



## ***Case Study: Microsoft COM***



## ***Outline***

- ***Goals of COM***
- ***The Common Object Model***
- ***Microsoft Interface Definition Language***
- ***COM Architecture***
  - ***Presentation Layer Implementation***
  - ***Session Layer Implementation***



## Goals of COM

- ***Provide a component object model that facilitates binary encapsulation and binary compatibility***
  - ***Binary encapsulation: Clients do not have to be re-compiled if server objects change***
  - ***Binary compatibility: Client and server objects can be developed with different development environments and in different languages***
- ***COM is proprietary de-facto standard***



## COM Object Model

- ***Interfaces***
- ***Implementations and Objects***
- ***Classes***
- ***Attributes***
- ***Operations***
- ***Requests***
- ***HRESULTS***
- ***Inheritance***



## Microsoft IDL (MIDL)

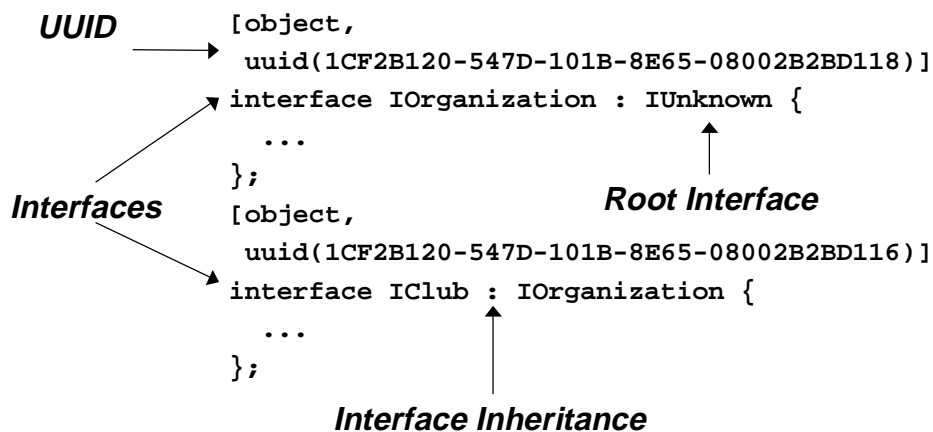
- **Language for expressing all COM concepts**
- **MIDL is**
  - *programming-language independent*
  - *evolved from OSF/RPC IDL*
  - *not computationally complete*
- **Different programming language bindings are available**
- **Explanation of Model and Language by same example**

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## COM Interfaces



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## COM Implementations

### ■ *Implement Interface in Prog. Lang., e.g. C++*

```
#include "Soccer.h"
class Player : public IPlayer {
private:
    char* name;
    short Number;
protected:
    virtual ~TrainerPlayer(void);
public:
    TrainerPlayer(void);
    IMPLEMENT_UNKNOWN(TrainerPlayer)
    BEGIN_INTERFACE_TABLE(TrainerPlayer)
    IMPLEMENTS_INTERFACE(ITrainer)
    IMPLEMENTS_INTERFACE(IPlayer)
    END_INTERFACE_TABLE(TrainerPlayer)
    void book(); // IPlayer methods
};
```

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## COM: Objects

- *Instances of COM Implementations*
- *References to COM objects are called interface pointers*
- *Interface pointers refer to main memory locations*
- *References support location transparency*
- *Object references are persistent*

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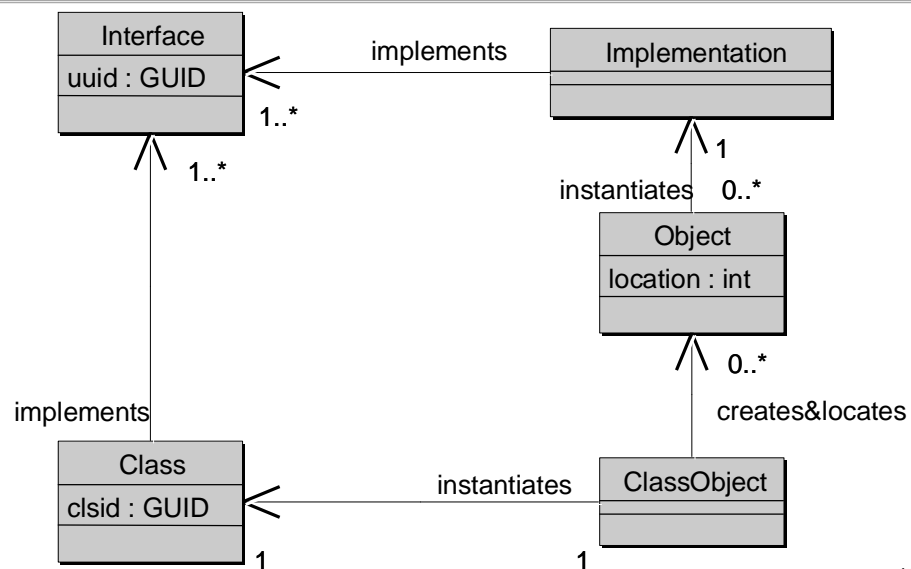


## COM Classes

- *Named implementations*
- *Have one or several interfaces*
- *Are the principal mechanism to create COM objects*
- *Can return interface pointers to specific COM objects*



## COM Objects, Interfaces and Classes





## COM: Attributes

- *COM does support attributes*
- *Attributes must be represented as set and get operations by the designer*
- *COM has a keyword to designate this*
- *Example:*

```
interface IOrganization : IUnknown {  
    [propget] HRESULT Name([out] BSTR val);  
};
```



## COM: Operations

```
interface IClub : IOrganization {  
    [propget] HRESULT NoOfMembers([out] short *val);  
    [propget] HRESULT Address([out] ADDRESS *val);  
    [propget] HRESULT Teams([in] long cMax, [out] long *pcAct,  
        [out, size_is(cMax), length_is(*pcAct)] ITeam *val);  
    [propput] HRESULT Teams([in] long cElems,  
        [in, size_is(cElems)] ITeam *val);  
    [propget] HRESULT Trainers([out] ITrainer *val[3]);  
    [propput] HRESULT Trainers([in] ITrainer *val[3]);  
    HRESULT transfer([in] IPlayer *p);  
};
```

*Parameter kind* (points to [in], [out], [propput])

*Parameter list* (points to \*val, \*pcAct, \*val, \*val, \*val[3], \*val[3], \*p)

*Return value indicating success/failure* (points to HRESULT)

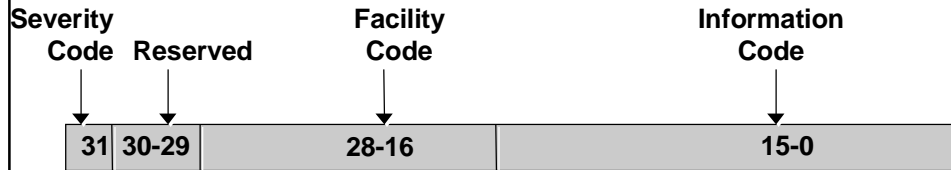
*Operation name* (points to transfer)

*Parameter, e.g. Interface pointer* (points to IPlayer \*p)



## COM: HRESULTS

- ***HRESULTS are 32-bit integers***
- ***Structured into four fields***

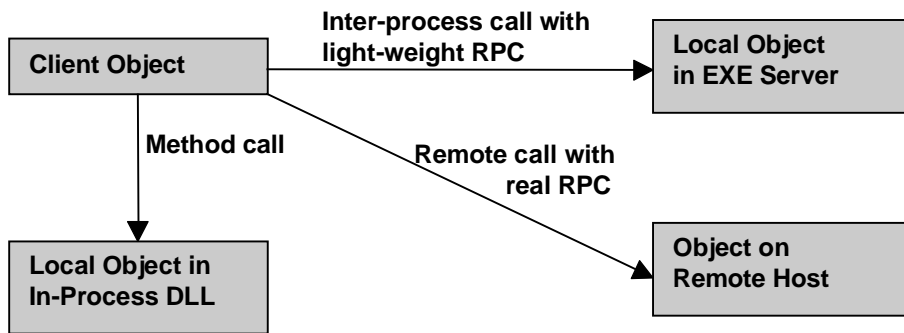


## COM Operation Invocations

- ***Invocation is defined by client objects***
- ***Invocation determines***
  - *Interface pointer of server object*
  - *Name of invoked operation*
  - *Actual parameters*
- ***Invocation is executed synchronously***
- ***Invocation can be defined***
  - *statically*
  - *dynamically*
- ***Clients have to interpret HRESULTS!***



## Three Implementations of Requests

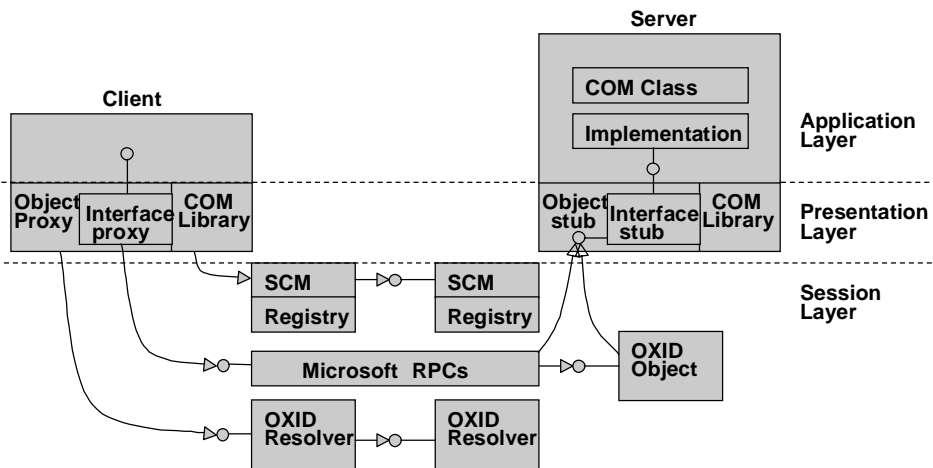


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## Components involved at run-time



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