



## OOP::KLASSE (TEMPLATE)



**Erfinder** Alan Kay

**Jahr** ~1993

The inventor of the programming language Smalltalk was the first who used objects in software development, that's the reason why it is called "object oriented" Programming Language. Gutenberg and the letters of his printing presses was another example. A class is a single template for part of a complete software, e.g. "Name, address, location, phone, ..." would be a template for a person in an address database.

### Anwendungsfälle

Simplification/standardization through "pre-printed (software) templates"



## military rank



Oberst

33

36



Fach-  
Offizier  
(FachOf)

50



**Inventor** Satan

**Year** ~0

People tend to subjugate other people and make them "usable" for profit. Some sort of institutional discrimination and to enslave those with a lower military rank => see Milgram Experiment

### Use Cases

In Games, companies, military, subcultures, terror-networks, Institutional Autopolesis, as well as Institutional Discrimination