Coda-C
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1. Objects

To write Object Oriented Programs in C, you need working objects.

An object should have metadata for the following:

- Class
- Reference count
- Size
- etc.

Metadata is a C-struct placed just before an object's data in memory.

Classes are described in the next section.

Reference counts create an ownership system for objects.

Size is a useful general property of an object.

Other metadata are for sub-classing, constants, lifetime, etc.

Related functions:

```
Obj   alocO(int size);     // Create a classless object
Obj   keepO(Obj object);   // Increase retain count
void  freeO(Obj object);   // Descrease retain count
short countO(Obj object);  // Get retain count
int4  sizeO(Obj object);   // Get object's segment size
```