# OPUS : a Formal Approach to Object-Orientation ERRATA

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This text contains a list of errata still present in our paper in the FME'94 Conference Proceedings. The changes made are printed in bold.

## 2.3 Message Passing

Rule 1: Message passing to a simple object

| | | | |
|---|---|---|---|
| [ L , N=E ] N | → | E | *(variable selection)* |
| [ L , A ] N | → | [ L ] N | if A is no **N-variable** association |

## 2.6 Object Composition

Rule 4: Composition of objects

| | | | |
|---|---|---|---|
| a) | ( [ $L_1$ ] + [ $L_2$ ] ) | → | [ $L_1$ , $L_2$ ] |
| **b)** | **( < $E_1$ / $E_2$ > + E )** | → | **< $E_1$ / ( $E_2$ + E ) >** |

## 3.4 Recursive Data Structures

```
CIRCULAR := [ val=1,
              next#<[  val=2,
                       next#< [   val=3,
                                  next#σself] / [self=self] >
                       ] / [self=self] > ]
```

## 4.1 Class-based Inheritance

```
MODIFIER := [ set#  ( x ≤ 5 ) if:[    then=<self/[self=self,class=class,x=x,y=y]>,
                                       else=error ] ]
```

## 4.2 Mixin-based Inheritance

```
σOBJECT makePoint:[x=1,y=2] sety:[y=3] addColor:[c=yellow] make3D:[z=2] c
```