Greetings

Michael D. O'Dell Editor-in-Chief

Object-Oriented Operating Systems—what are they? Does an OOOS support *objects* at the user level? What does it mean to do that? How might an operating system use objects internally? How might the user interface to an OS be changed by using objects instead of system calls? How does all this effect performance? Does this long noun phrase really make any sense, and if so when and how?

All these questions and many more are swirling about in this exciting new area of operating systems research. We are pleased that this issue of *Computing Systems* offers five papers which attempt to shine a light through this novel crystal in one way or another.

The first four papers (from Australia, Europe and North America) had their genesis in position papers prepared for the first International Workshop on Object-Oriented Operating Systems [IWOOOS 1991]. Many thanks to Marc Shapiro of INRIA, the IWOOOS '91 program chair, and his program committee, for their editorial assistance in eliciting these full papers.

Our fifth paper first appeared in embryonic form at the 1990 USENIX Mach Workshop, but it is clearly concerned with this same area. In the interim since the Mach conference, the authors have completely re-rendered the paper to reflect their most current work.

Our sixth item of business is a corrigendum to Sakkinen's C++ paper in issue 5.1. Please note that we regret the necessity of this, and have taken steps to reduce future requirements for such items.

I'd also like to welcome Gene Spafford on board as Associate Editor for Special Projects.

That's all for this time. I hope your tomatoes are doing well.