CptS 499: Newton Programming

Introduction to an operating system based on a persistent object store and a dynamic, object-oriented programming language.

Offered: Spring 1994, Washington State University, Pullman, WA

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Texts: *Newton Programming Guide*, J. McKeehan & N. Rhodes, Academic Press.
Common Lispcraft, R. Wilensky, Norton. [Optional]

Prerequisites: Data structures. Lisp programming experience helpful.

This course is an introduction to a new type of operating system optimized for mobility, communication, intelligent assistance, and data retrieval. The class will meet for two lecture hours and one laboratory hour each of fifteen (15) weeks. Grading will be based half on reading quizzes and half on laboratory exercises.

Meeting time: (To be determined)

Topics by week:

1. Views
2. View enclosure
3. Object-oriented programming
4. View and prototype inheritance
5. Custom objects
6. Data encapsulation
7. Dynamic typing
8. Dynamic memory management
9. Exception handling
10. Implementing a persistent object store
11. Integrated data space
12. Routing and store-and-forward
13. Distributed object store
14. Intelligent assistance

Instructions: Register for the course via Kim White.
Log in as 'newuser' to request an e-mail account if you do not already have one.