Object management method, apparatus and data structure

Abstract

This invention introduces class identification information for identifying the class of an object and makes it easy to retain, reproduce and transfer the object. An object tree as a tree-like structure for storing objects is also devised. A pointer can be retained and transferred by giving the object identification information to the object and converting the pointer to the combination of the object identification information. This invention is convenient for handling logic models representing various logical relationships. When elements of information distributed to a plurality of computers connected to a communication network such as an internet are linked together and a large scale logic model is reproduced, only the portion necessary for processing can be reproduced. When the invention is applied to three-dimensional space display, a continuous broad space can be reproduced as a space in which only necessary portions are conyinued. When the invention is applied to an object-oriented programming, all the objects are reproduced if vacancy exists in a main memory, and a request can be made to the objects of another computer if no vacancy exists.

Foreign Application Priority Data

Feb 05, 1996 [JP]   8/00227

This patent is almost equivalent with JP 3906380.

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