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 makes a programming language object orientated 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.

BF is a programming language built on eight simple commands and an instruction pointer. These commands revolve around manipulating the stack and printing the ASCII representation of the value stored in the current pointer location.

The core features that need to be applied to BF to

Inheritance

Polymorphism

Encapsulation

Abstraction