

Object Oriented Programming

by Daniel J. Sullivan

Pub Date: 08/24/11

Rev Date: 02/11/17

Object Oriented Programming (OOP) is based on an Aristotelian view of the world. This is a world of static classes, static inheritance chains. But inheritance in the world of living things is synthetic.

Inheritance results from a dance between genotype features and yields phenotype as a result. There is no attempt at 'defining' a Car or an Employee or a Dog. These things exist in a dynamic world of change and modification. OOP demands a renewed/reinvented world of static typing -- but nothing real exists statically.

Even the apparent permanence of numbers is facile. When objects are used in a system, they will change. Objects, relations or records that have a cardinality of zero have a likelihood of change that is no more likely. Or, as Bertrand Russel might put it ...

~ paraphrase(The empty set has no meaning)