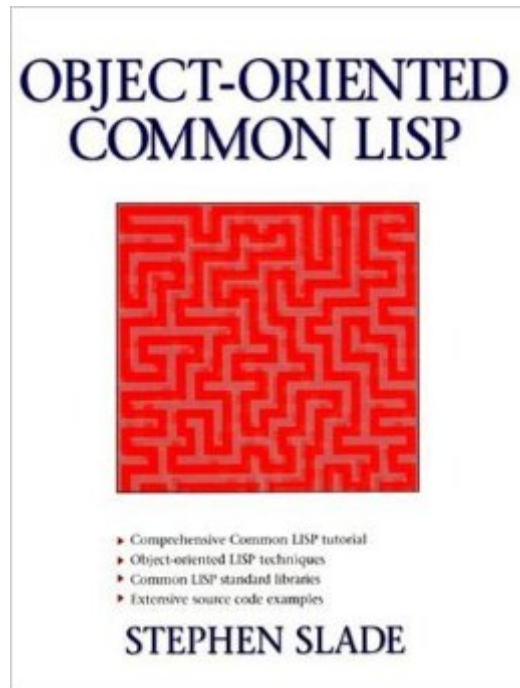


The book was found

# Object-Oriented Common LISP



## Synopsis

LISP, which stands for LISt Processing, was developed in the late 1950s by John McCarthy as a language for manipulating symbols. This book presents the Common LISP Language, a version of LISP, and details a range of applications for it, including data structures, computer systems, and compiler design. This book presents a tutorial introduction to Common LISP, covering lists and trees, recursion, local vs. global reference, characters and strings, streams, LAMDA and LABELS, control, debugging, macros, structures, classes and objects, vectors and arrays, and efficiency and compilation. For programmers interested in a language with simple syntax, extensive adaptability and advanced memory management.

## Book Information

Paperback: 800 pages

Publisher: Prentice Hall (August 9, 1997)

Language: English

ISBN-10: 0136059406

ISBN-13: 978-0136059400

Product Dimensions: 6.9 x 1.7 x 9 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #1,602,064 in Books (See Top 100 in Books) #92 in [Books > Computers & Technology > Programming > Languages & Tools > Lisp](#) #1835 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design](#) #5133 in [Books > Textbooks > Computer Science > Programming Languages](#)

## Customer Reviews

I'd bought a copy of Keene, because I'd heard it was good, but ended up being a bit disappointed with it. So when I saw Slade's book, I wondered if this was the CLOS book I'd been looking for. Short answer: no, it's worse. It's not even clear what the book is trying to teach: programming, or Lisp, or object-oriented programming, or CLOS. He seems to be trying to do all of the above, but due to the huge scope, being unable to go deep into anything. He starts chapters with irrelevant quotes, which works if you're Knuth, but he's no Knuth. He jumps around a lot, and the order is bizarre: several important concepts are held off until relatively late. Other big concepts are mentioned only in passing, which an experienced Lisper will understand, but then, if you already know what he means, why would you read this book? No surprise that I'd not heard of this book: in a

field of classics, there's just no point. If you want to learn programming, read SICP. If you want to learn Common Lisp (with lots of sample code), read PCL, or PAIP.

[Download to continue reading...](#)

Object Success : A Manager's Guide to Object-Oriented Technology And Its Impact On the Corporation (Object-Oriented Series) Reusable Software : The Base Object-Oriented Component Libraries (Prentice Hall Object-Oriented Series) Object-Oriented Common LISP Object-Oriented Programming in COMMON LISP: A Programmer's Guide to CLOS On Lisp: Advanced Techniques for Common Lisp Successful Lisp: How to Understand and Use Common Lisp Visual Object-Oriented Programming Using Delphi With CD-ROM (SIGS: Advances in Object Technology) LISP, Lore, and Logic: An Algebraic View of LISP Programming, Foundations, and Applications CORBA: A Guide to Common Object Request Broker Architecture (McGraw-Hill Object Technology) Object-Oriented Frameworks Using C++ and CORBA Gold Book: The Must-have Guide to CORBA for Developers and Programmers Distributed Object-Oriented Architectures: Sockets, Java RMI and CORBA Building Distributed, Object-Oriented Business Systems Using CORBA SNMP++: An Object-Oriented Approach to Developing Network Management Applications (Bk/CD-ROM) Object Oriented Programming with Swift 2 Smalltalk V 32-Bit Object-Oriented Programming System - Tutorial (1994 Win32 Series Version 3.0) Digitalk Smalltalk V 32-Bit Object-Oriented Programming System - Encyclopedia of Classes (1994 Win32 Series Version 3.0) Digitalk Ada Plus Data Structures: An Object Oriented Approach Object-Oriented Programming Using C++ (Introduction to Programming) Prolog ++: The Power of Object-Oriented and Logic Programming (International Series in Logic Programming) Practical Object-Oriented Design in Ruby: An Agile Primer (Addison-Wesley Professional Ruby)

[Dmca](#)