2 mins of fun with Pharo

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- StandardWindow allInstances do: #close.

Example-based queries

```
MethodFinder methodFor: #( (4 3) 7)
'(data1 bitXor: data2) (data1 bitOr: data2) (data1 +
data2) (data1 | data2) '

MethodFinder methodFor: #( (4 3) 7  (0 5) 5  (5 5) 10).
 '(data1 + data2) '
```

Strings substitutions

```
MethodFinder methodFor: {{'abcb' . $b . $z } . 'azcz'}
```

```
'(data1 replaceAll: data2 with: data3) '
```

Finder

11 . 2 . 5 | Search | Regexp | Examples | Choose Packages | All Packages

- 11 // 2 --> 5
- 11 quo: 2 --> 5
  - Integer
  - LargePositiveInteger
  - Number

Browse | Senders | Implementors | Versions | Inheritance | Hierarchy

Type a fragment of a selector in the search box and click <Search>.

Or, use an example to find a method in the system. An example is made up of the following three items separated by a period: receiver. args. answer. For example, type: 3. 4. 7. into the search box and click <Search>

Alternatively, in this bottom pane, use #methodFor: directly to find a method in the system. Select this line of code and choose "print it".

```
MethodFinder methodFor: #( (4 3) 7  (0 5) 5  (5 5) 10).
```

This will discover (data1 + data2).

You supply inputs and answers and the system will find the method. Each inner array is a list of

on server serialize stack...

```
[
  "some code causing an error"
  Error signal
] on: Error do: [ :error |
  FLSerializer serialize: error toFileNamed: 'error.fuel' ]
```

at home nicely debug...

In a new image open a debugger on the serialized error:

```
error := FLMaterializer
    materializeFromFileNamed: 'error.fuel'.
error debug.
```

Safe guard!

```
[ (Delay forSeconds: 2 hours asSeconds) wait.
WorldState addDeferredUIMessage: [ UIManager
default inform: 'You''re SmallItalking too much. There
are other nice things worth in life' ]

] fork
```

Safe guard!

```
[ WorldState addDeferredUIMessage: [
        UIManager default inform: 'You''re Smalltalking too
much. There are other nice things worth in life' ].

] valueAfterWaiting: 2 hours
```

Tracking live information

```
b := BorderedMorph new openInWorld.

(UpdatingStringMorph on: b selector: #position)
openInWorld.
```

A complete fun system at your fingers