

Object

Martin Abadi, Luca Cardelli

Word and Object Willard Van Orman Quine, 2010-12-20 Language consists of dispositions, socially instilled, to respond observably to socially observable stimuli. Such is the point of view from which a noted philosopher and logician examines the notion of meaning and the linguistic mechanisms of objective reference. In the course of the discussion, Professor Quine pinpoints the difficulties involved in translation, brings to light the anomalies and conflicts implicit in our language's referential apparatus, clarifies semantic problems connected with the imputation of existence, and marshals reasons for admitting or repudiating each of various categories of supposed objects. He argues that the notion of a language-transcendent sentence-meaning must on the whole be rejected; meaningful studies in the semantics of reference can only be directed toward substantially the same language in which they are conducted.

Significant Objects Joshua Glenn, Rob Walker, 2012-08-06 100 EXTRAORDINARY STORIES ABOUT ORDINARY THINGS SIGNIFICANT OBJECTS: A Literary and Economic Experiment Can a great story transform a worthless trinket into a significant object? The Significant Objects project set out to answer that question once and for all, by recruiting a highly impressive crew of creative writers to invent stories about an unimpressive menagerie of items rescued from thrift stores and yard sales. That secondhand flotsam definitely becomes more valuable: sold on eBay, objects originally picked up for a buck or so sold for thousands of dollars in total – making the project a sensation in the literary blogosphere along the way. But something else happened, too: The stories created were astonishing, a cavalcade of surprising responses to the challenge of manufacturing significance. Who would have believed that random junk could inspire so much imagination? The founders of the Significant Objects project, that's who. This book collects 100 of the finest tales from this unprecedented creative experiment; you'll never look at a thrift-store curiosity the same way again. FEATURING ORIGINAL STORIES BY: Chris Adrian • Rob Agredo • Kurt Andersen • Rachel Axler • Rob Baedeker • Nicholson Baker • Rosecrans Baldwin • Matthew Battles • Charles Baxter • Kate Bernheimer • Susanna Breslin • Kevin Brockmeier • Matt Brown • Blake Butler • Meg Cabot • Tim Carvell • Patrick Cates • Dan Chaon • Susanna Daniel • Adam Davies • Kathryn Davis • Matthew De Abaitua • Stacey • D'Erasmus • Helen DeWitt • Doug Dorst • Mark Doty • Ben Ehrenreich • Mark Frauenfelder • Amy Fusselman • William Gibson • Myla Goldberg • Ben Greenman • Jason Grote • Jim Hanas • Jennifer Michael Hecht • Sheila Heti • Christine Hill • Dara Horn • Shelley Jackson • Heidi Julavits • Ben Katchor • Matt Klam • Wayne Koestenbaum • Josh Kramer • Kathryn Kuitenbrouwer • Neil LaBute • Victor LaValle • J. Robert Lennon • Jonathan Lethem • Todd Levin • Laura Lippman • Mimi Lipson • Robert Lopez • Joe Lyons • Sarah Manguso • Merrill Markoe • Tom McCarthy • Miranda Mellis • Lydia Millet • Maud Newton • Annie Nocenti • Stephen O'Connor • Stewart O'Nan • Jenny Offill • Gary Panter • Ed Park • James Parker • Benjamin Percy • Mark Jude Poirier • Padgett Powell • Bob Powers • Todd Pruzan • Dan Reines • Nathaniel Rich • Peter Rock • Lucinda Rosenfeld • Greg Rowland • Luc Sante • R.K. Scher • Toni Schlesinger • Matthew Sharpe • Jim Shepard • David Shields • Marisa Silver • Curtis Sittenfeld • Bruce Sterling • Scarlett Thomas • Jeff Turrentine • Deb Olin Unferth • Tom Vanderbilt • Matthew J. Wells • Joe Wenderoth • Margaret Wertheim • Colleen Werthmann • Colson Whitehead • Carl Wilson • Cintra Wilson • Sari Wilson • Douglas Wolk • John Wray

Object Design Rebecca Wirfs-Brock, Alan McKean, 2003 Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

Book Art Object David Jury, 2008 Book art object is a record of the first biennial Codex Book Fair and Symposium: The Fate of the Art, Berkeley, California, 2007. The event showcased contemporary artist books and fine

press and fine art editions produced by some of the worlds most esteemed printers, designers, book artists, and artisans. The book includes transcripts of the following lectures: Sarah Bodman, Research Fellow, Centre for Fine Print Research, UWE, Bristol: The hybrid lexicon: an overview of contemporary artists publishing in the UK; Robert Bringhurst, poet, translator, and typographer: Spiritual geometry: the book as a work of art; and Felipe Ehrenberg, artist, Mexican diplomat, former publisher of the Beau Geste Press, London: Cutting and pasting: metaphor of life. The volume is superbly illustrated in full color throughout.

Image Objects Jacob Gaboury, 2021-08-03 How computer graphics transformed the computer from a calculating machine into an interactive medium, as seen through the histories of five technical objects. Most of us think of computer graphics as a relatively recent invention, enabling the spectacular visual effects and lifelike simulations we see in current films, television shows, and digital games. In fact, computer graphics have been around as long as the modern computer itself, and played a fundamental role in the development of our contemporary culture of computing. In *Image Objects*, Jacob Gaboury offers a prehistory of computer graphics through an examination of five technical objects--an algorithm, an interface, an object standard, a programming paradigm, and a hardware platform--arguing that computer graphics transformed the computer from a calculating machine into an interactive medium. Gaboury explores early efforts to produce an algorithmic solution for the calculation of object visibility; considers the history of the computer screen and the random-access memory that first made interactive images possible; examines the standardization of graphical objects through the Utah teapot, the most famous graphical model in the history of the field; reviews the graphical origins of the object-oriented programming paradigm; and, finally, considers the development of the graphics processing unit as the catalyst that enabled an explosion in graphical computing at the end of the twentieth century. The development of computer graphics, Gaboury argues, signals a change not only in the way we make images but also in the way we mediate our world through the computer--and how we have come to reimagine that world as computational.

The Teller of Secrets Bisi Adjapon, 2021-11-16 "Bisi Adjapon writes with incredible vividness and clarity. Her similes and attention to all of the senses are really extraordinary."--Dave Eggers, author of *The Monk of Mokha* "Melding blistering humor with razor-sharp insight, *The Teller of Secrets* heralds a marvel of a writer, one capable of deftly balancing questions of sexuality, politics, and feminism in a novel that is a pure joy to read."--Maaza Mengiste, author of *The Shadow King*, Shortlisted for the 2020 Booker Prize In this stunning debut novel--a tale of self-discovery and feminist awakening--a feisty Nigerian-Ghanaian girl growing up amid the political upheaval of late 1960s postcolonial Ghana begins to question the hypocrisy of her patriarchal society, and the restrictions and unrealistic expectations placed on women. Young Esi Agyekum is the unofficial "secret keeper" of her family, as tight-lipped about her father's adultery as she is about her half-sisters' sex lives. But after she is humiliated and punished for her own sexual exploration, Esi begins to question why women's secrets and men's secrets bear different consequences. It is the beginning of a journey of discovery that will lead her to unexpected places. As she navigates her burgeoning womanhood, Esi tries to reconcile her own ideals and dreams with her family's complicated past and troubled present, as well as society's many double standards that limit her and other women. Against a fraught political climate, Esi fights to carve out her own identity, and learns to manifest her power in surprising and inspiring ways. Funny, fresh, and fiercely original, *The Teller of Secrets* marks the American debut of one of West Africa's most exciting literary talents.

Fundamentals of Object Databases Suzanne Dietrich, Susan Urban, 2010-10-10 Object-oriented databases were originally developed as an alternative to relational database technology for the representation, storage, and access of

non-traditional data forms that were increasingly found in advanced applications of database technology. After much debate regarding object-oriented versus relational database technology, object-oriented extensions were eventually incorporated into relational technology to create object-relational databases. Both object-oriented databases and object-relational databases, collectively known as object databases, provide inherent support for object features, such as object identity, classes, inheritance hierarchies, and associations between classes using object references. This monograph presents the fundamentals of object databases, with a specific focus on conceptual modeling of object database designs. After an introduction to the fundamental concepts of object-oriented data, the monograph provides a review of object-oriented conceptual modeling techniques using side-by-side Enhanced Entity Relationship diagrams and Unified Modeling Language conceptual class diagrams that feature class hierarchies with specialization constraints and object associations. These object-oriented conceptual models provide the basis for introducing case studies that illustrate the use of object features within the design of object-oriented and object-relational databases. For the object-oriented database perspective, the Object Data Management Group data definition language provides a portable, language-independent specification of an object schema, together with an SQL-like object query language. LINQ (Language INtegrated Query) is presented as a case study of an object query language together with its use in the db4o open-source object-oriented database. For the object-relational perspective, the object-relational features of the SQL standard are presented together with an accompanying case study of the object-relational features of Oracle. For completeness of coverage, an appendix provides a mapping of object-oriented conceptual designs to the relational model and its associated constraints. Table of Contents: List of Figures / List of Tables / Introduction to Object Databases / Object-Oriented Databases / Object-Relational Databases

Hands-On Object-Oriented Programming with C# Raihan Taher, 2019-02-28
 Enhance your programming skills by learning the intricacies of object oriented programming in C# 8 Key Features Understand the four pillars of OOP; encapsulation, inheritance, abstraction and polymorphism Leverage the latest features of C# 8 including nullable reference types and Async Streams Explore various design patterns, principles, and best practices in OOP Book Description Object-oriented programming (OOP) is a programming paradigm organized around objects rather than actions, and data rather than logic. With the latest release of C#, you can look forward to new additions that improve object-oriented programming. This book will get you up to speed with OOP in C# in an engaging and interactive way. The book starts off by introducing you to C# language essentials and explaining OOP concepts through simple programs. You will then go on to learn how to use classes, interfaces and properties to write pure OOP code in your applications. You will broaden your understanding of OOP further as you delve into some of the advanced features of the language, such as using events, delegates, and generics. Next, you will learn the secrets of writing good code by following design patterns and design principles. You'll also understand problem statements with their solutions and learn how to work with databases with the help of ADO.NET. Further on, you'll discover a chapter dedicated to the Git version control system. As you approach the conclusion, you'll be able to work through OOP-specific interview questions and understand how to tackle them. By the end of this book, you will have a good understanding of OOP with C# and be able to take your skills to the next level. What you will learn Master OOP paradigm fundamentals Explore various types of exceptions Utilize C# language constructs efficiently Solve complex design problems by understanding OOP Understand how to work with databases using ADO.NET Understand the power of generics in C# Get insights into the popular version control system, Git Learn how to model and design your software Who this book

is for This book is designed for people who are new to object-oriented programming. Basic C# skills are assumed, however, prior knowledge of OOP in any other language is not required.

Object-Oriented Python Irv Kalb, 2022-01-25 Power up your Python with object-oriented programming and learn how to write powerful, efficient, and re-usable code. Object-Oriented Python is an intuitive and thorough guide to mastering object-oriented programming from the ground up. You'll cover the basics of building classes and creating objects, and put theory into practice using the pygame package with clear examples that help visualize the object-oriented style. You'll explore the key concepts of object-oriented programming – encapsulation, polymorphism, and inheritance – and learn not just how to code with objects, but the absolute best practices for doing so. Finally, you'll bring it all together by building a complex video game, complete with full animations and sounds. The book covers two fully functional Python code packages that will speed up development of graphical user interface (GUI) programs in Python.

Formal Methods for Open Object-Based Distributed Systems Paolo Ciancarini, Alessandro Fantechi, Roberto Gorrieri, 2013-11-11 Formal Methods for Open Object-Based Distributed Systems presents the leading edge in several related fields, specifically object-orientated programming, open distributed systems and formal methods for object-oriented systems. With increased support within industry regarding these areas, this book captures the most up-to-date information on the subject. Many topics are discussed, including the following important areas: object-oriented design and programming; formal specification of distributed systems; open distributed platforms; types, interfaces and behaviour; formalisation of object-oriented methods. This volume comprises the proceedings of the International Workshop on Formal Methods for Open Object-based Distributed Systems (FMOODS), sponsored by the International Federation for Information Processing (IFIP) which was held in Florence, Italy, in February 1999. Formal Methods for Open Object-Based Distributed Systems is suitable as a secondary text for graduate-level courses in computer science and telecommunications, and as a reference for researchers and practitioners in industry, commerce and government.

Object-Oriented Analysis and Design for Information Systems Raul Sidnei Wazlawick, 2014-01-28 Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

A Theory of Objects Martin Abadi, Luca Cardelli, 2012-09-08 By developing object calculi in which objects are treated as primitives, the authors are able to explain both the semantics of objects and their typing rules, and also demonstrate how to develop all of the most important concepts of object-oriented programming languages: self, dynamic dispatch, classes, inheritance, protected and private methods, prototyping, subtyping, covariance and contravariance, and method specialization. An innovative and important approach to the subject for researchers and graduates.

Object-oriented C++ Programming Hirday Narayan Yadav,2008

I object Ian Hislop,Thomas Hockenhull,2019-01-15 This inspiring volume assembles a remarkable global collection of 180 objects that showcase the human instinct to challenge authority. Across millennia, dissent has been an essential ingredient in the development of human civilization, acting as a driving force behind social and political change. In *I object*, satirist Ian Hislop, along with co-writer Tom Hockenhull, gathers together some 180 objects that people have created, adapted, and used to mock and attack the status quo in societies as varied as eleventh-century bc Egypt, sixteenth-century England, and late twentieth-century Afghanistan. The objects—ranging from explicit symbols of dissidence such as badges, posters, prints, and ceramics, to items that contain hidden messages, such as wooden doors from Nigeria, a cotton kanga from Kenya, or a postage stamp from China—illuminate lost or forgotten moments in history, and give voice to those who have no other way to express their views safely. The book is organized into three sections: the first looks at overt challenges to authority, from defaced coins to visual satire; the second explores how subversive messages, codes, and metaphors can be concealed in, for example, clothing and jewelry; the third investigates the role of the artist as activist. *I object* is a celebration of the wit and ingenuity of those who have questioned the establishment, told through the objects they left behind.

Object Thinking David West,2004 *Object Thinking* blends historical perspective, experience, and visionary insight – exploring how developers can work less like the computers they program and more like problem solvers.

Understanding Mental Objects Meir Perlow,1995 In this definitive guide, Meir Perlow looks in detail at how the various psychoanalytic schools of thought have conceptualised mental objects. A welcome clarification of a complex but central area.

An Introduction to Object-Oriented Analysis David Brown,2002 This book is a very general and accessible introduction to Object Oriented Analysis. It contains extensive pedagogy and incorporates patient explanations, making it ideal for beginners. Incorporation of real-world examples, case studies, and in depth theory and skills for practical application makes this book very user-friendly.

Object-Oriented Ontology Graham Harman,2018-03-01 What is reality, really? Are humans more special or important than the non-human objects we perceive? How does this change the way we understand the world? We humans tend to believe that things are only real in as much as we perceive them, an idea reinforced by modern philosophy, which privileges us as special, radically different in kind from all other objects. But as Graham Harman, one of the theory's leading exponents, shows, Object-Oriented Ontology rejects the idea of human specialness: the world, he states, is clearly not the world as manifest to humans. At the heart of this philosophy is the idea that objects – whether real, fictional, natural, artificial, human or non-human – are mutually autonomous. In this brilliant new introduction, Graham Harman lays out the history, ideas and impact of Object-Oriented Ontology, taking in everything from art and literature, politics and natural science along the way. Graham Harman is Distinguished Professor of Philosophy at SCI-Arc, Los Angeles. A key figure in the contemporary speculative realism movement in philosophy and for his development of the field of object-oriented ontology, he was named by Art Review magazine as one of the 100 most influential figures in international art.

Objects and Databases Klaus R. Dittrich,Giovanna Guerrini,Isabella Merlo,Marta Oliva,M. Elena Rodriguez,2003-06-29 These post-proceedings contain the revised versions of the papers presented at the \Symposium on Objects and Databases which was held in Sophia-Antipolis, France, June 13, 2000, in conjunction with the Fourteenth European Conference on Object-Oriented Programming, ECOOP 2000. This event continued the tradition established the year before in Lisbon (Portugal) with the First Workshop on

Object-Oriented Databases. The goal of the symposium was to bring together researchers working in various corners of the eld of objects and databases, to discuss the current state of research in the eld and to critically evaluate existing solutions in terms of their current usage, their successes and limitations, and their potential for new applications. The organizing committee received 21 papers which were reviewed by a p- gram committee of people active in the eld of objects and databases. There were 3 reviews for each paper, and nally the organizing committee selected 9 long papers, 2 short papers, and a demonstration to be presented and discussed at the symposium. The selected papers cover a wide spectrum of topics, including data modeling concepts, persistent object languages, consistency and integrity of persistent data, storage structures, class versioning and schema evolution, query languages, and temporal object-oriented databases. In addition to the regular papers, the symposium included an invited p- sentation, given by Prof. Malcolm Atkinson from the University of Glasgow (Scotland) where he heads the Persistence and Distribution Group.

The micrographic dictionary; a guide to the examination of microscopic objects, by J.W. Griffith and A. Henfrey John William Griffith,1856

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