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These are always implemented by system libraries and a fixed interface presented to the programmer regardless of the underlying implementation

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The idea is much older than GUIs, of course: originally this was called a *software bus* in analogy with hardware buses that connect hardware components

Application Level

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- CORBA (Common Object Request Broker Architecture)
- DCOP (Desktop COmmunication Protocol)
- Bonobo (based on CORBA)
- D-Bus
- COM (Component Object Model) and variants, including .NET

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This is called *message passing*, another important paradigm for IPC

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Exercise. Read up on some of these

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Any of these mechanisms can be used in tandem

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- D-Bus might use pipes to communicate between processes
- And pass a filename between them
- and the data is communicated in the file

So, which IPC mechanism to choose?





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As always, it depends on the application





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The best way to choose is to have lots of experience of using them

The level your program is at: low or high?



So, which IPC mechanism to choose?

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- The level your program is at: low or high?
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- What your boss tells you to use
- and so on

