§ 37

# **Contents**

## **Getting Started 1**

Creating a new COM component 1

Step by step instructions 1

First look at the generated code 2

implementing the component 2

Tips 2

Accessing a component 3

Step by step instructions 3

First look at the generated code 3

Implementing a client 4

Contracts 4

Summary 4

# The Component Object Model 5

**OVERVIEW 5** 

**GENERALITIES 5** 

Interfaces 5

Coclass 6

Class Object 6

TYPES OF COMPONENTS 7

Location 7

Access Type 8

DEEPER INTO COM 10

Apartments 10

Marshalling 11

Summary 12

#### **The EiffelCOM Wizard 13**

OVERVIEW 13 THE WIZARD 14

Main Window 14

38

Required File 16

Introduction Dialog 16

Definition File Dialog 17

IDL Marshalling Definition Dialog 17

Type Library Marshalling Definition Dialog 18

Final Dialog 20

Definition File Processing 20

Generated Files 21

Class Hierarchy 22

ACCESSING A COMPONENT 23

Using the Generated Code 23

Contracts 23

Exceptions 25

Summary 27

**BUILDING A COMPONENT 27** 

Using the Generated Code 28

Component's GUI 28

Exceptions 29

Summary 30

### The EiffelCOM Library 31

Compound Files 31

Storages 31

Streams 32

Other classes 34

Summary 34