for a 32-bits image or \((2^{60}) - 1\) for a 64-bits one.

\[
\text{SmallInteger maxVal = } ((2^{30}) - 1) \quad \text{true}
\]

\[
\text{SmallInteger minVal = } (2^{30}) \text{ negated} \quad \text{true}
\]

When a SmallInteger goes out of this range, it is automatically converted to a LargePositiveInteger or a LargeNegativeInteger, as needed:

\[
\text{(SmallInteger maxVal + 1) class} \quad \text{LargePositiveInteger}
\]

\[
\text{(SmallInteger minVal - 1) class} \quad \text{LargeNegativeInteger}
\]

Large integers are similarly converted back to small integers when appropriate.

As in most programming languages, integers can be useful for specifying iterative behaviour. There is a dedicated method timesRepeat: for evaluating a block repeatedly. We have already seen a similar example in Chapter Syntax in a Nutshell.

<table>
<thead>
<tr>
<th>n</th>
</tr>
</thead>
<tbody>
<tr>
<td>n := 2.</td>
</tr>
<tr>
<td>3 timesRepeat: [ n := n * n ].</td>
</tr>
<tr>
<td>n</td>
</tr>
</tbody>
</table>

>>> 256

1.19 **Characters**

Character is defined a subclass of Magnitude. Printable characters are represented in Pharo as \$<char>. For example:

\[
\text{a < b} \quad \text{true}
\]

Non-printing characters can be generated by various class methods. Character class>>value: takes the Unicode (or ASCII) integer value as argument and returns the corresponding character. The protocol accessing unypeable characters contains a number of convenience constructor methods such as backspace, cr, escape, euro, space, tab, and so on.

\[
\text{Character space = (Character value: Character space asciiValue)} \quad \text{true}
\]
The `printOn:` method is clever enough to know which of the three ways to generate characters offers the most appropriate representation:

```plaintext
Character value: 1
>>> Character home
Character value: 2
>>> Character value: 2
Character value: 32
>>> Character space
Character value: 97
>>> $a
```

Various convenient testing methods are built in: `isAlphaNumeric`, `isCharacter`, `isDigit`, `isLowercase`, `isVowel`, and so on.

To convert a Character to the string containing just that character, send `asString`. In this case `asString` and `printString` yield different results:

```plaintext
$a asString
>>> 'a'
$a
>>> $a
$a printString
>>> '$a'
```

Like `SmallInteger`, a `Character` is a immediate value not a object reference. Most of the time you won’t see any difference and can use objects of class `Character` like any other too. But this means, equal value characters are always identical:

```plaintext
(Character value: 97) == $a
>>> true
```

### 1.20 Strings

A `String` is an indexed `Collection` that holds only `Characters`.

In fact, `String` is abstract and Pharo strings are actually instances of the concrete class `ByteString`.

```plaintext
'hello world' class
>>> ByteString
```

The other important subclass of `String` is `Symbol`. The key difference is that there is only ever one single instance of `Symbol` with a given value. (This is sometimes called the unique instance property). In contrast, two separately constructed Strings that happen to contain the same sequence of characters will often be different objects.
Another important difference is that a String is mutable, whereas a Symbol is immutable. Note that it is a bad idea to mutate literal strings because they can be shared between multiple method execution.

It is easy to forget that since strings are collections, they understand the same messages that other collections do:

Although String does not inherit from Magnitude, it does support the usual comparing methods, <, = and so on. In addition, String>>match: is useful for some basic glob-style pattern-matching:

Strings support a rather large number of conversion methods. Many of these are shortcut constructor methods for other classes, such as asDate, asInteger and so on. There are also a number of useful methods for converting a string to another string, such as capitalized and translateToLowerCase.
Basic classes

Figure 1-13  The Boolean Hierarchy.

Listing 1-14  Implementations of ifTrue:ifFalse:

\[
\begin{align*}
\text{True} & \gg \text{ifTrue: trueAlternativeBlock ifFalse: falseAlternativeBlock} \\
& \quad ^\wedge \text{trueAlternativeBlock value} \\
\text{False} & \gg \text{ifTrue: trueAlternativeBlock ifFalse: falseAlternativeBlock} \\
& \quad ^\wedge \text{falseAlternativeBlock value}
\end{align*}
\]

For more on strings and collections, see Chapter : Collections.

1.21 Booleans

The class Boolean offers a fascinating insight into how much of the Pharo language has been pushed into the class library. Boolean is the abstract superclass of the singleton classes True and False.

Most of the behaviour of Booleans can be understood by considering the method ifTrue:ifFalse:, which takes two Blocks as arguments.

\[
\begin{align*}
4 \text{ factorial} > 20 \\
\text{ifTrue: ['bigger']} \\
\text{ifFalse: ['smaller']} \\
\gg \text{ 'bigger'}
\end{align*}
\]

The method ifTrue:ifFalse: is abstract in class Boolean. The implementations in its concrete subclasses are both trivial:

Each of them execute the correct block depending on the receiver of the message. In fact, this is the essence of OOP: when a message is sent to an object, the object itself determines which method will be used to respond. In this case an instance of True simply executes the true alternative, while an instance of False executes the false alternative. All the abstract Boolean methods are implemented in this way for True and False. For example the implementation of negation (message not) is defined the same way:
Listing 1-15  Implementing negation

```
True >> not
   "Negation--answer false since the receiver is true."
   ^ false

False >> not
   "Negation--answer true since the receiver is false."
   ^ true
```

Booleans offer several useful convenience methods, such as `ifTrue:`, `ifFalse:`, and `ifFalse:ifTrue`. You also have the choice between eager and lazy conjunctions and disjunctions.

```
( 1 > 2 ) & ( 3 < 4 )
>>> false   "Eager, must evaluate both sides"

( 1 > 2 ) and:  [ 3 < 4 ]
>>> false   "Lazy, only evaluate receiver"

( 1 > 2 ) and:  [ ( 1 / 0 ) > 0 ]
>>> false   "argument block is never executed, so no exception"
```

In the first example, both Boolean subexpressions are executed, since `&` takes a Boolean argument. In the second and third examples, only the first is executed, since `and:` expects a `Block` as its argument. The `Block` is executed only if the first argument is true.

Try to imagine how `and:` and `or:` are implemented. Check the implementations in `Boolean`, `True` and `False`.

1.22  Chapter summary

- If you override `=` then you should override `hash` as well.
- Override `postCopy` to correctly implement copying for your objects.
- Use `self halt.` to set a breakpoint.
- Return `self subclassResponsibility` to make a method abstract.
- To give an object a `String` representation you should override `printOn:`.
- Override the hook method `initialize` to properly initialize instances.
- Number methods automatically convert between `Floats`, `Fractions` and `Integers`.
- `Fractions` truly represent rational numbers rather than floats.
- All Characters are like unique instances.
• **Strings are mutable; Symbols are not.** Take care not to mutate string literals, however!

• **Symbols are unique; Strings are not.**

• **Strings and Symbols are Collections and therefore support the usual Collection methods.**
Bibliography