

"CLASSIC" PERL OO CONVENTIONS

1. An object is a reference that knows which class it belongs to.
2. A class is a package that provides methods.
3. A method is a subroutine that expects an object reference (or a package name, for class methods) as the first argument.

“Program to an interface, not an implementation.”

Design Patterns: Elements of Reusable Object-Oriented Software, Gamma, et al.