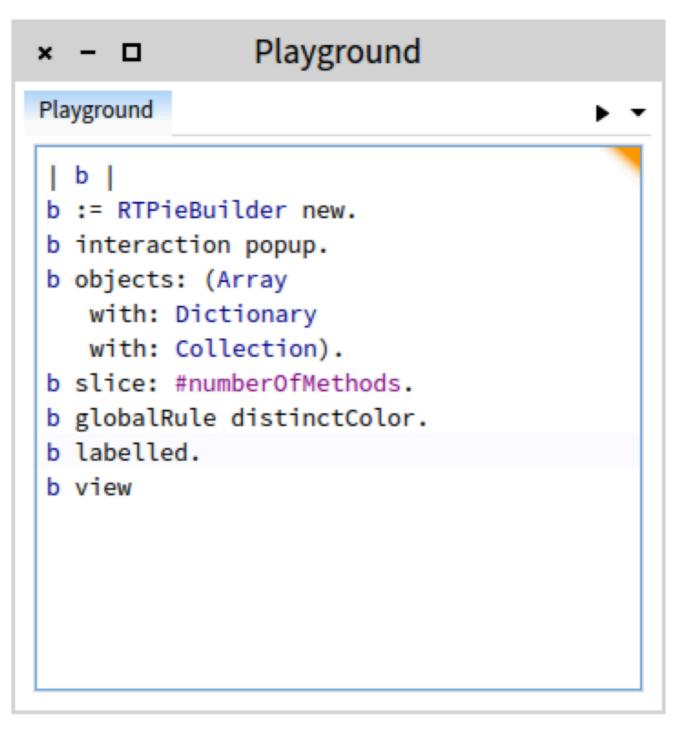
## The Moldable Inspector

A Framework for Domain-Specific Object Inspection

Andrei Chiş University of Bern Tudor Girba
CompuGroup Medical
Schweiz AG

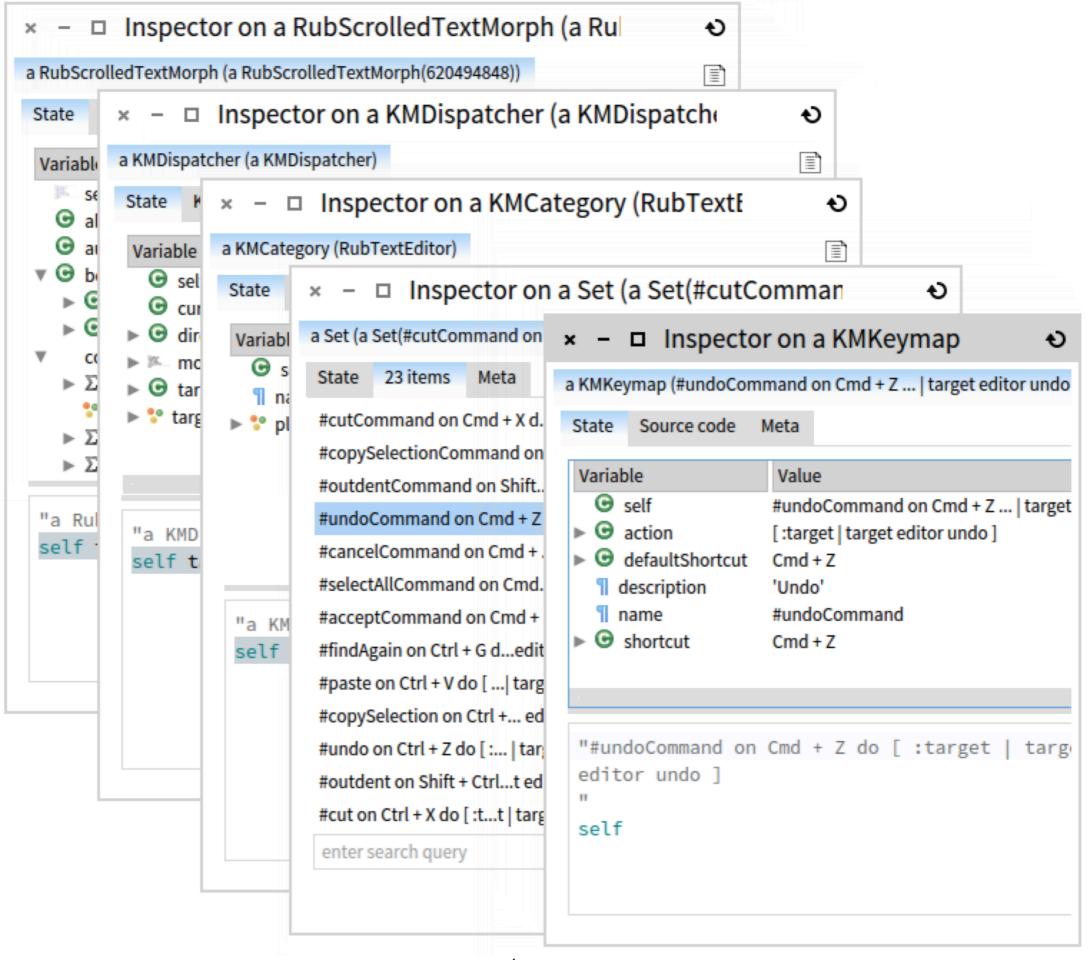
Oscar Nierstrasz University of Bern

## Finding a conflicting keybinding in a text morph



Variable	Value
™ self	a RubScrolledTextMorph(620494848)
alwaysAccept	nil
autoAccept	false
▼	(6.0@30.0) corner: (341.0@331.0)
▶	(341.0@331.0)
▶   origin	(6.0@30.0)
▼ color	Color white
▶ Σ alpha	255
🚏 cachedBitPattern	a Bitmap of length 1
▶ Σ cachedDepth	32
▶ Σ rgb	1073741823
▶   ⊕ extension	a MorphExtension (661651her -> a KMDispatcher)]
▶ G fullBounds	(6@30) corner: (341@331)
getSelectionSelector	nil
¶ getTextSelector	#getText
<ul><li>hasEditingConflicts</li></ul>	false

"a RubScrolledTextMorph(620494848)"
self



# Different tasks exercise different aspects of an object

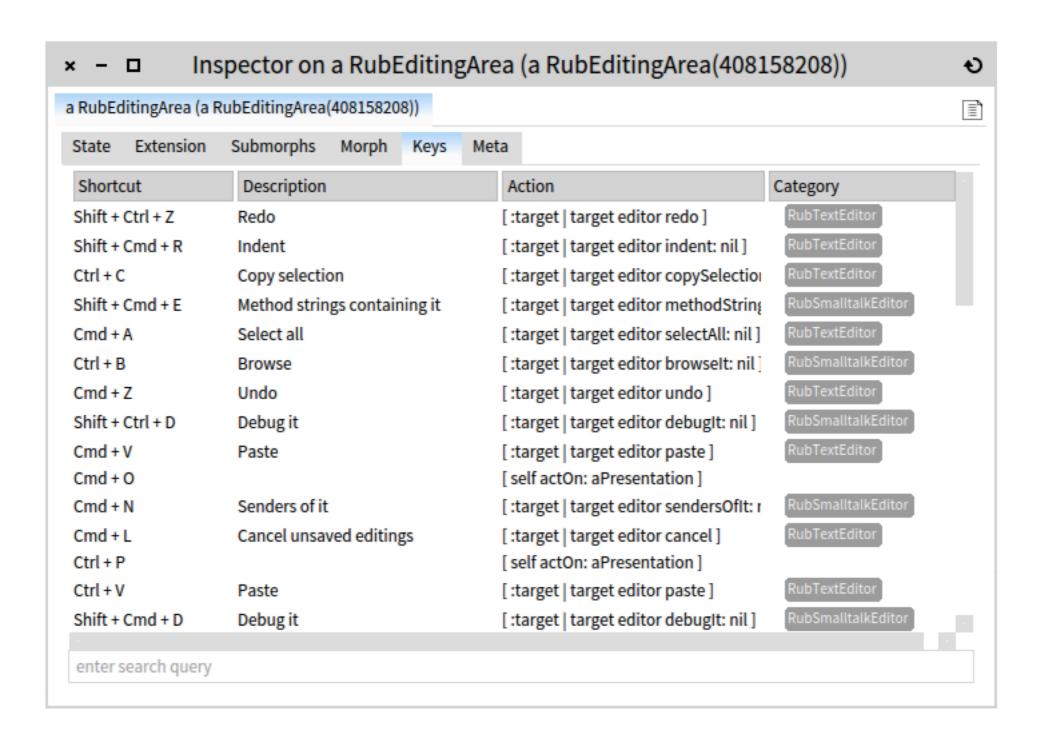
# Different tasks exercise different aspects of an object

We rarely look at a single object in isolation

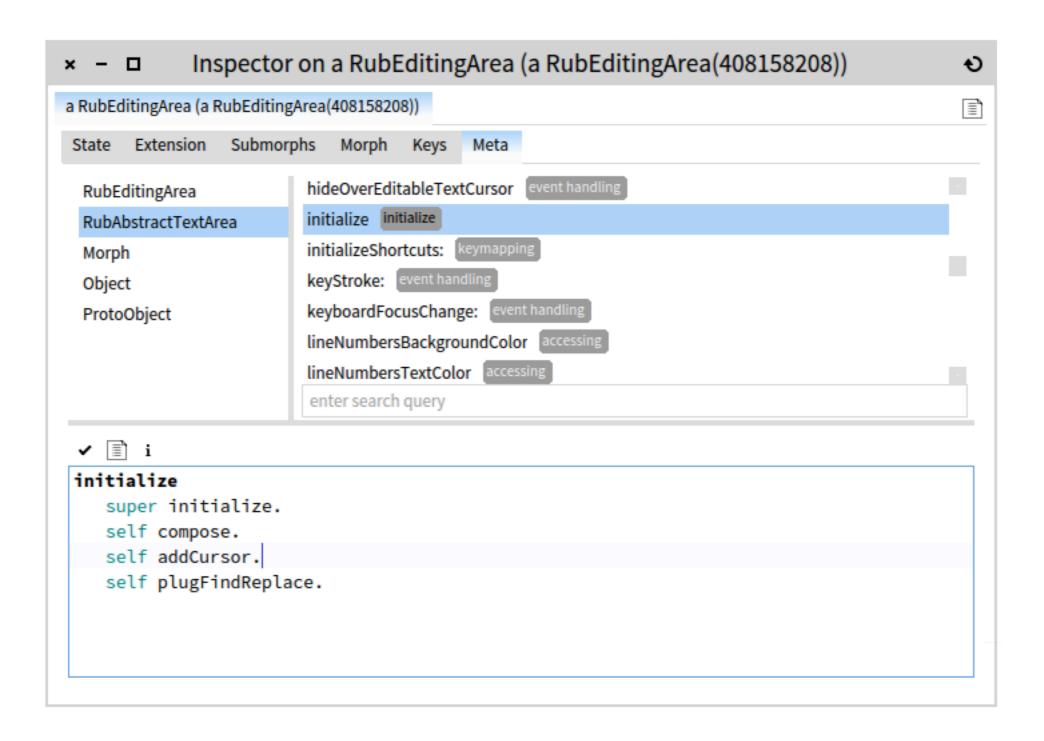
## Moldable presentations

multiple interchangeable presentations for each object

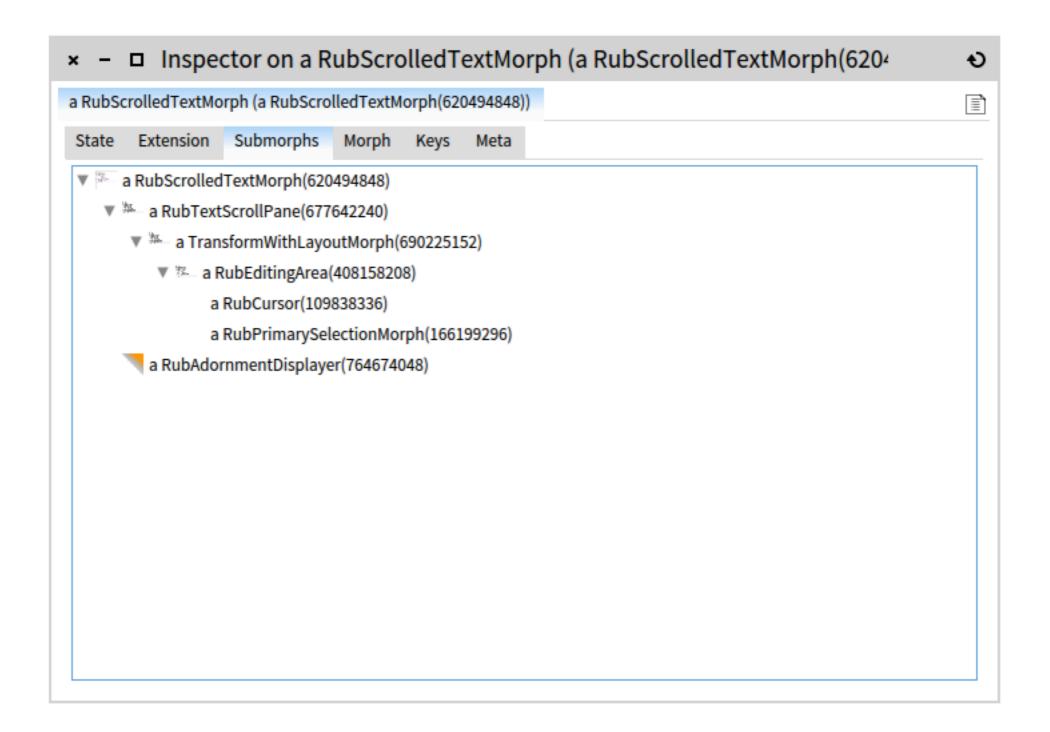
#### What about the keybindings?



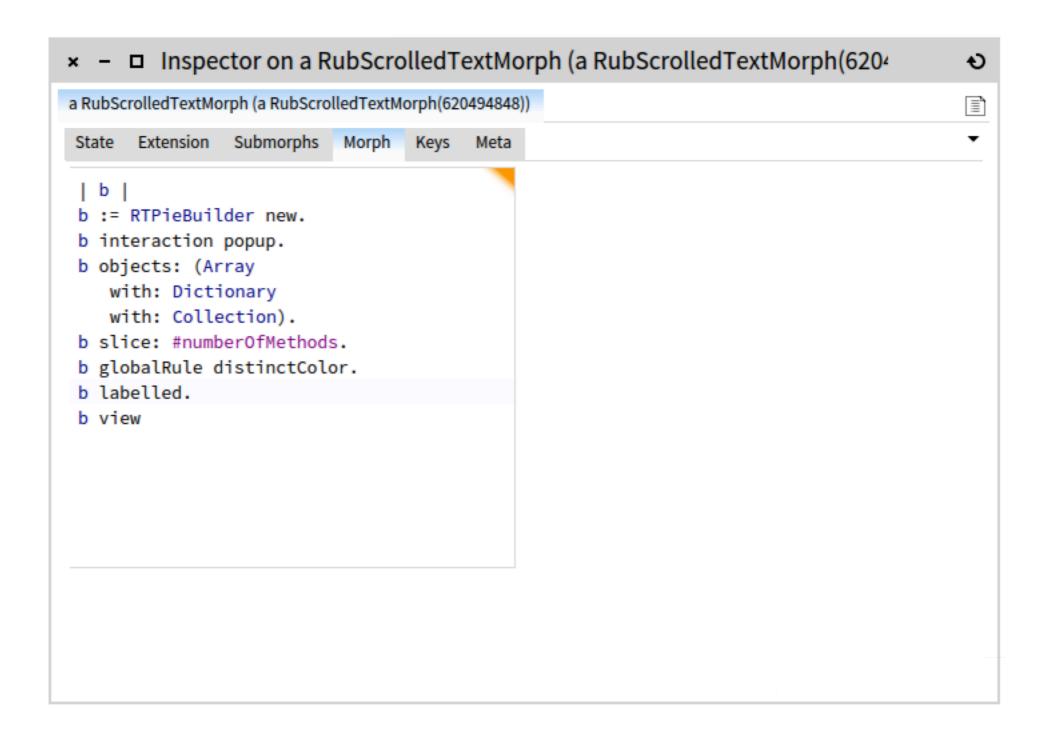
#### What about the source code?



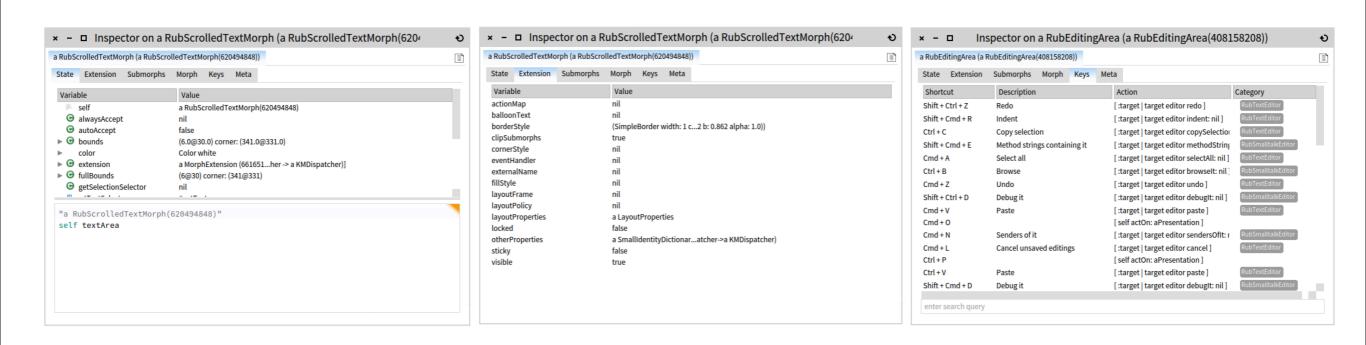
#### What about the submorphs?

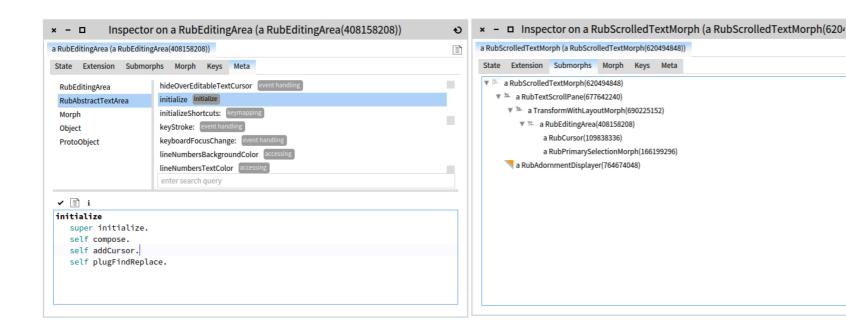


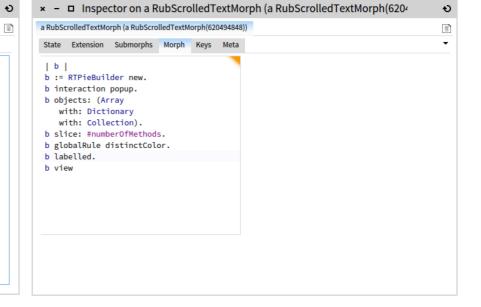
#### What about the morph?



#### Moldable presentations

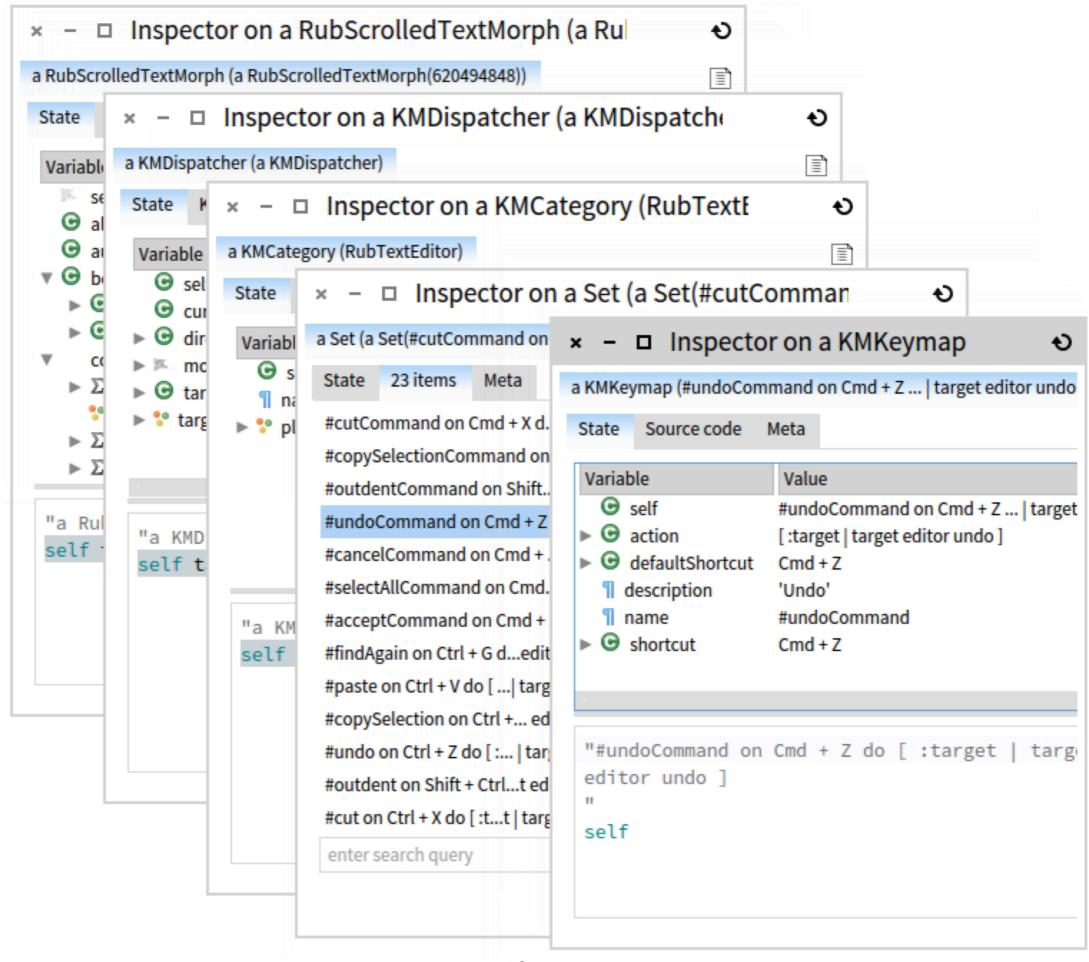


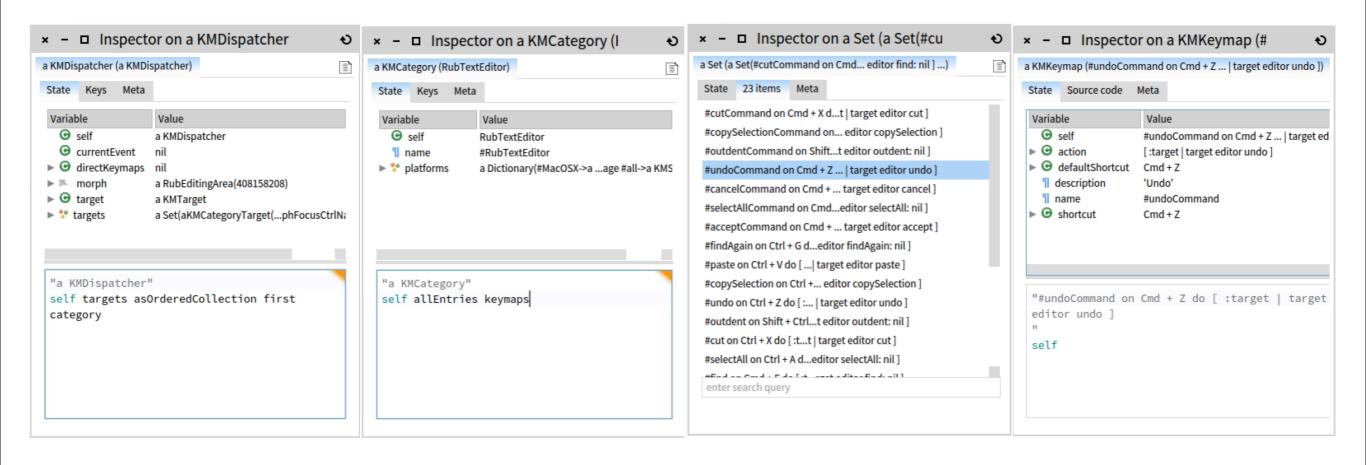


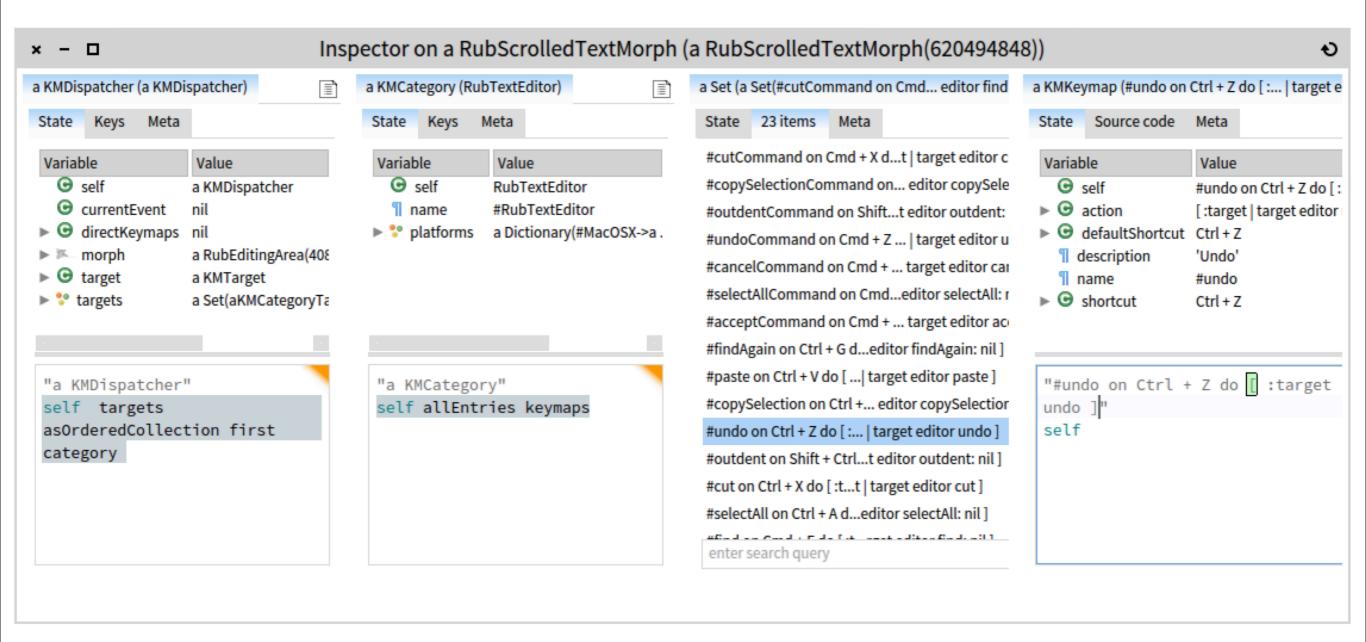


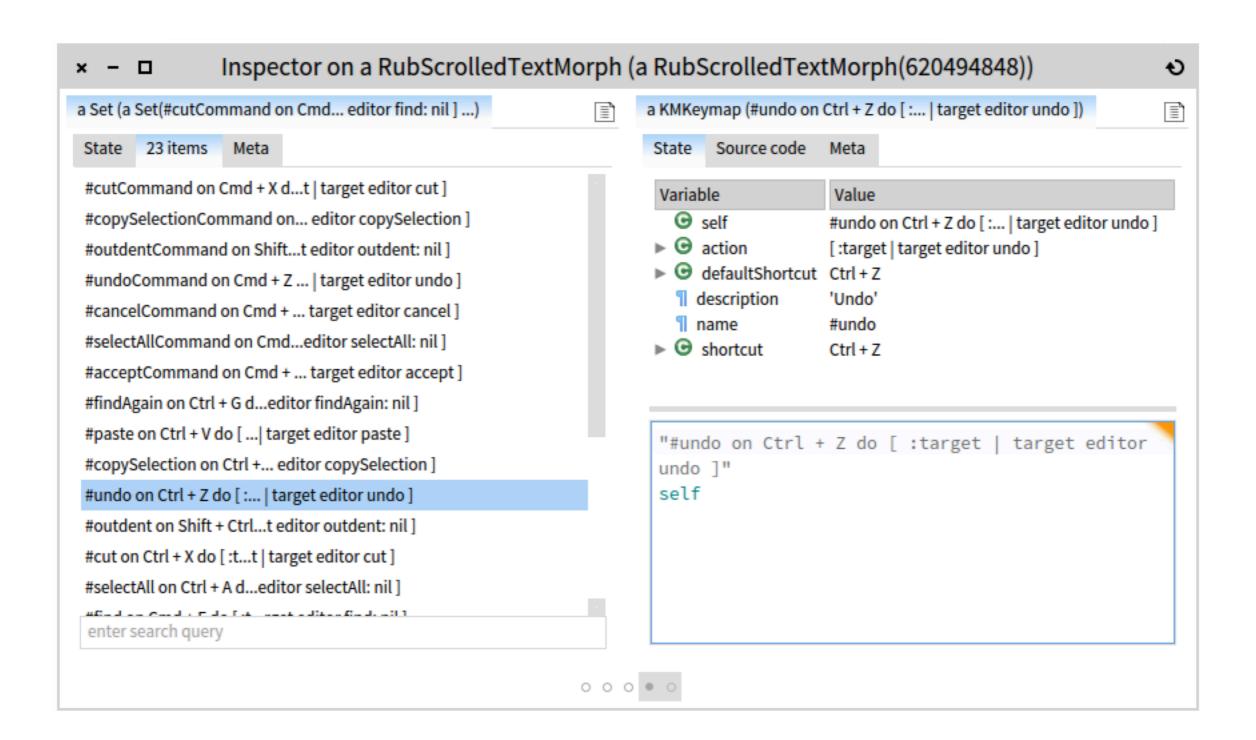
## Moldable navigation

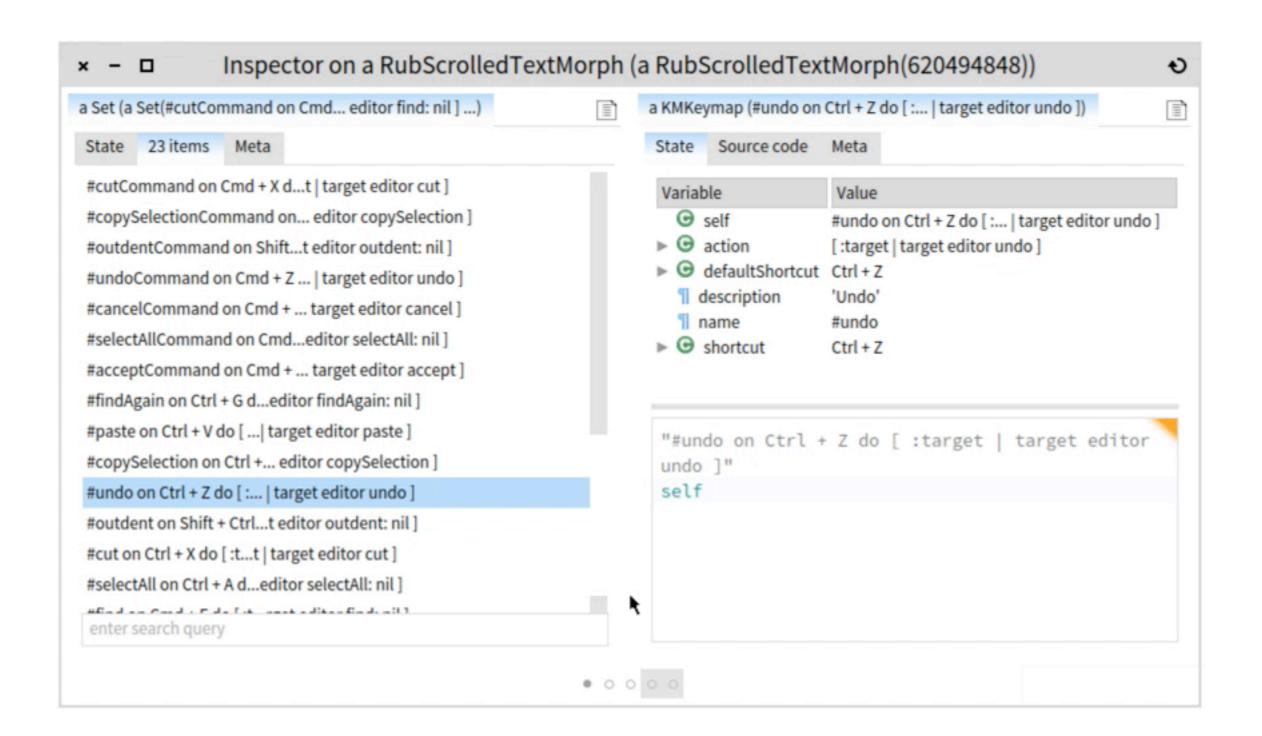
a workflow in which multiple levels of connecting objects can be seen together











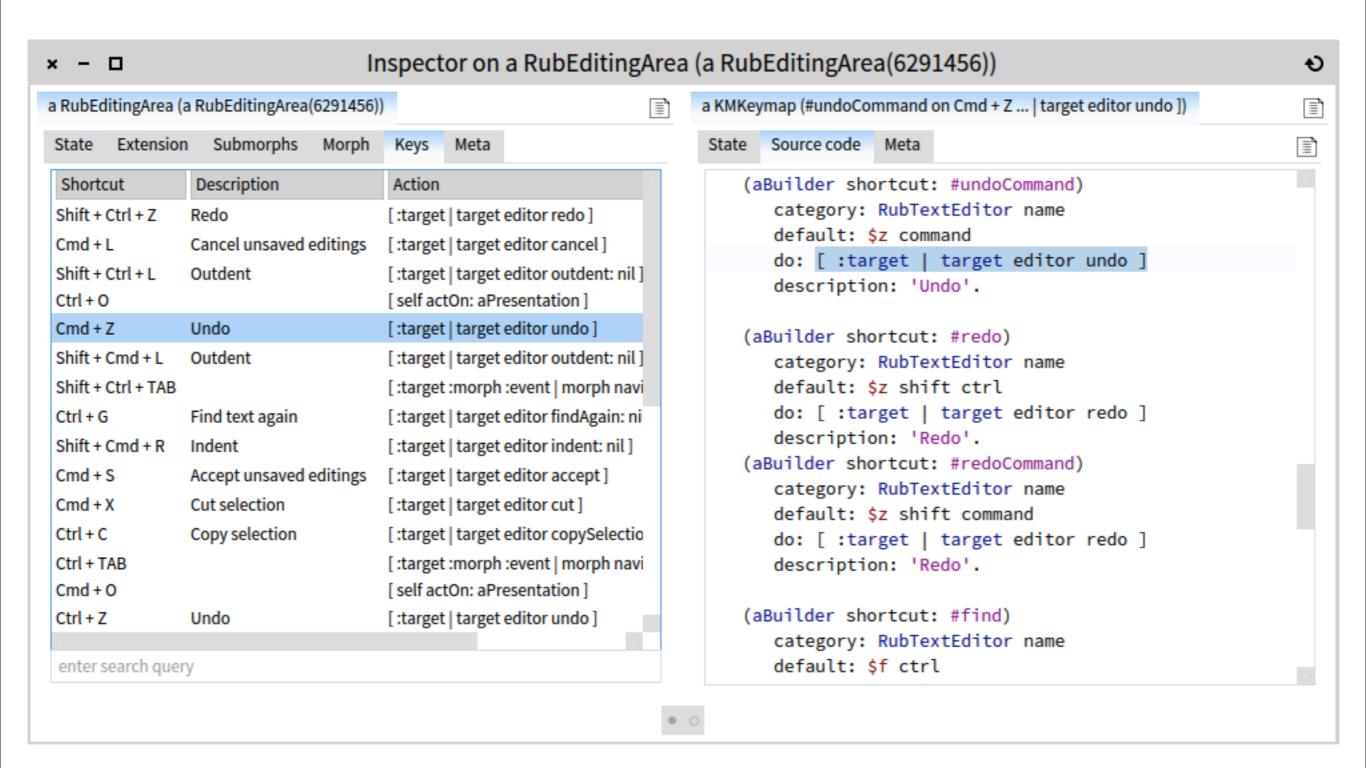
### The Moldable Inspector

Moldable presentations

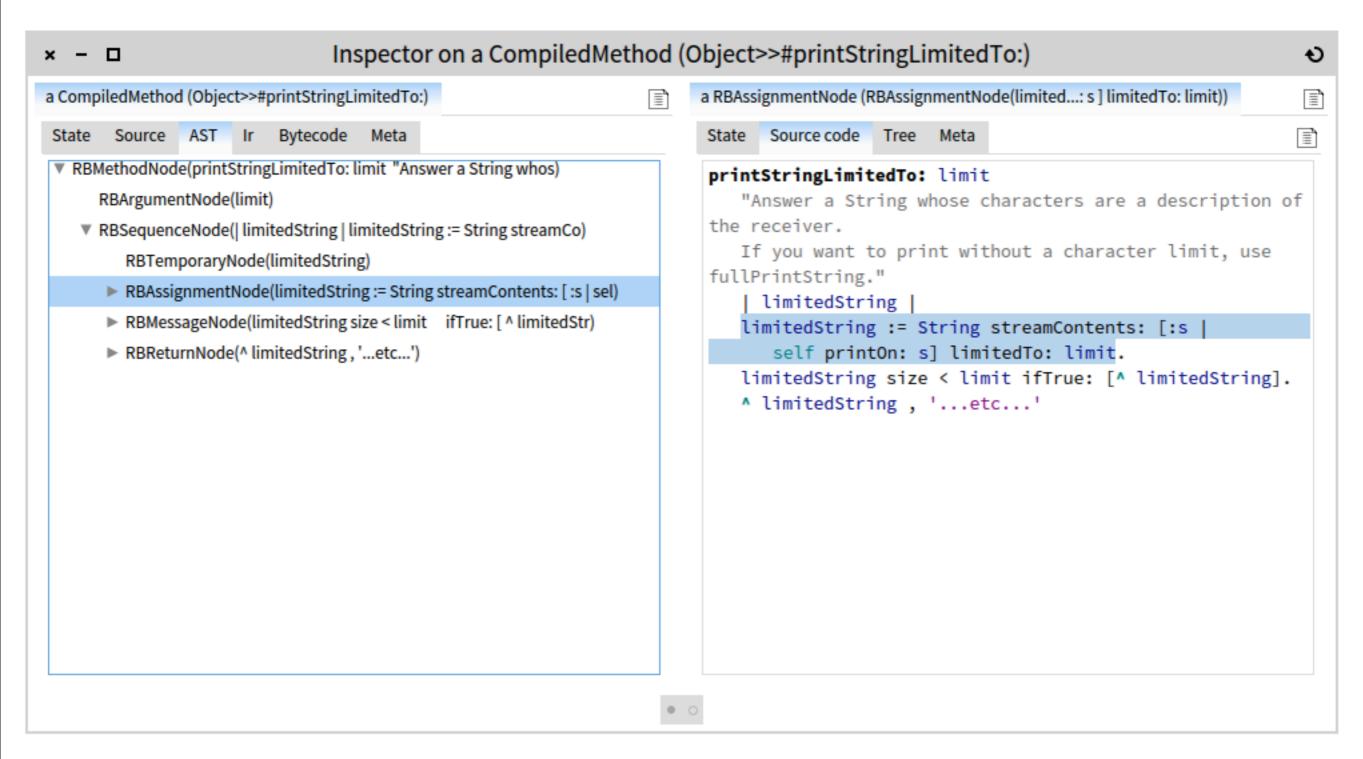


Moldable navigation

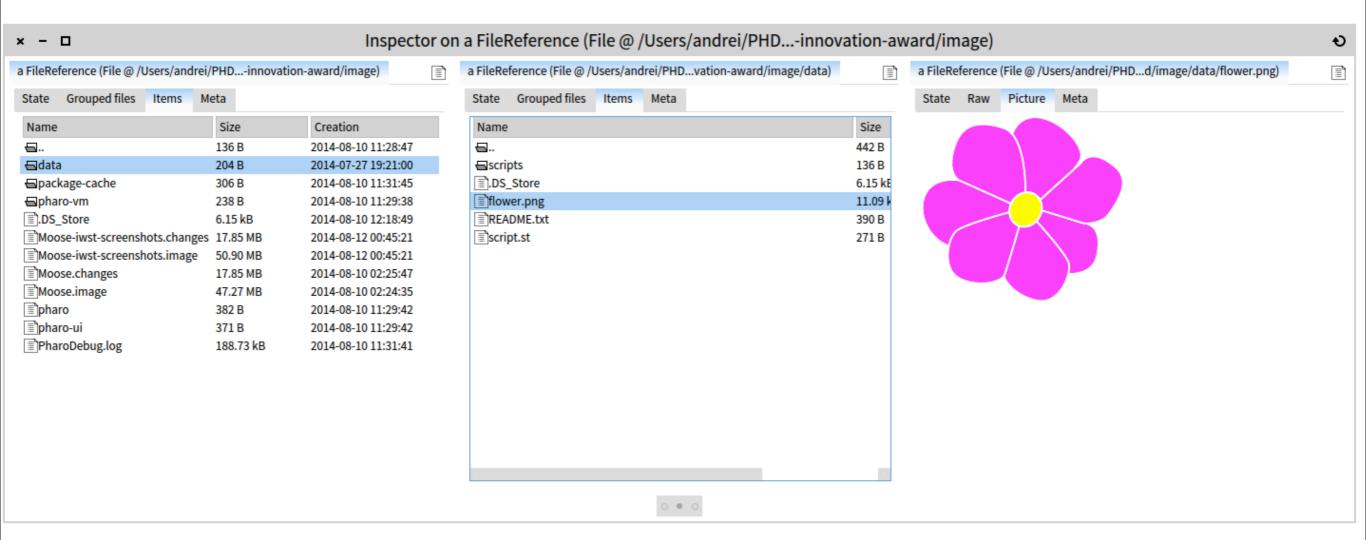
#### Browse keybindings



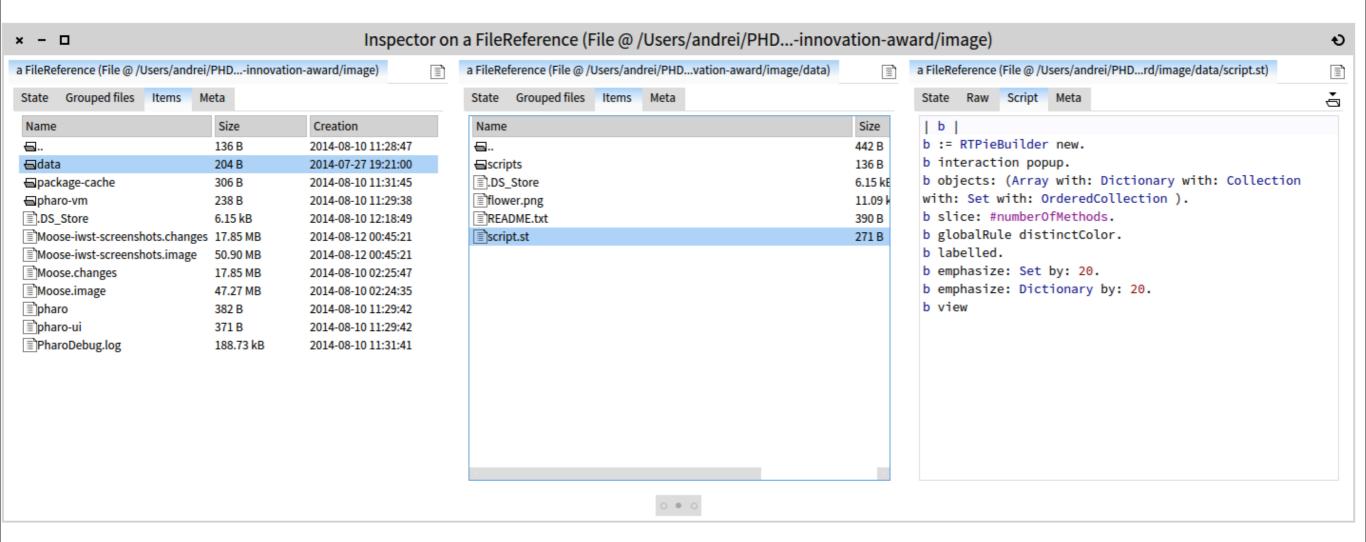
#### Browse AST nodes



#### Explore files



#### Explore files



## The Moldable Inspector

task-specific workflows directly within the inspector

## gt.moosetechnology.org

