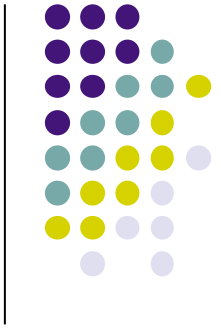
An object

```
declare
local
   A1={NewCell I1}
   …
   An={NewCell In}
in
   proc {M1 …} … end
   …
   proc {Mm …} … end
end
```



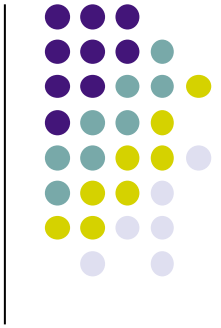
This code gives the structure of an object abstraction.

An object is a combination of local cells A1, …, An and global procedures M1, …, Mm.

We call A1, …, An the "attributes" and M1, …, Mm the "methods".

Attributes A1, ..., An are *hidden* from the outside and methods M1, ..., Mm are *visible* from the outside (interface!).

A counter object



```
declare
local
   A1={NewCell 0}
in
   proc {Inc} A1:=@A1+1 end
   proc {Get X} X=@A1 end
end

{Inc}
local X in {Get X} {Browse X} end
```

This code creates one object that implements a counter.

The object has two methods, Inc and Get, and is initialized to 0.

Since the cell can only be accessed by the methods, the behavior is guaranteed correct: {Get X} binds X to an integer that gives the number of calls {Inc} done before.