

# Practical Explanation

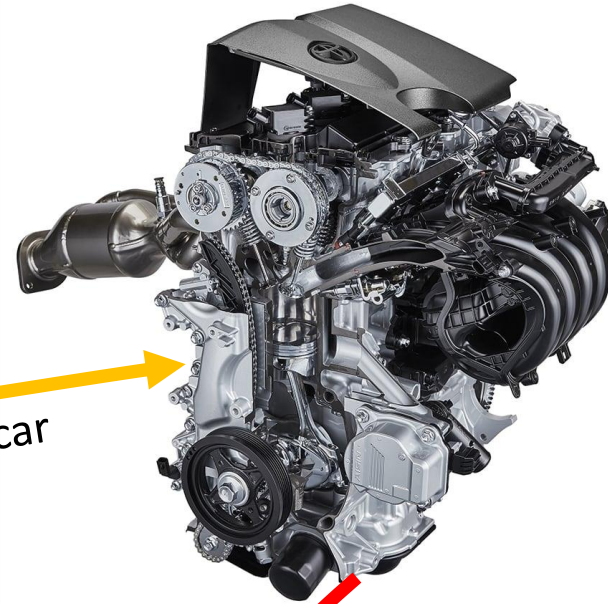
ByValue vs ByPropertyName pipelines

# Object Properties – A practical example

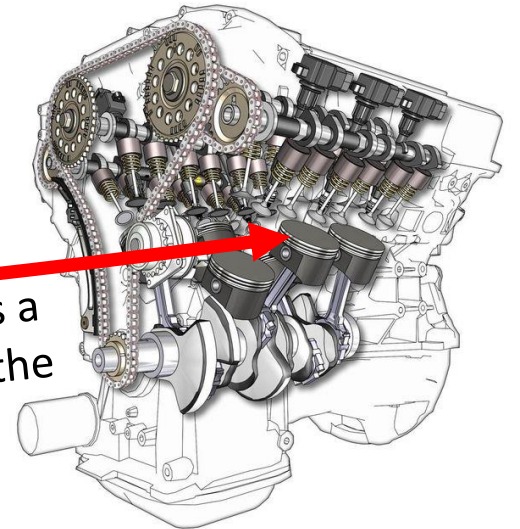
Car is the object



The engine is a property of the car



The piston is a property of the engine



# Object Methods – A practical example

Car is the object

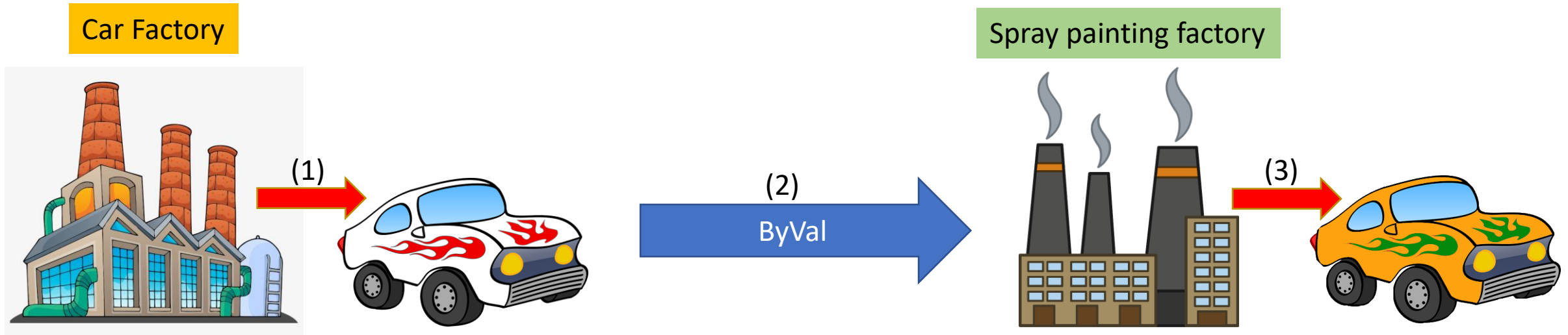


Methods are actions that can be performed

## **Methods**

StartEngine()  
StopEngine()  
OpenDoor()  
CloseDoor()  
ChangeGears()  
Accelerate()  
Brake()

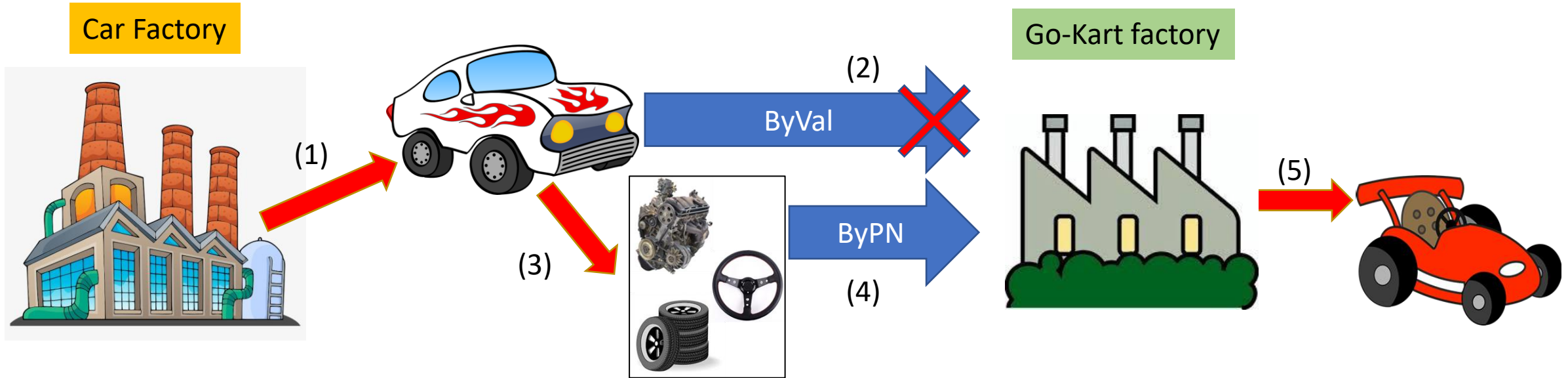
# Pipeline via ByValue



In this practical example:

- (1) the first factory produces a car
- (2) the second factory can receive the whole car (Object)
- (3) the second factory paints it the correct color.

# Pipeline via ByPropertyName



In this practical example:

- (1) The first factory produces a car
- (2) The second factory cannot receive the whole car (ByValue)
- (3) Car is broken down into parts (Properties)
- (4) The relevant parts are sent the second factory (ByPropertyName)
- (5) The second factory makes something new from the parts sent.