



CORBA Workshop

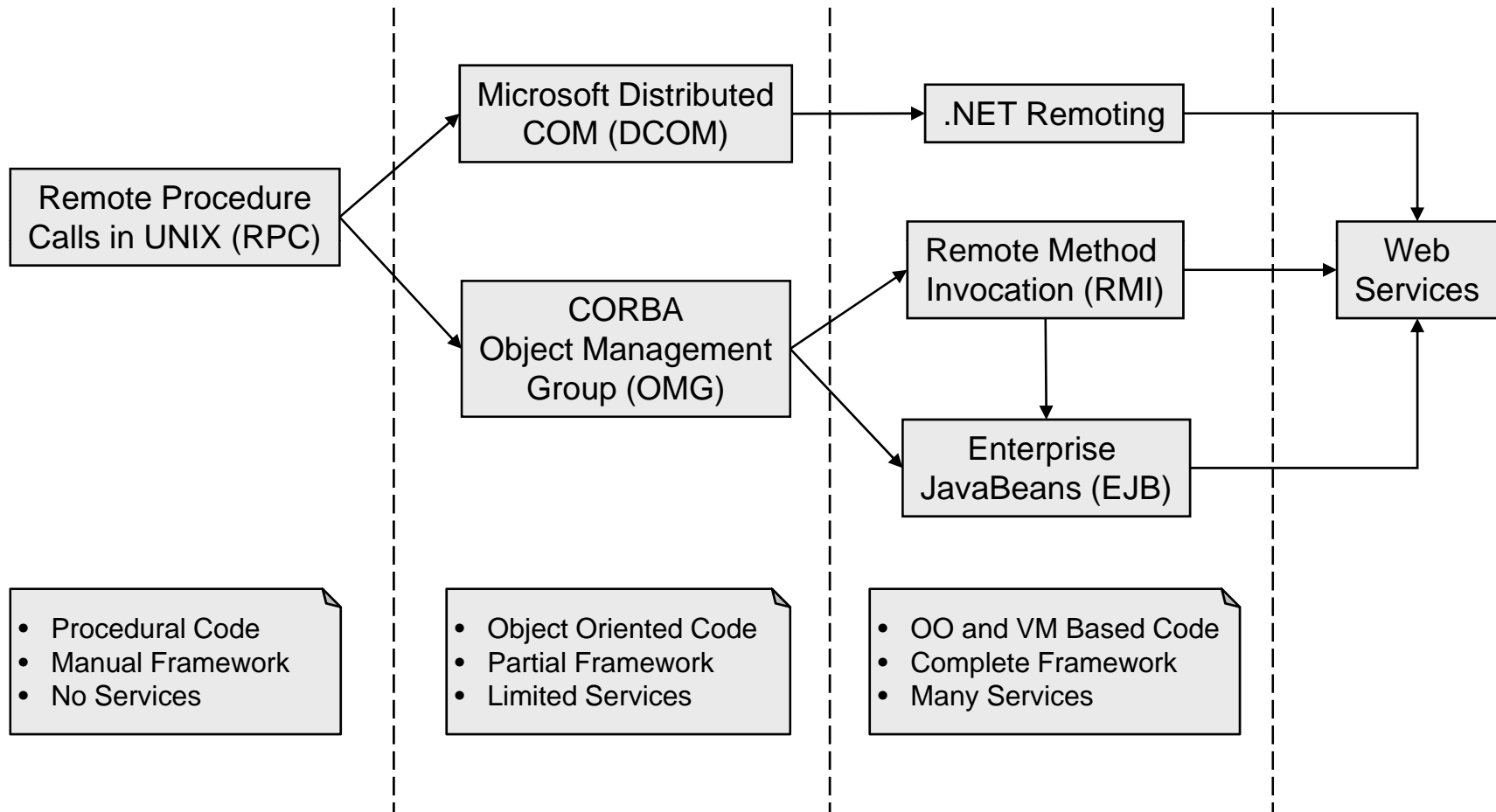
Introduction

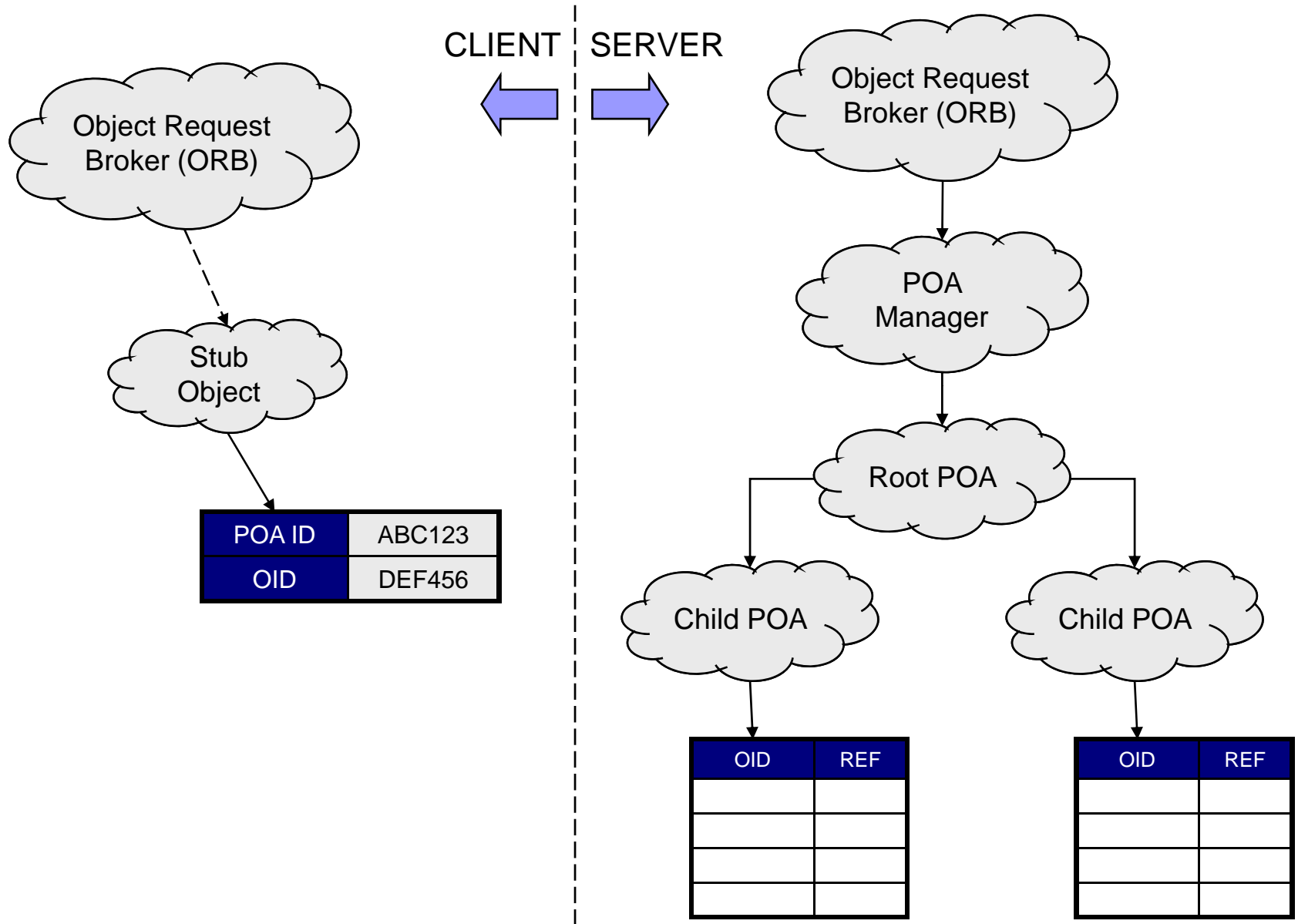


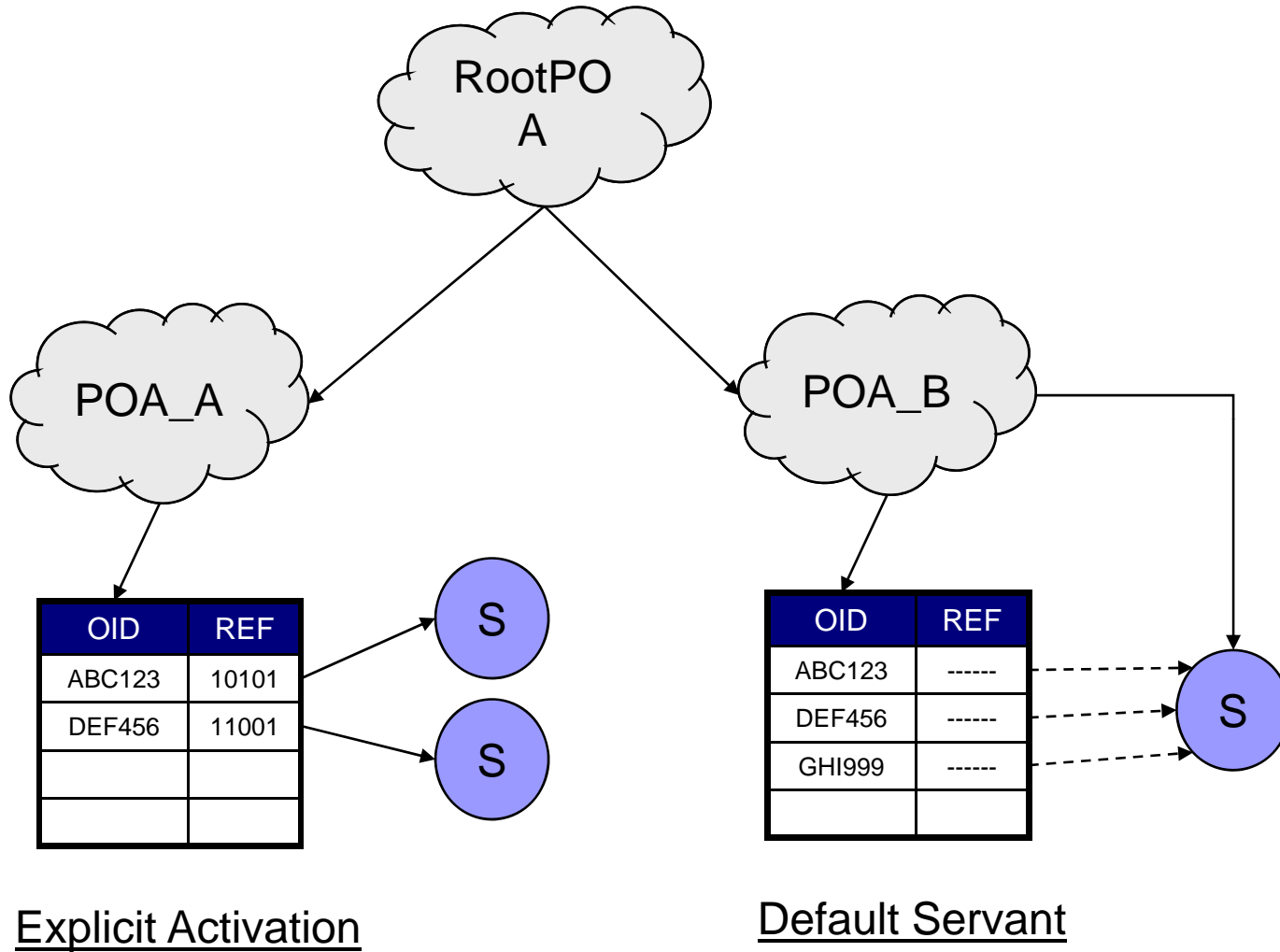
Overview

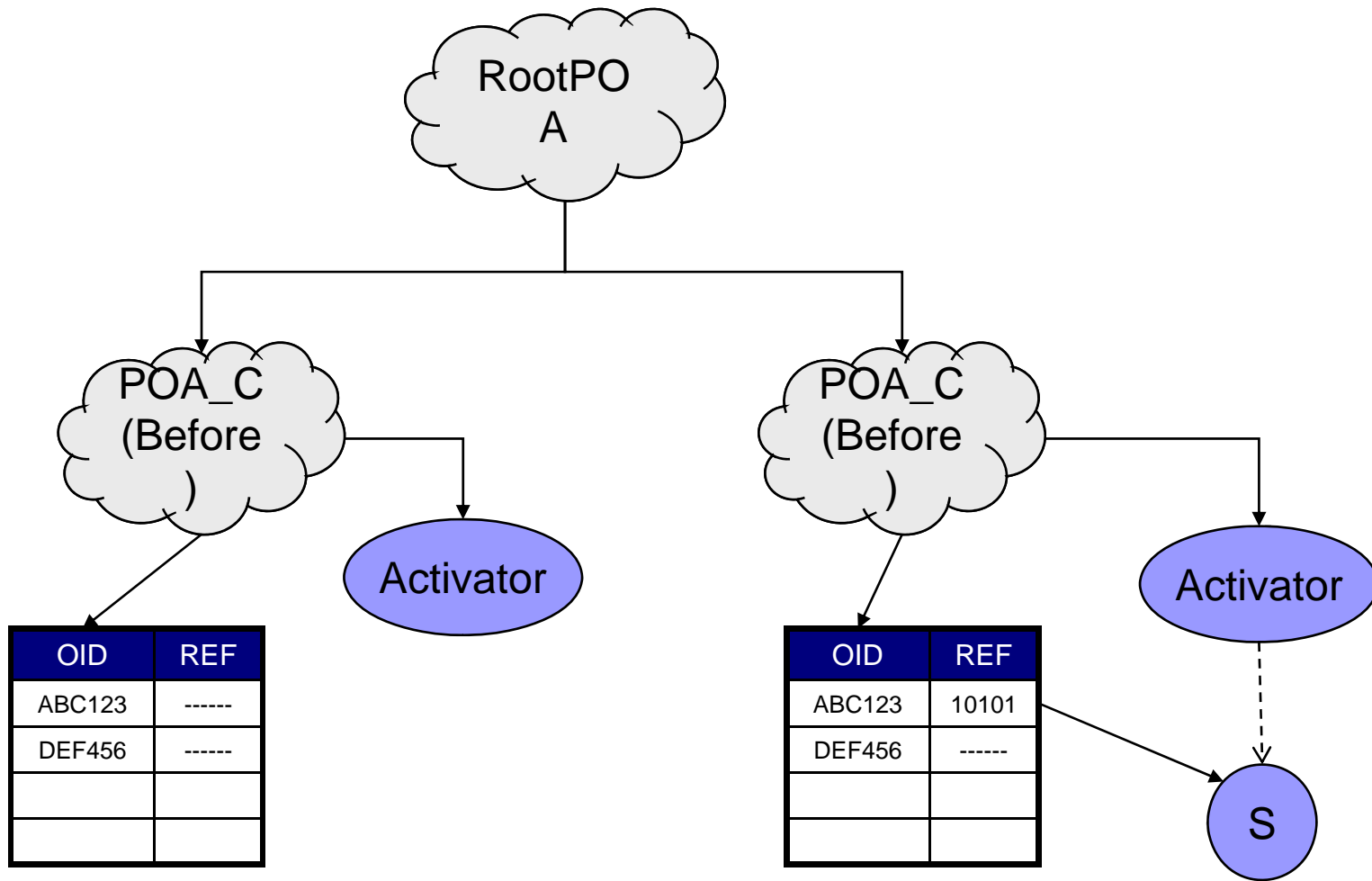
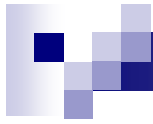
- This is a four day course
 - Core hours and breaks are flexible...
- The course has four goals
 - Understand the CORBA architecture
 - Write simple and complex interfaces using IDL
 - Publish and find objects via the Naming Service
 - Expose Servants via the Portable Object Adapter
 - Use advanced features like callbacks and interception
- Please control the course
 - Ask as many questions as possible
 - Speed up or slow down the pace
 - Don't sit in misery!!

Evolution of Distributed Computing

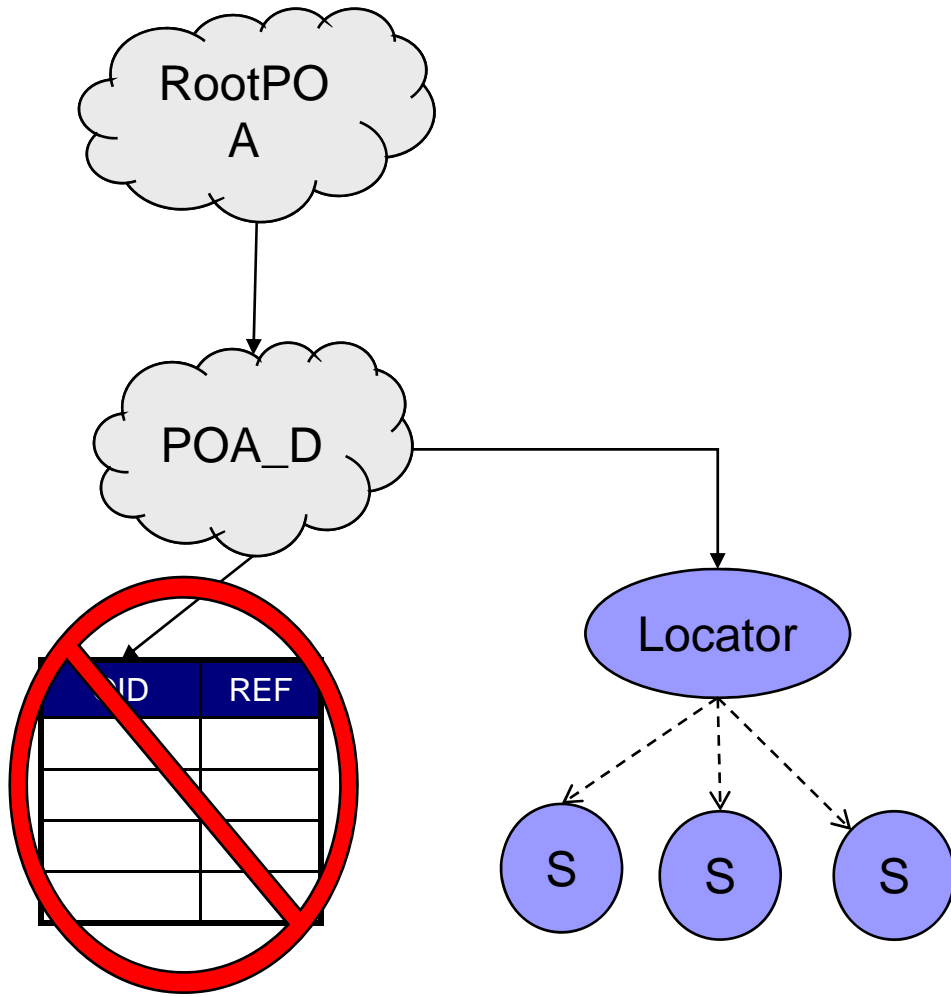
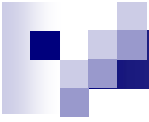




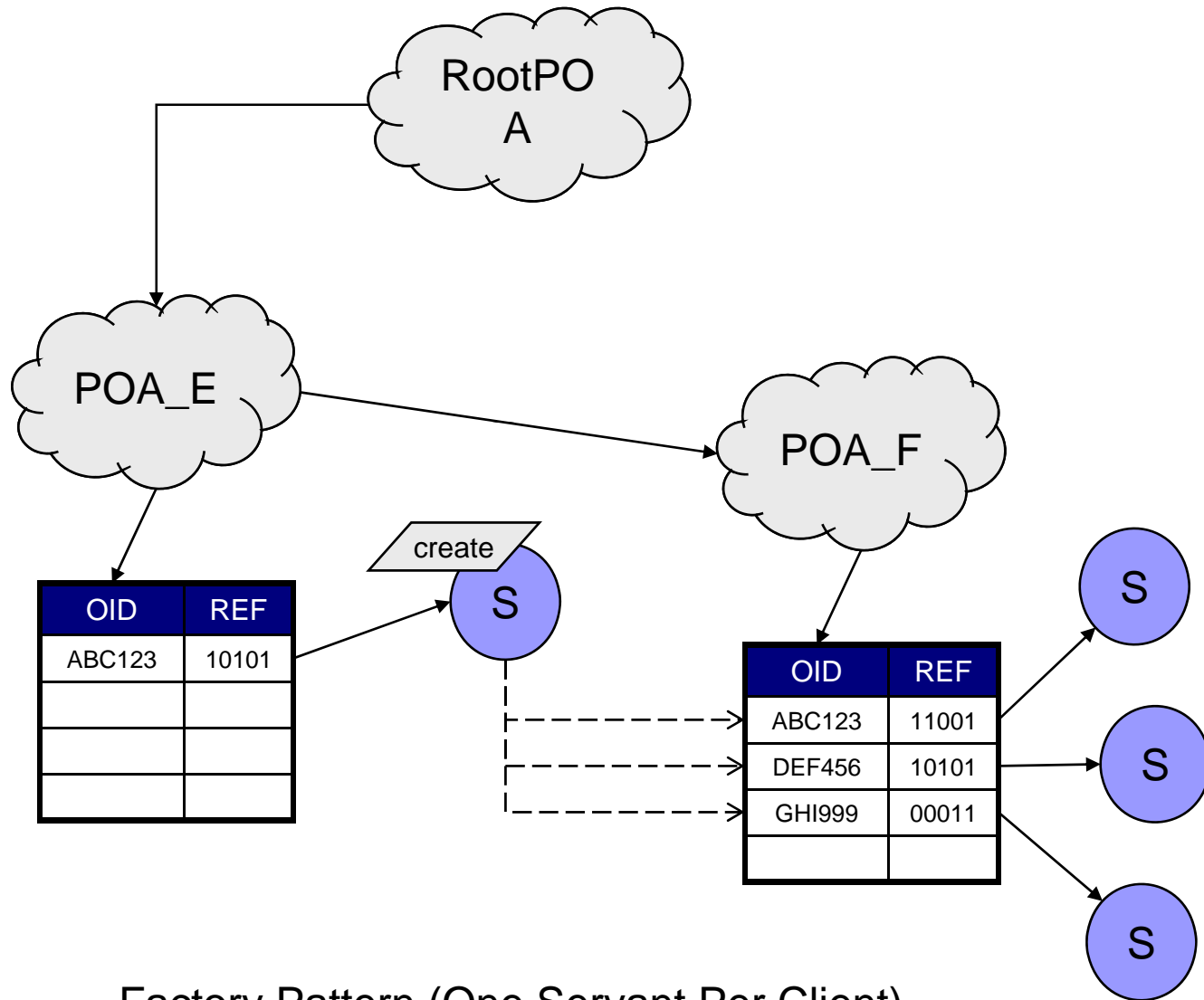




Servant Manager (Activator) Before and After



Servant Manager (Locator)



Factory Pattern (One Servant Per Client)



Lessons Learnt from Using CORBA

- Application developers need VM based languages
 - CORBA was part of this trend but is still rooted in C++
- Application developers should not have to implement parts of the framework themselves
 - In CORBA you still write a main method, object adapters and register objects manually in the Naming Service
 - Since then you deploy components into a Container
- Distributed OO development just doesn't work
 - It took another generation from CORBA to hammer this home
 - You cannot make transparent to object A the fact that object B resides in another process, VM or machine
 - At least not outside an intranet or between different companies