Introduction

Object oriented programming, or OOPS, has been around for over 15 years. Although the earliest work, and indeed the name object oriented programming, came from the Smalltalk project at Xerox in the late 70's, there was also work being performed in this regard in Forth. Surprisingly, Forth provides amazing flexibility for object oriented programming, allowing the notions of classes and instances of classes via defining words, inheritance, methods and messages forobjects.

Dr. Steven Lewis presents a context for object oriented programming in Forth by examining the technology as applied to Forth in general and specifically to Robert Brown's paper, Dreams. Dreams is a significant object oriented implementation in Forth, and unlike the majority of OOPS, has the possibility of real-time, deterministic performance.

The last paper in this issue is by Dr. David MacGibbon, of Transonics. He presents a very useful high speed video emulation of a strip chart recorder.

Finally, we conclude the issue, and Volume VI, with the minutes of ANSI X3/J14 Technical Committee meetings 13 and 14.

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