COMPONENT OBJECT MODEL: A TECHNICAL OVERVIEW & IMPLEMENTATION

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ABSTRACT:

The Component Object Model (COM) is a system technology that originated with Windows, but has begun to propagate to other platforms. The paper presents an overview of COM technology and concentrates on its advantages, which have made it one of the most versatile and technologies of today. The paper also carries a short description of an example project created using Microsoft Visual C++ based on COM and OLE (Object Linking and Embedding) features. COM objects can be small or large. They can be written in several programming languages, and they can perform any kind of processing. A program can call the object whenever it needs its services. Objects can be run remotely. The word object tends to mean something different to everyone.

Overview to clarify: In COM, an object is a piece of compiled code that provides some service to the rest of the system. To avoid confusion, it is probably best to refer to an object used in COM as a COM component or simply as a component. COM objects can be created with a variety of programming languages. Describes the differences between programming languages and describe how to translate COM object syntax from one language to another. COM is architecture for the integration and deployment of software components, rather than a body of techniques for problem analysis. All COM objects are registered with a component database. The article briefly covers the COM specification, and then explains some COM terminology and describes how to reuse existing COM components.

Keywords: The Component Object Model (COM), Distributed Component Object Model (DCOM), Object Linking and Embedding (OLE), Application programming interface (API), Object-Oriented Design (OOD).