

Test objects can be stored in two types of object repositories—a **shared object repository** and a **local object repository**. A shared object repository stores test objects in a file that can be accessed by multiple components (via their application areas) in read-only mode. A local object repository stores objects in a file that is associated with one specific component, so that only that component can access the stored objects.

When you plan and create components, you must consider how you want to store the objects in your components. You can store the objects for each component in its corresponding local object repository, or you can store the objects in your components in one or more shared object repositories. By storing objects in shared object repositories and associating these repositories with your components' application areas, you enable multiple components to use the objects. For each component, you can use a combination of objects from your local and shared object repositories, according to your needs. You can also transfer local objects to a shared object repository, if required. This reduces maintenance and enhances the reusability of your components because it enables you to maintain the objects in a single, shared location instead of multiple locations.

If you are new to using QTP, you may want to use local object repositories. In this way, you can record and run components without creating, choosing, or modifying shared object repositories because all objects are automatically saved in a local object repository that can be accessed by its corresponding component. If you modify an object in the local object repository, your changes do not have any effect on any other component.

If you are familiar with testing, it is probably most efficient to save objects in a shared object repository. In this way, you can use the same shared object repository for multiple components—if the components include the same objects. Test object information that applies to many components is kept in one central location. When the objects in your application change, you can update them in one location for all the components that use this shared object repository.

If an object with the same name and description is located in both the local object repository and in a shared object repository associated with the same component, the component uses the local object definition. If an object with the same name and description is located in more than one shared object repository associated with the same component, the object definition is used from the first occurrence of the object, according to the order in which the shared object repositories are associated with the component.

Local objects are saved locally with the component, and can be accessed only from that component. When using a shared object repository, you can use the same object repository for multiple components. You can also use multiple object repositories for each component.

When you open and work with an existing component, it always uses the object repositories that are specified in the application area with which the component is associated. Shared object repositories are read-only when accessed from components; you edit them using the Object Repository Manager.