

Re: difference

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Joe Wright wrote:

> *Hallvard B Furuseth wrote:*

>

> *[snip]*

>

>> *I think integer constants are objects,*

>> *and that what this text refers to*

>> *is lvalues like *p where p points to freed memory.*

>> *That freed memory is no longer an object.*

>

> *From K&R2 A4 p195*

> *"An object, sometimes called a variable, is a location in storage,*

> *and its interpretation depends on two main attributes:*

> *its 'storage class' and its 'type'."..*

>

> *That doesn't sound like a constant to me.*

> *I must have missed something important earlier.*

> *Give me an example of an integer constant that you think is an object.*

For the definition of the term object,
you should consult an English language dictionary:

<http://www.bartleby.com/61/>

Brian W. Kernighan and Dennis M. Ritchie weren't trying to define an object in the "object oriented" sense. That is still an **unfinished** task which you should ask about in the comp.object newsgroup if you are interested.

I think that it is safe to assume that Kernighan and Ritchie meant both constants and variables here — constants must be **initialized** after all.

What is clear from the K&R definition is that objects are **data** objects in the context of the C programming language. They occupy (or, at least, could occupy)

comp.lang.c: Re: difference

some sort of memory storage — registers, virtual memory, etc.
They were not talking about so-called real world objects.

Whether data objects exist or not may be irrelevant
if there is no way to reference them in the current scope.