1 Langauge Definitions

1.1 Terms

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\begin{array}{lll} x & \in & \text{reference} \\ \iota & \in & \text{object identifier} \\ \eta & \in & \text{name} \\ \theta & := & <\rho_{\text{members}}, \rho_{\text{methods}} > \\ f & := & <\rho_{\text{members}}, \rho_{\text{methods}}, e_{\text{body}} > \\ e & := & x \mid \eta \mid \text{let } x := e_0 \text{ in } e_1 \mid \text{if } e e e \mid \\ & e e_0 \dots e_n \\ \\ \rho & := & x \mapsto \iota \\ \\ \Pi & := & \eta \mapsto \iota \\ \\ \Phi & := & \iota \mapsto \theta \end{array}
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