



# 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**