

Modern Object Problems

- If the object crashes, the whole program crashes!
- If the program or object, that the object is part of crashes, the encapsulated data is lost.
- The object can possibly share global data with the rest of the program. If the shared global data is changed from outside the object:
 - ◆ The results of method calls become indeterminate.
 - ◆ A method call may cause a crash, causing the whole program to crash.
- The program can possibly manipulate the object state without using the objects methods. Same effect as above!

Using Processes

The application and object code run in separate processes, possibly on different machines.

