An Object Model for General-Purpose Aspect Languages

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Abstract. Aspect-Oriented Programming on the one hand supports a separate treatment of different concerns in software development. On the other hand it provides "weaving" technologies for knitting together such individual concerns in software systems. Since the aspect-oriented approach is an extension of the classical OO-paradigm it requires an enhancement of well-known language constructs on the meta level. Although some general-purpose aspect languages (GPAL) are available in the meantime, no commonly accepted object model has yet been proposed. Consequently a common terminology is still not available what substantially hinders the spread of good and useful concepts. This paper proposes an object model, which represents the foundation of the GPAL *Sally*. We compare our model in respect to AspectJ which is by far the most popular and well-established aspect language and, therefore used by a wide community.