Component Based Development - The True Object Orientation

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The essence of object orientation is that objects collaborate by sending messages to each other. Mainstream object technology has repressed this simple picture, focusing on programming languages, classes and inheritance. With the "new" components coupled with distribution, we finally capture the true power of objects: Simple solutions, unlimited scaling, distributed ownership, separation of concern, and independence of language, platform and location.

The advantages of the component technology are shorter development time, simpler and more reliable systems, and extensive reuse. It is surprisingly different and difficult, even though it starts from objects. The difficulties partly stem from a confusing and immature technology with a hodgepodge of solutions such as CORBA, RMI, EJB, and transaction monitors. But the main challenge is on a higher level. Component technology requires changing one's mindset from the self-contained application to a world of interconnected objects. Few developers write code, they mainly compose components and set their properties. Projects no longer develop systems from scratch, but merely add features to the existing web. End users interact directly with information, the programs are invisible. In time, users will even compose their own systems without help from experts.