

## Records in Programming Languages

A record is called a *struct* in the C programming language. In more modern programming languages, an *object* is a record for which certain operations are defined. In addition to using  $r.f$  to mean the value of field  $f$  of record  $r$ , these languages also use  $r.O(\dots)$  to mean the value obtained (and side effects produced) by applying the operation  $O$  to the record  $r$ .

If you program in an object-oriented language, you may miss some of its features when using TLA<sup>+</sup>. While those features are useful for writing programs, they are not needed for writing specifications, and their inherent mathematical complexity would make specifications that used them harder to understand.

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