

Object

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An **Object** is a class of things one thinks about first in designing a program and they are also the units of code that are eventually derived from the process. In [Object-Oriented Programming \(OOP\)](#), each thing is made into a generic [Class](#) and instances of the Class are referred to as an object. Classes are specific or generic in nature. Specific Classes are specifically designed to represent a specific class of things. Generic Classes are templates of how an object can be manipulated. (See: <https://searcharchitecture.techtarget.com/definition/object>).

For example, there is a thing in the system defined specifically to caption the concepts of a car (i.e., wheels, chassis, steering wheel, etc.). There may also be a Generic Class which represents a collection of things. The generic class can be applied to many different classes to create a collection of things (i.e., cars).

Source: [Reference Architecture \(RA\)](#)

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