

An object in Quaestor

In computer science an object is a language mechanism for binding data with methods that operate on that data. In information processing an information source for an information processor.

In Quaestor a parameter can be an object (or an object is defined by a parameter) which binds data with methods operating on it. An object can be an entity in a [taxonomy](#) structure and can also be a semi-intrinsic function.