Peak Objects

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I've
been
away

10 years

enterprise software startup

I'm back

thank you
for
welcoming me

object implementation notes

objects encapsulate state

Myth

objects distribute well

Myth

objects
persist
easily

Myth

inheritance
is
classification

Maybe...

multiple
inheritance

unavoidable

objects
model
real world

(not many objects I know)

java is statically typed

Myth

performance doesn't matter

Myth

(most)
programmers
understand
objects

Sadly, no

"instance of" considered harmful

Design

↓

Object Implementation

Implementation should not influence design

UML

↑

Object Implementation

Philosophy

Modeling
Refinement
Verification

Technology

Classes
Methods
Inheritance
Subtyping
Generics

Philosophy

Aspects

Features

Separate Concerns

Technology

AspectJ
Mixins
Virtual Classes
etc.
(ouch!)

Philosophy

Domain Specific

Specification

Reuse
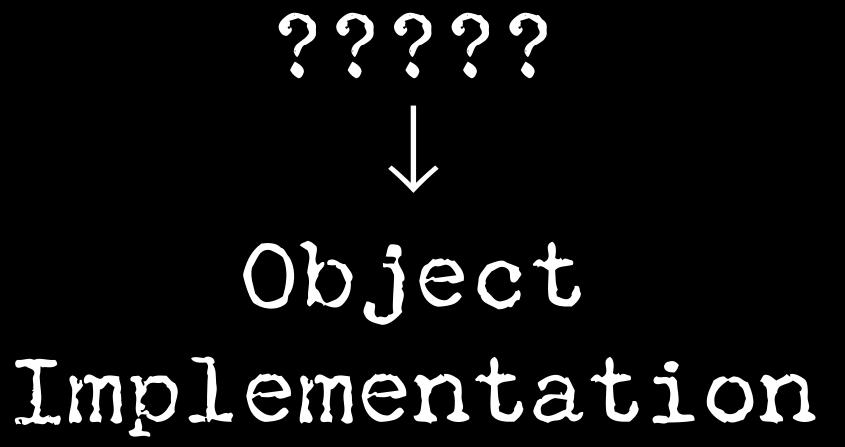
Technology

Text templates

C++ templates

Struts

etc.

Philosophy
|
Technology

technology
is not
good enough

philosophy
is not
complete

I
want
more

This community will find new solutions

?????

↓

Object Implementation

Modeling

↓

Object Implementation

don't
design
your
programs

program
your
designs