

OBJECT ORIENTATION IN FACTOR

```
TUPLE: rectangle length breath ;  
TUPLE: circle radius ;
```

```
GENERIC: area ( obj -- n )
```

```
M: rectangle area  
  [ length>> ] [ breath>> ]  
  bi * ;
```

```
M: circle area  
  radius>> sq  
  3.14 * ;
```

OBJECT ORIENTATION IN FACTOR

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

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