User Layer	Object	System calls
Applications, supervisors, user-level services	**Object Capabilities**	System calls as invocations
	Access Control	
Managed Layer User-visible objects	**Kernel Objects**	Invocation messages
	Resource Management	
Asynchronous Layer Distributed kernel-level services	**Asynchronous Objects**	Asynchronous method calls
	Scheduling	
Synchronous Layer Hardware abstractions	**C++ Objects**	Language-level method calls