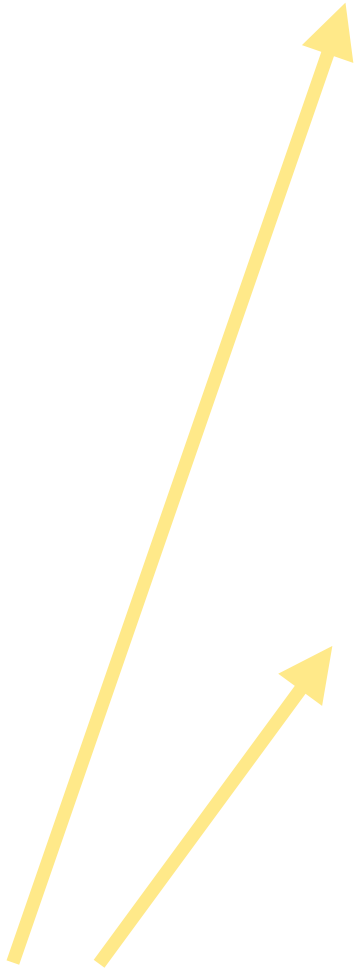


OBJECT ORIENTED

```
: <rectangle> ( l b -- rect )  
  rectangle new  
  swap >>breath  
  swap >>length ;
```

```
: <circle> ( r -- circle )  
  circle new  
  swap >>radius ;
```



Constructor Words

OBJECT ORIENTATION IN FACTOR

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