

## Chapter 1

# Building a Simple Calculator with Spec

In this chapter we will develop a simple Calculator to get started with Spec.

### Defining the class XXXX

```
Object subclass: #Dice
  instanceVariableNames: 'faces'
  classVariableNames: ''
  poolDictionaries: ''
  category: 'Dice'
```

In the initialize category, define the method initialize as follows. It simply set the default number of faces to 6.

```
Dice>>initialize
  super initialize.
  faces := 6
```

When you execute xxxx you should see the Figure 1.1.

## 1.1 Conclusion

This chapter illustrates how to use Spec to build applications. A deeper explanation of Spec will be available in a companion chapter.

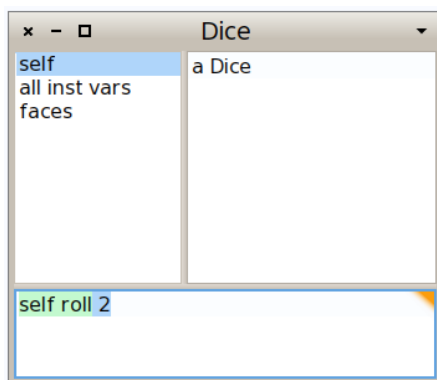


Figure 1.1: Inspecting and interacting with a Dice.