



El abstract del otro paper

Object-oriented programming has been around for more than 50 years and is now the most dominant style of programming. In recent years there has been an increasing criticism of object-oriented programming. Some people argue that the mainstream object-oriented languages do not capture the intentions of object-orientation as intended by its founding fathers. There are indeed issues with object-orientation as practiced by mainstream. In this essay, we identify a number of issues that we think are problematic. We argue that the primary reason for these issues is that reuse is considered the main advantage of object-orientation at the expense of modeling. We argue that modeling should be the main focus, that programming is modeling, and we describe a number of principles to follow when practicing object-oriented modeling.

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