POVZETEK

V prvem delu diplomskega dela so predstavljeni osnovni pojmi in prijemi objektnega programiranja. Opisan je "model objektov", ki ga pozna večina objektnih jezikov (turbo pascal, C++,...). Ta model temelji na pojmu razreda, s katerim opišemo družino podatkov-objektov.

V nadaljevanju še matematično formuliramo sestav podatkovnih tipov, ki opisuje objekte. Najprej definiramo algebraičen opis. Z njim lahko zapišemo tiste (abstraktne) lastnosti objektov, ki so neodvisne od njihovih vsebin in imen. Potem spoznamo še mehanizme konstruiranja (to so dedovanje, klientstvo in oženje), s katerimi lahko gradimo nove opise iz že poznanih. Nazadnje definiramo še razred. Objekti, ki pripadajo določenemu razredu, imajo svoja imena in vsebine. Lastnosti teh objektov pa so v razredu zapisane tako, da upoštevajo te vsebine. Analogno kot za opise tudi za razrede definiramo tri mehanizme konstruiranja.

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