

## Planning and Execution of Holistic Model Using Object Oriented Technology

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## Abstract

When providing for a group learning situation where each student was at their own machine, the need arose to combine individual and group learning models to provide an educational framework for a supportive learning environment. The framework had to be implementable on a (reductionist) computer network. The independence of behavior and implementation was exploited to allow a holistic educational framework to be used when designing the learning environment. In a model, memory, functions, and goals are reducible, whereas the relationship between the purpose functions and the state manipulating functions are irreducible. Implementation was neatly achievable using the Software Engineering technology of Object Oriented Technology to provide encapsulation for the reducible aspects while preserving holistic entities, that can then exploit the benefits of polymorphism.

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