**Persistant Objects**

A persistent CORBA object lives until it is explicitly destroyed. If a client has a reference to a persistent CORBA object, that reference can be used even if the object's server is not running -- an ORB daemon, ORBD, will start the server when the ORB receives an invocation on the object.

**Transient Objects**

By contrast, a transient CORBA object has the same lifetime as the execution of the server process that creates it. When a server terminates, its transient objects disappear with it and any object references held by the client become invalid. Transient objects are often used to effect asynchronous, or callback communication between applications and objects.

**Object Reference**

A construct containing the information needed to specify an object within an ORB. An object reference is used in method invocations to locate a CORBA object. Object references are the CORBA object equivalent to programming language-specific object pointers. They may be obtained from a factory object or from the Naming Service. An object reference, which is opaque (its internal structure is irrelevant to application developers), identifies the same CORBA object each time it is used. It is possible, however, for multiple object references to refer to the same CORBA object.