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Autore	Cros, Charles
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Altri autori (Persone)	Corbiere, Tristanauthor Forestier, Louis Walzer, Pierre Olivier
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Autore	Liu Ming T (Ming-Tsan)
Titolo	WCF 4.0 multi-tier services development with LINQ to entities [[electronic resource]] : build SOA applications on the Microsoft platform with this hands-on guide updated for VS2010 / / Mike Liu
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1: Introducing Web Services and Windows Communication Foundation; What is SOA?; Web services; What is a web service?; Web service WSDL; Web service proxy; SOAP; Web services: standards and specifications; WS-I Profiles; WS-Addressing; WS-Security; WS-ReliableMessaging; WS-Coordination and WS-Transaction; WCF: Windows Communication Foundation; What is WCF?; Why is WCF used for SOA?; WCF architecture; Basic WCF concepts-WCF ABCs; Address; Binding; Contract; Service contract; Operation contract Message contractData contract; Fault contract; Endpoint; Behavior; Hosting; Self hosting; Windows services hosting; IIS hosting; Windows Activation Services hosting; Channels; Metadata; WCF production and development environments; Summary; Chapter 2: Implementing a Basic HelloWorld WCF Service; Creating the HelloWorld solution and project; Creating the HelloWorldService service contract interface; Implementing the HelloWorldService service contract; Hosting the WCF service in ASP.NET Development Server; Creating the host application; Testing the host application; ASP.NET Development Server

Adding an SVC file to the host applicationModifying the web.config file; Starting the host application; Creating a client to consume the WCF service; Creating the client application project; Generating the proxy and configuration files; Customizing the client application; Running the client application; Setting the service application to AutoStart; Summary; Chapter 3: Hosting and Debugging the HelloWorld WCF Service; Hosting the HelloWorld WCF service; Hosting the service in a managed application; Hosting the service in a console application Consuming the service hosted in a console applicationHosting the service in a Windows service; Hosting the service in Internet Information Server; Preparing the folders and files; Turn on Internet Information Services; Creating the IIS application; Starting the WCF service in IIS; Testing the WCF service hosted in IIS; Other WCF service hosting options; Debugging the HelloWorld WCF service; Debugging from the client application; Starting the debugging process; Debugging on the client application; Attaching to ASP.NET Development Server; Stepping into the WCF service
Debugging only the WCF serviceStarting the WCF Service in debugging mode; Starting the client application in non-debugging mode; Starting the WCF service and client applications in debugging mode; Attaching to a WCF service process; Running the WCF service and client applications in non-debugging mode; Debugging the WCF service hosted in IIS; Just-In-Time debugger; Summary; Chapter 4: Implementing a WCF Service in the Real World; Why layer a service?; Creating a new solution and project using WCF templates; Using the C# WCF service library template
Using the C# WCF service application template

Sommario/riassunto

Build SOA applications on the Microsoft platform with this hands-on book and eBook guide updated for VS2010