

# Contents

## **1. System Building 1**

- What Is System Building? 2
- Software Crisis 3
- Change: The Enemy 4
- Maginot Line Defense 5
- Swiss Defense 7
- Hybrid Defense 8
- Object-oriented Programming 8
- Summary 11

## **2. Why Object-oriented Programming? 13**

- Software Productivity 15
- Bulk Is Bad 15
- Surface Area Is Bad 16
- UniqueWords 17
- Packaging Technology 1: UNIX Pipes/Filters 17
- Packaging Technology 2: Subroutine Libraries 18
- Packaging Technology 3: Software-ICs 19
- Discussion 21
- Binding Time and Coupling Strength 21
- Static Binding and Tightly Coupled Collections 22
- Dynamic Binding and Loosely Coupled Collections 23
- Software-IC Implications 26
- Summary 27

### **3. What Is Object-oriented Programming? 29**

Smalltalk-80	30
Virtual Machine	31
Programming Language	33
Messages	33
Blocks	34
Programming Environment	35
Smalltalk Is Clearly the Solution. But What's the Problem?	36
Ada	37
Object-oriented Features of Ada	38
Packages	39
Discussion	40
C++	41
Bell Laboratories	41
Classes	42
Friend Functions	42
Member Functions	43
Derived Classes	44
Operator Overloading	44
Memory Management	45
Separate Compilation	46
Summary	46

### **4. Objects, Messages, and Encapsulation 49**

Objects, Messages, and Encapsulation	49
Objective-C	52
Object Identifiers	54
Message Expressions	55
Unary Message Expressions	56
Keyword Message Expressions	56
Message Expression Types	57
Factory Objects	57
Examples	58
Pen Example	59
PencilCup Example	60
Summary	63

### **5. Classes, Inheritance, and Class Categories 65**

Classes	65
Instances	66
Parts of an Object	66
Instantiation	67
Inheritance	69
Software-ICs	70

Class Description File	71
Inheritance: The Implementation	72
Inheritance of Instance Variables	73
Inheritance of Instance Methods	74
Inheritance of Factory Methods	75
Methods	78
Instance Methods	79
Self	80
Factory Methods	81
Super	83
Inheritance and Encapsulation in Combination	83
Compiling and Linking	84
Categories	84
Working with Multiple Categories	88
Implementation	88
Multiple Inheritance	89
Summary	90

## **6. DependencyGraph Exercise 93**

Information Networks	93
Catalogs	95
Specification Sheets	96
Engineering Know-how	97
DependencyGraph Application	98
Design Phase	99
Blueprinting	99
Decide Interface to Consumers	100
Retrospective: Object-oriented Design	103
Implementation Phase	103
Software-IC Library	104
Graph Class: Graph.m	107
Node Class: Node.m	107
Driver Routine: mGraph.m	108
Measuring Costs and Benefits	109
Source Bulk Comparison	110
Binary Bulk Comparison	111
Execution Bulk Comparison	112
Execution Speed Comparison	117
Summary	118

## **7. Foundation Classes 119**

Overview	120
Object Class	121
Data Declarations	122
Allocation/Deallocation Methods	124

DependencyGraph Revisited	125
Utility Methods	126
Activation/Passivation	127
Comparing	130
Computed Selectors	131
Error Handling	132
Array Classes	133
ByteArray Class	134
IdArray Class	134
Messenger	134
Summary	138

## **8. Collection Classes 141**

Collections	141
Collection Class	143
Allocation/Deallocation	143
Sequence Classes	144
OrderedCollection Class	146
Set Class	148
Combining	153
Summary	154

## **9. Iconic User Interfaces 155**

Object-oriented Languages and Iconic User Interfaces	157
User Interface Architecture	158
Make	160
Workbench	163
Application Layer	163
Virtual Terminal Layer	165
Presentation Layer	166
A Tour of the WorkBench User Interface	169
Generic Application	172
Initialization	173
Building a View Hierarchy	175
Defining Application-specific Views	178
Cutting and Fitting	179
Adding Paint to Transparent Views	180
Responding to Events	183
Selecting Views	188
Erasing Displayed Images	191
Dependencies Between Views	192
And On and On	193
What Do Iconic Interfaces Cost to Build and to Use?	194
Source Bulk	194

Executable Bulk 195

Summary 197

## **10. Different Tools for Other Jobs 201**

Heap Compaction and Automatic Garbage Collection 202

Object Tables 203

Automatic Garbage Collection 204

Mark and Sweep 205

Reference Counting 205

Virtual Object Memories 206

How Big Is Global? 206

Capability Addressing 207

Concurrency 208

Coroutines 208

Distributed Systems 209

Coordination Systems 210

## **Appendix A. Specification Sheets 215**

Array: Abstract Array Superclass 220

ByteArray: Array of Characters 222

Collection: Abstract Collection Class 225

IdArray: Array of Object References 230

Object: Abstract Class of All Objects 234

OrderedCollection: Ordered Collection Class 241

Sequence: Enumeration over Collections and IdArrays 243

Set: The Class of Sets 245

## **Appendix B. Hand-coded DependencyGraph Application 249**

Declarations File: Gr.h 250

Node Class: Node.m 251

Graph Class: Graph.m 253

Set Class: Set.m 253