NetworkO Object

Return to Glossary

A **Network Object** is an Object whose methods can be invoked by other programs, in addition to the program that allocated the object.

The program invoking the method is called the Client, and the program containing the **Network Object** is called the **Owner**.

The Client and **Owner** can be running on different machines or in different address spaces on the same machine.

Source: https://www.cs.cornell.edu/courses/cs614/2003sp/papers/BNO93.pdf

From:
https://www.omgwiki.org/dido/ - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:n:network_object&rev=1643134096

Last update: **2022/01/25 13:08**