



Glossary

Class - contains the template for instances of new objects.

Factory Method - method used to create new instances of an object.

Method - the functions used to display and change state variables.

Subclasses - objects below yours.

Superclass - object above yours.



Types of OOP Languages

- 1) **Object**-based languages, objects are supported. (C, Pascal etc)
- 2) **Class**-based languages, objects belong to classes. (Simula)
- 3) Object-**oriented** languages, classes support information hiding.
- 4) Object-oriented **data-abstraction** languages, classes support information hiding. (Objective C, C++)
- 5) Strongly typed object-oriented languages, types are determinable at compile time.

Note: Objective C is level 4 system.



References

NeXT Developers Class Notes

Bruce Blumberg and the NeXT Developers Support Group

Byte Articles, March 1989

1 - What's in an Object?

by Dave Thomas

2 - Learning the Language

by Peter Wegner

3 - Separation of Powers

by Mahesh H. Dodani, Charles E. Hughs, and J. Michael Moshell

4 - The NeXT Step

by Tom Thompson

5 - Object-Oriented Resources

Object Oriented Programming: An Evolutionary Approach.

by Brad J. Cox, Addison-Wesley, 1986



Other Suggested Readings

The NeXT System Reference Manual, Program
Structure and Interface Builder

Objective-C 4.0 User Reference Manual.
Productivity Products International, Inc., 1988.

**SmallTalk-80: The Language and its
Implementation**, Adele Goldberg, Addison-Wesley,
1984

A Taste of SmallTalk, Ted Kaehler

PostScript Language Tutorial and Cookbook,
Adobe Systems Incorporated, Addison-Wesley, 1985

An Introduction to Object Oriented Programming,
Wiener

The Common Lisp Object System