The Consequences of “Everything is an Object”

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The Original Version

“Then the wolf was very angry indeed, and declared he would eat up the little pig, and that he would get down the chimney after him. When the little pig saw what he was about, he hung on the pot full of water, and made up a blazing fire, and, just as the wolf was coming down, took off the cover, and in fell the wolf; so the little pig put on the cover again in an instant, boiled him up, and ate him for supper, and lived happy ever afterwards.”

The Object-Oriented Version

Then the wolf was forced to ask himself to become very angry, and declared he would ask the pig to present itself to his mouth so that he could ask himself to eat the pig, and that to do so he would ask himself to go to the chimney so that he could ask the chimney to accept him as input. When the little pig saw what he was about, he asked the pot to accept his hand as its carrier and then asked the pot to ask the sink to fill it up to which the sink replied by asking the pot to accept water as input. He also asked asked the wood in the fireplace to accept the fire on the match after he asked the match to accept his hand as carrier. Just as the wolf was coming down, the pig asked the pot to accept his hand as carrier so that the pot could ask itself to take its top of, at which point the wolf had no choice but to ask to boiling water to accept him as input. So the pig asked the pot to cover itself, and the water asked the wolf to boil, and the pig asked the boiled wolf to present itself at his mouth, and the pig asked himself to eat the boiled wolf at his mouth, and the pig asked himself to live happily ever after.

public void liveHappilyEverAfter(Wolf p_wolf);

1Jacobs, Joseph. ”The Story of the Three Little Pigs.” English Fairy Tales. London: David Nutt, 1890.