1. Record Nr. UNINA9911020114603321

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Titolo	Fundamentals of distributed object systems : the CORBA perspective / / Zahir Tari, Omran Bukhres
Pubbl/distr/stampa	New York, : Wiley, c2001
ISBN	9786610367528 9781280367526 1280367520 9780470240519 0470240512 9780471464112 0471464112 9780471200642 0471200646
Descrizione fisica	1 online resource (419 p.)
Collana	Wiley series on parallel and distributed computing
Altri autori (Persone)	BukhresOmran
Disciplina	004.22 004/.36
Soggetti	Object-oriented methods (Computer science) CORBA (Computer architecture)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 371-376) and index.
Nota di contenuto	FUNDAMENTALS OF DISTRIBUTED OBJECT SYSTEMS; Contents; FOREWORD; PREFACE; ACKNOWLEDGMENTS; ACRONYMS; PART I BASICS OF CORBA; 1. Introduction to Distributed Systems; 1.1 Basics of Distributed Systems; 1.1.1 Architectures; 1.1.2 Characteristics; 1.1.3 Advantages and Disadvantages; 1.2 Distributed System Technologies; 1.2.1 Socket; 1.2.2 Remote Procedure Call; 1.2.3 Remote Method Invocation; 1.2.4 Distributed Computing Environment; 1.2.5 Distributed Component Object Model; 1.3 Summary; 1.4 Review Questions; 1.5 Exercises; 2. Introduction to CORBA; 2.1 Overall Picture 2.2 CORBA 1, CORBA 2, and CORBA 32.3 Object Management Group; 2.3.1 Reference Object Model; 2.3.2 Object Management Architecture; 2.4 Common Object Request Broker Architecture; 2.4.1 ORB Core; 2.4.2

Interface Definition Language; 2.4.3 Interface and Implementation Repositories; 2.4.4 Object Adaptors; 2.4.5 CORBA Interoperability; 2.5 CORBA Binding; 2.5.1 Binding of Transient IORs; 2.5.2 Binding Persistent IORs; 2.6 CORBA and Existing Technologies; 2.6.1 DCE vs. CORBA; 2.6.2 DCOM vs. CORBA; 2.6.3 RMI vs. CORBA; 2.7 Summary; 2.8 Review Questions; 2.9 Exercises; 3. CORBA Programming
3.1 Overall Picture3.2 Basic CORBA Programming; 3.2.1 Interface Definition Language; 3.2.2 Static Invocation Interface; 3.2.3 Static Skeleton Interface; 3.3 Dynamic Types; 3.3.1 TypeCode; 3.3.2 Type Any; 3.4 Advanced CORBA Programming; 3.4.1 Dynamic Invocation Interface; 3.4.2 Dynamic Skeleton Interface; 3.4.3 Interface and Implementation Repositories; 3.5 Summary; 3.6 Review Questions; 3.7 Exercises; PART II ADVANCED CORBA; 4. Object Adaptors; 4.1 Overall Picture; 4.2 Architectures; 4.2.1 Basic Object Adaptor; 4.2.2 Portable Object Adaptor; 4.3 Technical Issues; 4.3.1 Overview
4.3.2 Basic Object Adaptor4.3.3 Portable Object Adaptor; 4.4 Database Adaptors; 4.5 Summary; 4.6 Review Questions; 4.7 Exercises; 5. CORBA Interoperability; 5.1 Overall Picture; 5.2 Domain; 5.3 Bridge; 5.4 Interoperability Protocols; 5.4.1 Internet Inter-ORB Protocol; 5.4.2 Environment Specific Inter-ORB Protocol; 5.5 Interoperable Object Reference; 5.6 Summary; 5.7 Review Questions; 5.8 Exercises; 6. CORBA Caching; 6.1 Overall Picture; 6.2 Caching Issues and Techniques; 6.3 Cache Replacement; 6.3.1 Caching Consistency Algorithms; 6.3.2 Other Issues; 6.4 The Caching Approach; 6.5 Architecture
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8.2.3 Service Import

Sommario/riassunto

Distributed Object Computing teaches readers the fundamentals of CORBA, the leading architecture for design of software used in parallel and distributed computing applications. Since CORBA is based on open standards, it is the only effective way to learn object-oriented programming for distributed systems. This language independent book allows material to be taught using Java, C++ or other Object Oriented Programming Languages.