

Component Principles

Components

Units of deployment — build ability and maintainability

- Smallest entities that can be deployed as part of a system
 - Compiled languages: aggregations of binary files, e.g., DLLs in .Net, jar in Java
 - Interpreted languages: aggregations of source files, e.g., gem files in Ruby
- Components can be linked together into a SINGLE executable
 - Relocatable binaries, external reference, external definition
- Compile -> Link -> Load
 - Linking loader
 - Linker & Loader
 - Component plugin architecture