

## Glossary

### ACTIVEX

Microsoft's brand name for the technologies that enable interoperability using the Component Object Model (COM). ActiveX technology includes, but is not limited to, OLE.

### AUTOMATION

COM-based technology that enables binding at run time, or late binding, to an object's methods and properties and also makes possible cross-application macro programming. Formerly referred to as OLE Automation.

### AUTOMATION CLIENT

An application, programming tool, or scripting language that accesses services provided by Automation objects. Formerly referred to as Automation controller.

### AUTOMATION OBJECT

An instance of a class defined within an application that is exposed for access by other applications or programming tools by Automation interfaces.

### AUTOMATION SERVER

An application, type library, or other source that makes Automation objects available for programming by other applications, programming tools, or scripting languages.

### COM (COMPONENT OBJECT MODEL)

The programming model and binary standard on which OLE is based. COM defines how objects and their clients interact within processes or across process boundaries.

### DCOM (DISTRIBUTED COMPONENT OBJECT MODEL)

Distributed form of COM, enables communication between computers using the COM standard.

### DISPATCH INTERFACES (DISPINTERFACE)

An IDispatch interface that responds only to a certain fixed set of names. The properties and methods of the dispinterface are not in the virtual function table (VTBL) for the object.

### EARLY BINDING

Also known as static binding (converting symbolic addresses in the program to storage-related addresses) this is binding that occurs during program compilation or linkage.

### LATE BINDING

The ability to bind member names to dispatch identifiers (IDs) at run time, rather than at compile time.

