The C++ Programming Language
Encapsulation and Inheritance in Object-oriented Programming Languages
A Law-based Approach to Object-oriented Programming
A Denotational Semantics of Inheritance and Its Correctness
Interfaces for Strongly-typed Object-oriented Programming
Inheritance is Not Subtyping
Safe Run-time Overloading
Making Pure Object-oriented Languages Practical
Debugging Optimized Code with Dynamic Deoptimization
Optimizing Dynamically-dispatched Calls with Run-time Type Feedback
A Third-generation SELF Implementation: Reconciling Responsiveness with Performance
Type Feedback vs. Concrete Type Inference: A Comparison of Optimization Techniques for Object-oriented Languages
Simple and Effective Analysis of Statically-typed Object-oriented Programs
Vortex: An Optimizing Compiler for Object-oriented Languages
Call Graph Construction in Object-oriented Languages
Practical Static Analysis of JavaScript Applications in the Presence of Frameworks and Libra
DLint: Dynamically Checking Bad Coding Practices in JavaScript
JITProf: Pinpointing JIT-unfriendly JavaScript Co
Monkey See, Monkey Do: Effective Generation of GUI Tests with Inferred Macro Events
Automatic Text Input Generation for Mobile Testing
Saying \\{z}Hi!\\{z} is Not Enough: Mining Inputs for Effective Test Generation
zing Programs That Expose Performance Bottlenecks