

Re: To understand OOP better...

Source: <http://coding.derkeiler.com/Archive/General/comp.object/2003-12/1630.html>

From: Isaac Gouy (igouy_at_yahoo.com)

Date: 12/31/03

Date: 31 Dec 2003 06:12:37 -0800

"Uncle Bob (Robert C. Martin)" <u.n.c.l.e.b.o.b@objectmentor.com> wrote in message news:<so23vvss7ieat90ghvebep9e1t960bpg6u@4ax.com>...

> igouy@yahoo.com (Isaac Gouy) might (or might not) have written this on
> (or about) 27 Dec 2003 16:31:01 -0800, :

>

> > "Uncle Bob (Robert C. Martin)" <u.n.c.l.e.b.o.b@objectmentor.com> wrote in message news:<9frhuvs2ts6fmai04f3gb6teqmtes2h20@4ax.com>...

> >

> > > Do you consider anything that involves polymorphism to be a variation

> > > of OO?

> > >

> > > Dynamic polymorphism. Yes.

> >

> > What exactly do you mean by that?

>

> Polymorphism resolved at runtime.

>

>

> Given N different objects: O1...On each implementing the method f.

> The implementation of f in Ox is fx.

>

> If the source code invokes f on some object, the determination of the

> type of the object (O1...On) and the implementation of f (f1...fn)

> occurs at runtime instead of compile time.

Isn't this circular – "objects" used to define "dynamic polymorphism" which is used to define "variations on object oriented style"?