Object Orientated Programming in BF

How could extend the BF language and interpreter code to allow for ‘Objects’?

Let us start by defining what an object is and how it could potentially be applied to BF. An object is an abstract data type created by a developer. It can include multiple properties (state) and methods. In most programming languages, objects are defined as classes.

consists of state and related behaviour. An object stores its state in fields (variables) and exposes its behaviour through methods (functions).

BF is a programming language built on eight simple commands and an instruction pointer. It is very limited in its scope.