

*Object-Oriented Common Lisp*, by Stephen Slade, Prentice-Hall, 1998, 774 pages.

This is a new book about an old language that is still very usable, despite its age. This text appears to be well written for a first edition with errata available listed on its WWW resource page. It is extremely full of Lisp examples and explanations and, thus, is suitable for what it is, an introduction to a specific language. It does not discuss the depth or width of Computer Science.

This text is a full treatment of Lisp. Its chapter titles include: History of Lisp; A Tutorial Introduction; Lists and Trees; Recursion; Local vs. Global Reference; Characters and Strings; Streams: Output and Input; Lambda and Labels; Control, Debugging and Style; Macros; Structures; Classes and Objects; Vectors and Arrays; Scope, Extent and Eval, Efficiency and Compilation; Appendices and Index.

Its Chapter 13, Classes and Objects, is a very good introduction to OOPs, grounded in syntax and well explained. This is much unlike much of the texts regarding this subject, so esoteric as to be unreadable.

There are two criticisms regarding this text. The first criticism is the absolute lack of resources that accompany this book. It is one of the few language-specific books I have received in the last two years that did not have a CD-ROM with a usable development environment. It does have a pointer to the URL that contains free material (including Lisp implementations), though this is buried in Appendix A. Exploration of the URL found the software for download was not found. The second criticism that I would raise is the lack of interactivity between Lisp and the WWW.

I believe this text would be very acceptable as an introduction to the Lisp language. It has a limited treatment of advanced topics such as data structures and OOP and would be acceptable as a secondary text in those areas.

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