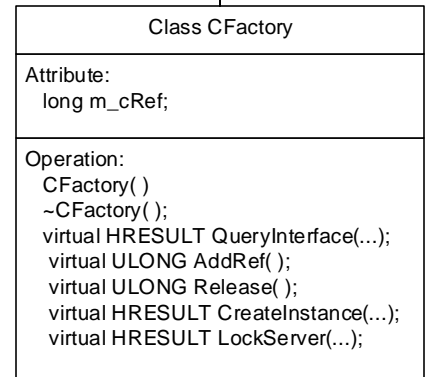
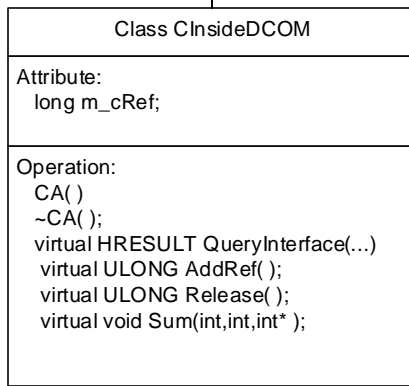
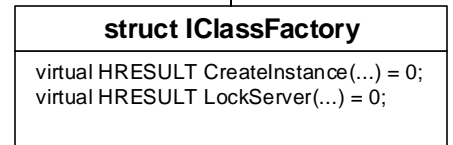
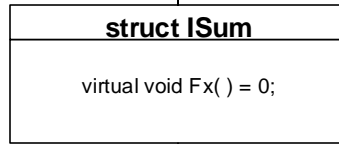
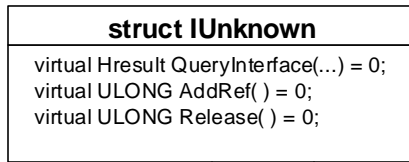


local.cpp



OUTPROC Component

- Server creates a factory
- Passes factory pointer to COM in call to CoRegisterClassObject
- COM creates component instance when client calls CoCreateInstance
- Client can then call instance

local::main()

cmpnt.idl

REGISTRY.H

REGISTRY.CPP

pClassFactory

pClassFactory

cmpnt_i.p

objbase.h

cmpnt.h

cmpnt_i.c

CoRegisterClassObject(...)

CoCreateInstance(...)

COM Library

CLIENT.CPP

main()

pSum uses Sum(...)

pUnknown uses QueryInterface(...)

client needs to know about COM and GUIDS but does not need to know about CMPNT

