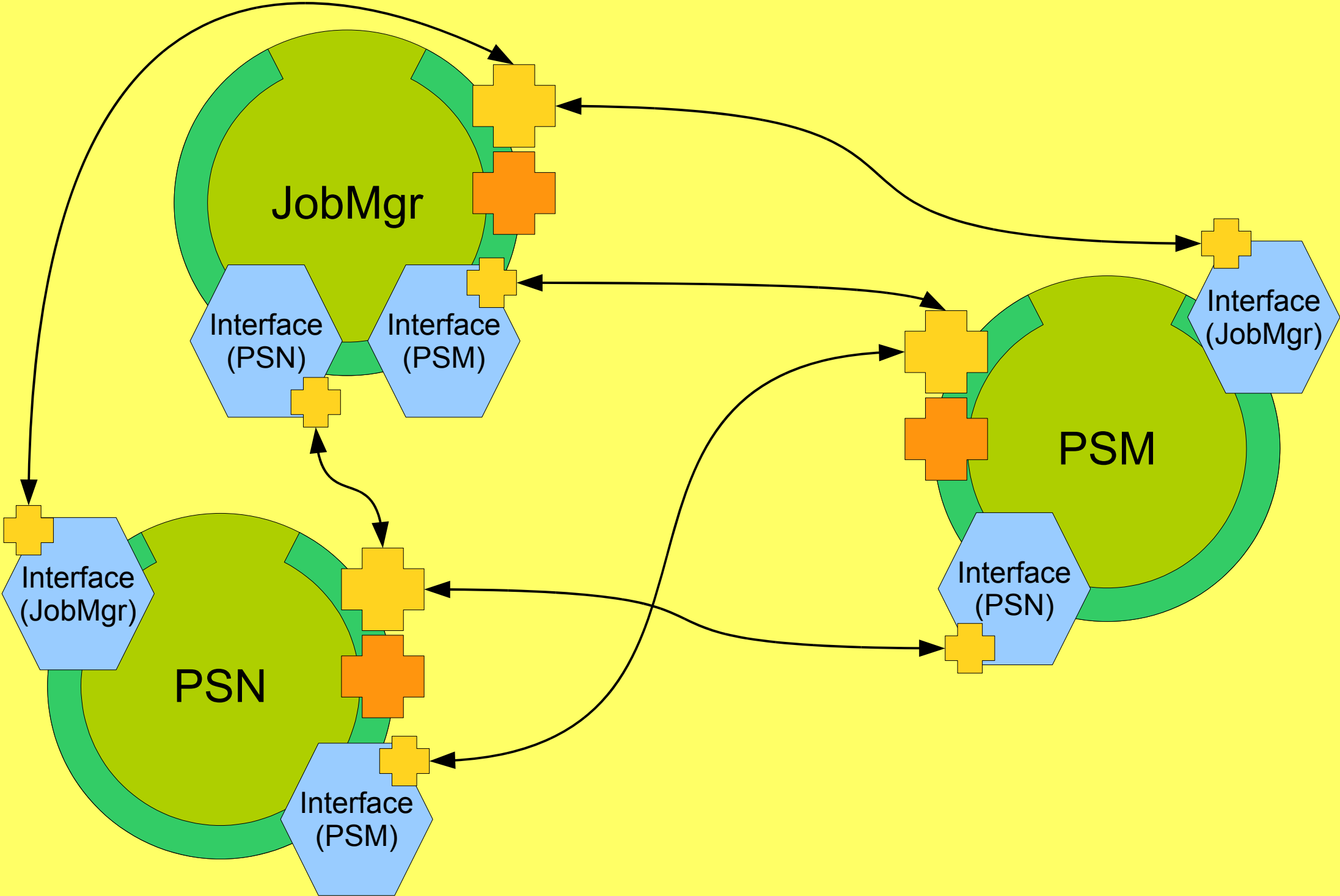









# POP-C++ Node

Global Services



## Legend :

-  POP-C++ Object  
*Real parallel object*
-  POP-C++ Interface  
*Local representative of the parallel object*
-  POP-C++ Broker  
*Communication point with the real parallel object*
-  POP-C++ Combox (protocol 1)
-  POP-C++ Combox (protocol 2)
-  Parallel Object POP-C ++
-  Communications