
Subject: Object Oriented Programming Book Recommendation

Posted by [davidf](#) on Mon, 21 Apr 1997 07:00:00 GMT

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Hi Folks,

Those of us who are over the age of, oh, say 30 or so may be struggling a little to understand this new object oriented programming style that is introduced in IDL 5.0. (Actually, some of us are a *long* way over 30!)

If you are like me and are not an adept C++ programmer, you may be interested in a great book I found for learning how object oriented programming works and how you can use it in IDL. The book is called Object Oriented Design Heuristics by Arthur J. Riel. It is published in hardback by Addison-Wesley, 1996, ISBN 0-201-63385-X.

Despite its strange name, this is a book that explains classes and objects clearly and without a lot of jargon. More importantly, it gives you rules of thumb or heuristics for writing excellent object oriented programs.

The best thing about the book is that you don't need to be a C or C++ programmer to understand the concepts or the examples presented in the book. (There is C++ code in the back for those of you who just can't learn without arcane programming examples. :-)) I found the book easy to read and excellent at presenting the essential concepts of object oriented program design. More importantly, the book gave me the courage to plunge into the new classes and objects in IDL 5.0 with the feeling that I now understand quite a lot of what is going on.

If you want to learn *why* you should be thinking about object oriented programming and how you can use it in IDL, I recommend this book highly.

Cheers!

David

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