COM IPC Mechanisms

Simply put, the program utilizes C++ to interact with the COM mechanisms, as they were naturally made to be used with C++. The program initializes the COM Library with CoInitializeEx(), and at the end it calls CoUninitialize(). Note: Program will run on any machine with Windows 2000 or later; Program is compiled with: “g++ -Wall ./com\_ipc\_app.cpp -o ./com\_ipc\_app.exe -lole32”.

Once the COM Library is established, objects, or components, can be created using CoCreateInstance(). When components are created, they are then able to interact with each other as clients and servers. The components are able to use interfaces given by COM in order to send and receive communications from other components.