

**Table B.1 Key Object-Oriented Terms**

Term	Definition
Attribute	Data variables contained within an object.
Containment	A relationship between two object instances in which the containing object includes a pointer to the contained object.
Encapsulation	The isolation of the attributes and services of an object instance from the external environment. Services may only be invoked by name and attributes may only be accessed by means of the services.
Inheritance	A relationship between two object classes in which the attributes and services of a parent class are acquired by a child class.
Interface	A description closely related to an object class. An interface contains method definitions (without implementations) and constant values. An interface can not be instantiated as an object.
Message	The means by which objects interact.
Method	A procedure that is part of an object and that can be activated from outside the object to perform certain functions.
Object	An abstraction of a real-world entity.
Object Class	A named set of objects that share the same names, sets of attributes, and services.
Object Instance	A specific member of an object class, with values assigned to the attributes.
Polymorphism	Refers to the existence of multiple objects that use the same names for services and present the same interface to the external world but that represent different types of entities.
Service	A function that performs an operation on an object

**Table B.2 Key Concepts in a Distributed CORBA System**

<b>CORBA Concept</b>	<b>Definition</b>
Client application	Invokes requests for a server to perform operations on objects. A client application uses one or more interface definitions that describe the objects and operations the client can request. A client application uses object references, not objects, to make requests.
Exception	Contains information that indicates whether a request was successfully performed.
Implementation	Defines and contains one or more methods that do the work associated with an object operation. A server can have one or more implementations.
Interface	Describes how instances of an object will behave, such as what operations are valid on those objects.
Interface definition	Describes the operations that are available on a certain type of object.
Invocation	The process of sending a request.
Method	The server code that does the work associated with an operation. Methods are contained within implementations.
Object	Represents a person, place, thing, or piece of software. An object can have operations performed on it, such as the <code>promote</code> operation on an employee object.
Object instance	An occurrence of one particular kind of object.
Object reference	An identifier of an object instance.
OMG Interface Definition Language (IDL)	A definition language for defining interfaces in CORBA.
Operation	The action that a client can request a server to perform on an object instance.
Request	A message sent between a client and a server application.
Server application	Contains one or more implementations of objects and their operations.