Abstract

On Wednesday, April 24, 2019 we'll have a discussion about OO programming. To prepare, follow the below directions. Recall that 10% of your grade is based on participation.

Some of these articles may be difficult to read for students. That's part of the point, alongside learning more about OO. Reading technical articles and papers is a skill that must be learned from experience. You will see unfamiliar terms and need to decide whether you should (1) ignore it because it doesn't seem vital to understanding the main point, (2) quickly look it up and get a quick feel for what it is, or (3) take some time to dig deeper and really understand what the term means.

I   Background

Read all:

- Wikipedia page on OO

- Wikipedia page on Programming Paradigms

II   Critiques of OO

The below links have been assigned point values. Read/watch at least 3 points. Try to choose 1 or 2 of them randomly so we get a diverse selection.

Title	Format	Link	Points
Bad Engineering Properties of Object-Oriented Languages	Article	link	1
Why OO Sucks	Article	link	1
Pitfalls of Object Oriented Programming	Presentation Slides	link	2
Object-Oriented Considered Harmful	Article	link	1
Object Oriented Programming Oversold!	Article	link	2
I Hate Patterns	Article	link	1
Why Arc Isn't Especially Object-Oriented	Article	link	1
Stop Writing Classes	Video	link	1
Goodbye, Object Oriented Programming	Article	link	1
Object-oriented oblivion	Article	link	1

III   Rebuttals or Hedges

Read one of the following:

The Rise and Fall of Object Oriented Programming	Article	link
Response to "Goodbye, Object Oriented Programming"	Article	link
Objects Have Not Failed	Article	link

IV   Bonus

If you find some other good articles/videos/presentations on this topic, send me the links. I'll add an appropriate amount to your participation grade.