A biography of Ole-Johan Dahl  p. 1
A bibliography of Ole-Johan Dahl  p. 8
The birth of object orientation: the Simula languages  p. 15
An algebraic theory of actors and its application to a simple object-based language  p. 26
Towards posit & prove calculi for requirements engineering and software design  p. 58
Distributed concurrent object-oriented software  p. 83
Composing hidden information modules over inclusive institutions  p. 96
Towards the verifying compiler  p. 124
Object-oriented specification and open distributed systems  p. 137
SIMULA and super-object-oriented programming  p. 165
Efficient coroutine generation of constrained gray sequences  p. 183
Consistency of inheritance in object-oriented languages and of static, ALGOL-like binding  p. 209
The power of abstraction, reuse, and simplicity: an object-oriented library for event-driven design  p. 236
Iterative synthesis of control guards ensuring invariance and inevitability in discrete-decision games  p. 272
Incremental reasoning for object oriented systems  p. 302
Pure type systems in rewriting logic: specifying typed higher-order languages in a first-order logical framework  p. 334
Building optimal binary search trees from sorted values in O(N) time  p. 376
Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.