

The Art Of The Metaobject Protocol

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The Art Of The Metaobject

The Art of the Metaobject Protocol. The Art of the Metaobject Protocol Gregor Kiczales, Jim des Rivieres, and Daniel G. Bobrow The MIT Press Cambridge, Massachusetts London, England. Acknowledgments. The work described here is synthetic in nature, bringing together techniques and insights from several banches of computer science.

The Art of the Metaobject Protocol - LdBeth's Homepage

The Art of the Metaobject Protocol. The Art of the Metaobject Protocol (AMOP) is a 1991 book by Gregor Kiczales, Jim des Rivieres, and Daniel G. Bobrow (all three working for Xerox PARC) on the subject of metaobject protocol .

The Art of the Metaobject Protocol - Wikipedia

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Kiczales, des Rivières, and Bobrow show that the "art of metaobject protocol design" lies in creating a synthetic combination of object-oriented and reflective techniques that can be applied under existing software engineering considerations to yield a new approach to programming language design that meets a broad set of design criteria.

The Art of the Metaobject Protocol | The MIT Press

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The Art of the Metaobject Protocol : Gregor Kiczales ...

The Art of the Metaobject Protocol (AMOP) is a wonderful book to learn about these topics. A metaobject protocol gives application programmers an interesting context. With a metaobject protocol the available design space isn't fixed. Rather the possible design space extends to a larger region.

The Art of the Metaobject Protocol

The Art of the Metaobject Protocol tries to accomplish three goals: to teach the concept of a metaobject protocol, to teach the CLOS metaobject protocol, and to propose something to be the metaobject protocol for CLOS.

A Review of The Art of the Metaobject Protocol

DOI Bookmark: 10.1109/MIS.1993.10012 Keywords . Authors

The art of the Metaobject Protocol - IEEE Computer Society

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In computer science, a metaobject is an object that manipulates, creates, describes, or implements objects. The object that the metaobject pertains to is called the base object. Some information that a metaobject might define includes the base object's type, interface, class, methods, attributes, parse tree, etc. Metaobjects are examples of the computer science concept of reflection, where a system has access to its own internal structure. Reflection enables a system to ...

Metaobject - Wikipedia

The Art of the Meta-Object Protocol is useful for the advanced CLOS user as well as for anyone interested in object-oriented programming and language design. From the Back Cover This book presents a new approach to programming language design, which resolves fundamental tensions between elegance and efficiency.

The Art of the Metaobject Protocol: Gregor Kiczales, Jim ...

The authors, who developed the metaobject protocol and who were among the group that developed CLOS, introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a metaobject protocol for CLOS. Kiczales, des Rivières, and Bobrow show that the "art of metaobject protocol design" lies in creating a synthetic ...

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Kiczales, des Rivières, and Bobrow show that the "art of metaobject protocol design" lies in creating a synthetic combination of object-oriented and reflective techniques that can be applied under...

The Art of the Metaobject Protocol - Gregor Kiczales, Jim ...

The Art of the Meta-Object Protocol is useful for the advanced CLOS user as well as for anyone interested in object-oriented programming and language design. From the Back Cover This book

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The Art of the Metaobject Protocol: Kiczales, Gregor ...

The Art of the Metaobject Protocol 1991 hardcover edition. Library binding. Published by MIT [Gregor Kiczales, Jim des Rivieres] on Amazon.com. *FREE* shipping on qualifying offers. The Art of the Metaobject Protocol 1991 hardcover edition. Library binding. Published by MIT

The Art of the Metaobject Protocol 1991 hardcover edition ...

The CLOS metaobject protocol is an elegant, high-performance extension to the CommonLisp Object System. The authors, who developed the metaobject protocol and who were among the group that developed CLOS, introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a metaobject protocol for CLOS

The Art of the Metaobject Protocol by Gregor Kiczales

The Art of the JavaScript Metaobject Protocol This is part two of a two-part talk on given at NDC Oslo 2014. It is written in Markdown and was presented on-screen using Deckset. Most of the code from the "JavaScript Combinators" is adapted from JavaScript Allongé and from its library, allongé.es.

The Art of the JavaScript Metaobject Protocol - Speaker Deck

The Art of the Metaobject Protocol, (1991) or simply AMOP, is a book by Gregor Kiczales, Jim des Rivieres and Daniel G. Bobrow on metaobject protocol. It contains an explanation of what a metaobject protocol is, why you want one, and the de facto standard for the metaobject protocol supported by many Common Lisp implementations as an extension of the Common Lisp Object System, or CLOS.

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the art of the metaobject protocol : definition of the art ...

The Art of the Metaobject Protocol, and ENSURE-CLASS-USING-CLASS - Abstractaway The Art of the Metaobject Protocol, and ENSURE-CLASS-USING-CLASS In the Art of the Metaobject Protocol (AMOP), the authors present a metaobject protocol (MOP) for the Common Lisp Object System (CLOS).

The Art of the Metaobject Protocol, and ENSURE-CLASS-USING ...

Kiczales, des Rivir\u0308es, and Bobrow show that the \"art of metaobject protocol design\" lies in creating a synthetic combination of object-oriented and reflective techniques that can be applied under existing software engineering considerations to yield a new approach to programming language design that meets a broad set of design criteria.

The art of the metaobject protocol (eBook, 1991) [WorldCat ...

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