Modtalk extends ANSI Smalltalk, offering modularity and compilation to an executable. Smalltalk is a dynamic, object-oriented programming language.

Our talk will focus on research and implementation decisions for various key components of Modtalk such as hybrid block closures, garbage collection, compilation strategies, modularity, and IDE design. We will present a live demonstration of the Modtalk system and show key components of the implementation. We will also show speed comparisons for the DeltaBlue benchmark compared with other languages.