

Using the COM

CH 2. How to use the Com?

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1. Main Objectives

- COM Client Application

COM



2. COM Client Application

◆ COM Client & COM Server Application

- COM Server Application

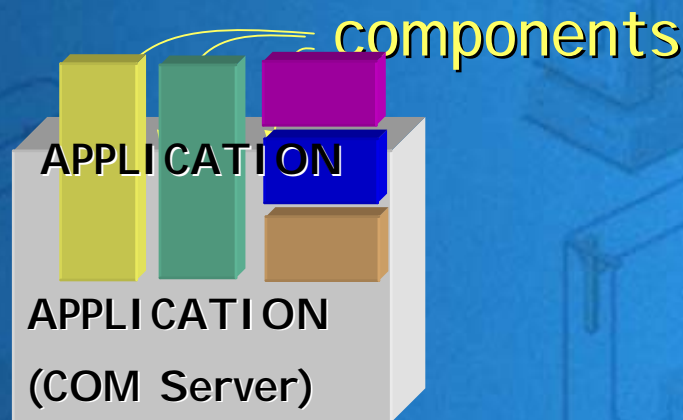
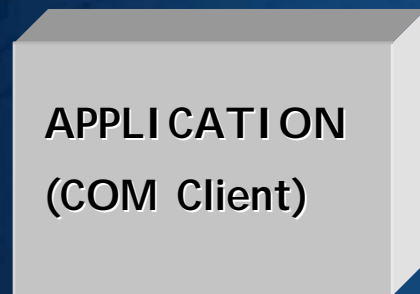
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COM Component

- COM Client Application

- COM Server가

Application



- process 가
- In-process Server (DLL)
- Out-of-process Server (exe file)

2.1 COM Component Registration

◆ COM Component Registration

- COM Client가 COM Server
COM Server Component가
(System Registry)



◆ COM Component

- In-Process Server
 - Regsvr32 ServerName.DLL
 - Regsvr32 ControlName.OCX
- Out-of-Process
 - ServerName.exe -Regsvr

2.2 COM Client Application

1. COM Library

2. COM Component가
CLSID

3. COM ■

4. COM

Interface
Interface가
COM 가
method

5. COM Component
Library

COM

3. COM Library

- ◆ COM is..

- COM

가

- ◆ COM

- COM Client Server Application
가 API

- Class ID (CLSID) Sever가 Class
Server가

System Registry

- COM 가
Client RPC (Remote Procedure Call)

- Application

3.1 COM Library Initialize

- ◆ COM Library

- COM Library
COM Library



```
HRESULT CoInitialize (  
    LPVOID pvReserver // NULL.  
);
```

CoInitialize

3.2 COM Library UnInitialize

- ◆ COM Library Un initialize
 - COM Application COM
CoUninitialize

- `void CoUninitialize();`

4. COM Object Create Instance

◆ COM

- COM ClassID (CLSID)

◆ CLSID ■

- 1. COM source code
 CLSID

- 2. System Registry

VC++
Viewer

OLE/COM Object
COM

COM
(regedit)

CLSID

- 3. CLSID

ProgID

4.1 CoCreateInstance

◆ CoCreateInstance

- COM CoCreateInstance
- New

COM Library

, COM

```
STDAPI CoCreateInstance(  
    REFCLSID rclsid,           // CLSID  
    LPUNKNOWN pUnkOuter,     // IUnknown pointer  
    DWORD dwClsContext,      // Server Context  
    REFIID riid,             // Interface ID  
    LPVOID *ppv              // I  
);
```

4.1 CoCreateInstance

```
HRESULT hr;
CLSID clsid;
IAddEnd *pIAddEdb = NULL;

Hr = ■
::CLSIDFromProgID(OLESTR("AddBack.AddBack.1"), &clsid);
If(FAILED(hr)) {
    AfxMessageBox("ID.");
    return;
}
Hr = ::CoCreateInstance(clsid, NULL, CLSCTX_ALL,
IID_IAddEnd, (void**) &pIAddEdb);
```

5. Reference

◆ VC++ ATL COM

