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| abstract class | A class which cannot be instantiated, for example, ActiveValue . |
| active value | The mechanism that carries out access-oriented programming for variables in LOOPS. Active values send messages as a side effect of having an object's variable referenced. |
| activeValue | The previous implementation of the active value concept. |
| ActiveValue | An abstract class that defines the general protocol followed by all active value objects. |
| annotatedValue | A special Interlisp-D data type that wraps each ActiveValue instance. |
| AnnotatedValue | An abstract class that allows an annotatedValue to be treated as an object. |
| browser | A window that allows you to examine and change items in a data structure. |
| class | A description of one or more similar objects; that is, objects containing the same types of data fields and responding to the same messages. |
| class inheritance | The means by which a class inherits variables, values, and methods from its super class(es). |
| class lattice | A network showing the inheritance relationship among classes. |
| class variable (CV) | A variable that contains information shared by all instances of the class. A class variable is typically used for information about a class taken as a whole. |
| inheritance | The means by which you can organize information in objects, create objects that are similar to other objects, and update objects in a simplified way. |
| Inspector | A Lisp display program that has been modified to allow you to view classes, objects, and active values. |
| instance | An object described by a particular class. Every object within LOOPS is an instance of exactly one class. |
| instance variable (IV) | A variable that contains information specific to an instance. |
| instantiate | To make a new instance of a class. |
| lattice | An arrangement of nodes in a hierarchical network, which allows for multiple parents of each node. |
| Masterscope | A Lisp Library Module program analysis tool that has been modified to allow analysis of LOOPS files. |
| message | A command sent to an object that activates a method defined in the object's class. The object responds by computing a value that is returned to the sender of the message. |
| metaclass | Classes whose instances are classes or abstract classes. |
| method | What an object applies to the arguments of a message it receives. This is similar to a procedure in procedure-oriented programming, except that here, you determine the message to send and the object receiving the message. |

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| | determines the method to apply, instead of the calling routine determining which procedure to apply. |
| mixin | A class that is used in conjunction with another class to create a subclass. Mixins never have instances, and hence have AbstractClass as their metaclass. |
| object | A data structure that contains data and a pointer to functionality that can manipulate the data. |
| property list | A place for storing additional information on classes, their variables, and their methods. |
| selector | Part of a message that is sent to an object. The object uses the selector to determine which method is appropriate to apply to the message arguments. |
| self | A method argument that represents the receiver of the message. |
| specialization | The process of creating a subclass from a class, or the result of that process. |
| subclass | A class that is a specialization of another class. |
| super class | A class from which a given class inherits variables, values, and methods. |
| Tofu | An acronym for Top of the universe, which is the highest class in the LOOPS hierarchy. |
| Unique Identifier (UID) | An alphanumeric identifier that LOOPS uses to store and retrieve objects. Objects do not have UIDs unless they are named, are instances of indexed objects, or are instances printed to a file. |
| wrap | Objects have fields that can contain data. Some ActiveValue can be added so this data is stored within it. When this occurs, the ActiveValue wraps the data. |