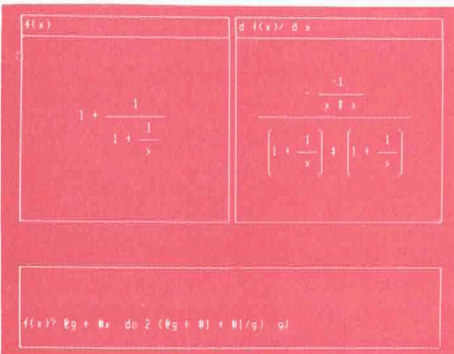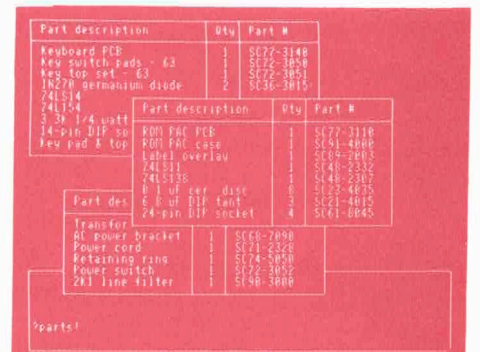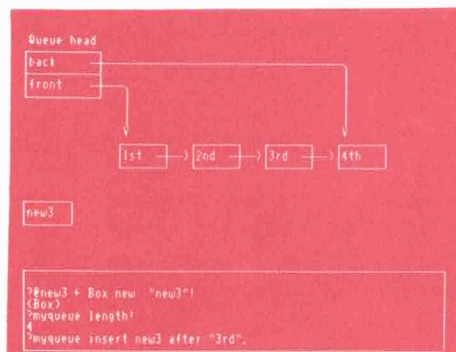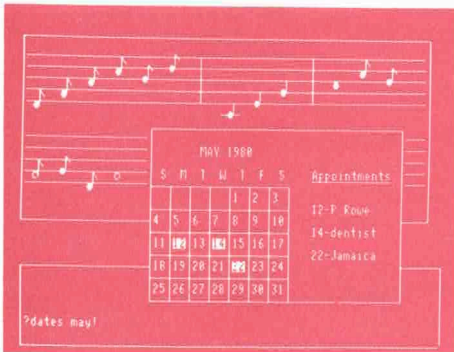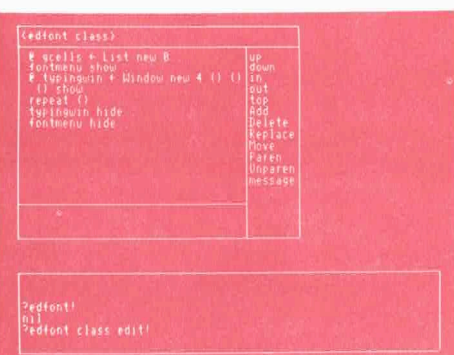# rosetta smalltalk™ lets you

DO IT IN A WINDOW

ROSETTA SMALLTALK™ is a conversational, extensible programming environment emphasizing simplicity and rich graphic interaction.

Information is displayed on the screen in rectangular areas called windows, which behave much like pieces of paper on a desk. They can individually move, grow, shrink, hide, show or scroll. Windows help you shift attention from one task to another; for instance, while editing text in one window you might open a second to consult a reference.

You program in ROSETTA SMALLTALK™ by defining new syntax and new kinds of objects you're interested in, like musical notes, calendars, equations, or business forms. Definitions can be made and tested conversationally. After extending the language

this way, you use the system as a personalized calculator, typing in commands and immediately seeing the results.

Other features: completely dynamic memory management, arithmetic, logical, string, and list manipulations, structured control primitives, Simula-like classes and instances, menus and other friendly input techniques, and a screen-oriented hypertext editor that formats source code automatically.

Availability

ROSETTA SMALLTALK™ now runs on the Exidy Sorcerer™ computer! It requires 48K of memory, a disk, and CP/M™. Field-testing is now in progress, and the Pre-Release Version will be available at the end of June, 1980. Write for details.

5925 Kirby, Suite 215   Houston, Texas 77005