SG 9701311-4

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International Bureau

INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification 6 : G06F 9/44 — A1

(11) International Publication Number: WO 96/08765

(43) International Publication Date: 21 March 1996 (21.03.96)

(21) International Application Number: PCT/CA95/00513

(22) International Filing Date: 15 September 1995 (15.09.95)

(30) Priority Data:
08/306,481 15 September 1994 (15.09.94) US

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(81) Designated States: AM, AT, AU, BB, BG, BR, BY, CA, CH, CN, CZ, DE, DK, EE, ES, FI, GB, GE, HU, IS, JP, KE, KG, KP, KR, KZ, LK, LR, LT, LU, LV, MD, MG, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, TJ, TM, TT, UA, UG, US, UZ, VN, European patent (AT, BE, CH, DE, DK, ES, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG), ARIPO patent (KE, MW, SD, SZ, UG).

Published
With international search report.

(54) Title: SYSTEM AND METHOD FOR PROVIDING INTEROPERABILITY AMONG HETEROGENEOUS OBJECT SYSTEMS

(57) Abstract

A system and method in accordance with a preferred embodiment enable objects from two or more heterogeneous object systems in a digital computer to interoperate and be combined in the creation of a larger object-oriented software project, as well as uses of such system and method. Objects from a foreign object system are unmodified, yet appear to be native to the object system in which they are used or accessed. A native proxy object (indistinguishable from other native objects) is constructed for the real foreign object. The proxy object contains an identifier to the real object, as well as a pointer to a software description of how to access and manipulate the object - e.g. how to call its methods, set its properties, and handle exceptions. When the proxy object is manipulated, it follows the instructions in the software description which, in turn, results in the corresponding manipulation of the foreign object.

