

# Meeting the Requirements

Cooperating Program Parts  
with Well-Defined Interfaces

Objects (data + code)  
Interfaces  
Encapsulation

Classification and  
Specialization

Classification, subtyping  
Polymorphism  
Substitution principle

Highly  
Dynamic  
Execution Model

Active objects  
Message passing

Correctness

Interfaces  
Encapsulation  
Simple, powerful concepts