Reference = Identity + Interface (or: Interface+Identity)

Identity is the necessary information to identify the object, e.g. a pointer, or the “value” of the object

Interface is the set of properties & methods that are exposed to the holder of the reference; examples:

* public members (public:this or this.(public) or this:public)
* public members and protected members and the private members of “this” level of inheritance
* a specific set of members, e.g. of a particular interface, or any specified set

Visible only within class (“private”)

Visible to sub-classes (“protected”)

Visible outside of module (“export”)

Visible within module (“public”)

Visible within package (“package”)

T1 & T2

T1 | T2

T1 ^ T2

!T1 (or ~T1)

ways to specify a type:

T

class extends T {void foo(); int x;}

T | {{void foo();}}