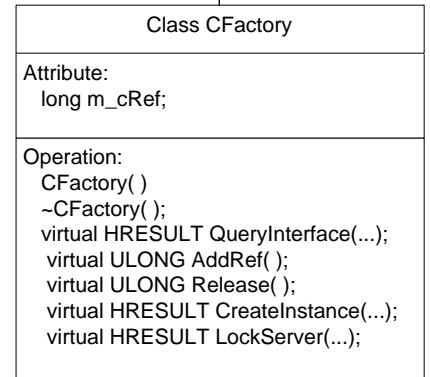
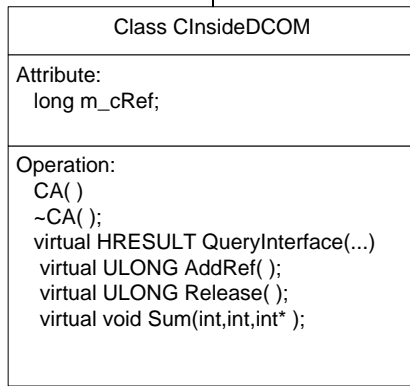
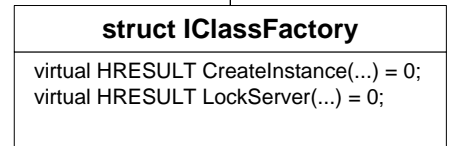
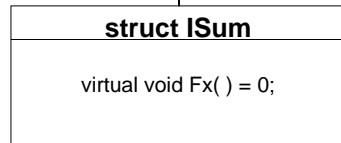
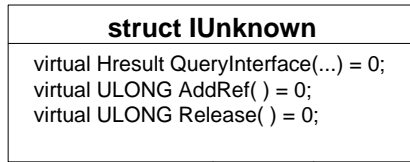


local.cpp



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()

REGISTRY.H

REGISTRY.CPP

cmpnt.idl

pClassFactory

pClassFactory

cmpnt_i.p

cmpnt_i.c

cmpnt.h

objbase.h

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

