Things and Classes

Classes and Objects

Programming languages have combined data structure and operation definitions into classes
Can be instantiated into objects via constructor

Classes for Things?

Classes for Thing Descriptions?

Sources of commonality

"intrinsic" (to the Thing itself):
– manufacturer (products, product lines)
– open-source content, libraries
– standardization
"externalities" (Deployment, Purpose):
– purpose in life
– other deployment considerations
– legal requirements
– standardization

Constructing Thing Descriptions

Constructors: Recipes for instantiation
Constructors have **Parameters**
Thing parameters can change during life

More than one class needed for instantiation
Programming languages: "multiple inheritance"