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"Uma Abordagem para Acesso Dinâmico a Objetos Distribuídos em LingOal"

Not a long time ago, the programs were considered black boxes that, when possible, could only communicate with programs developed in the same language and, besides that, the programs should have been executing in the same machine. With the advent of the distributed object computing technology the situation changed allowing two programs, developed in different programming languages and executing in distinct computers, interact. The objective of that dissertations is to show a general overview of the distributed object computing and, based on the COM distributed object model, specify the dynamic access to distributed objects based on implementations developed in some languages programming. Then, based on that specification, show how was defined and implemented the dynamic access to distributed objects in lingOal, na object oriented programming language developed in the computer science department of the Universidade Federal Fluminense. More specifically, this dissertation describes and show how was implemented the dynamic access to distributed objects in lingOal. That is, how a program that was written in lingOal connects to a server object, independently of the programming language that the server object was developed and the place that the object is running, and sendas messages(calls methods) to that object, as if the distributed object was any lingOal object.