

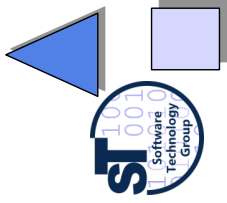
# 11b) Classical Component Systems – CORBA

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1. Basics
2. Dynamic Call
3. Traded Call
4. Evaluation according to our criteria list
5. Appendices

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## Obligatory Reading

- ▶ ISC, 3.1-3.3
- ▶ Szyperski 2<sup>nd</sup> edition, Chap 13
- ▶ <http://java.sun.com/javase/6/docs/technotes/guides/idl/>
- ▶ <http://java.sun.com/developer/technicalArticles/releases/corba/>

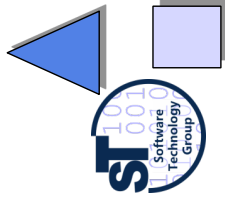


## Literature

- ▶ R. Orfali, D. Harkey: Client/Server programming with Java and Corba. Wiley&Sons. easy to read.
- ▶ R. Orfali, D. Harkey, J. Edwards: Instant Corba. Addison-Wesley.
- ▶ CORBA. Communications of the ACM, Oct. 1998. All articles. Overview on CORBA 3.0.
- ▶ CORBA 3.1 specification: <http://www.omg.org/spec/CORBA/3.1/>
- ▶ Jens-Peter Redlich, CORBA 2.0 / Praktische Einführung für C++ und Java. Verlag: Addison-Wesley, 1996. ISBN: 3-8273-1060-1



## 11b.1 Basic Mechanisms



# CORBA: Common Object Request Broker Architecture®

- ▶ Founding year of the OMG (object management group) 1989
- ▶ Goal: plug-and-play components everywhere
- ▶ Corba 1.1 1991 (IDL, ORB, BOA)
- ▶ ODMG-93 (Standard for OO-databases)
- ▶ Corba 2.0 1995, later 2.2 and 2.4
- ▶ Corba 3.0 1999
- ▶ Corba is large
  - Object Request Broker – 2000 pages of specification
  - Object Services – 300 pages
  - Common Facilities – 150 pages



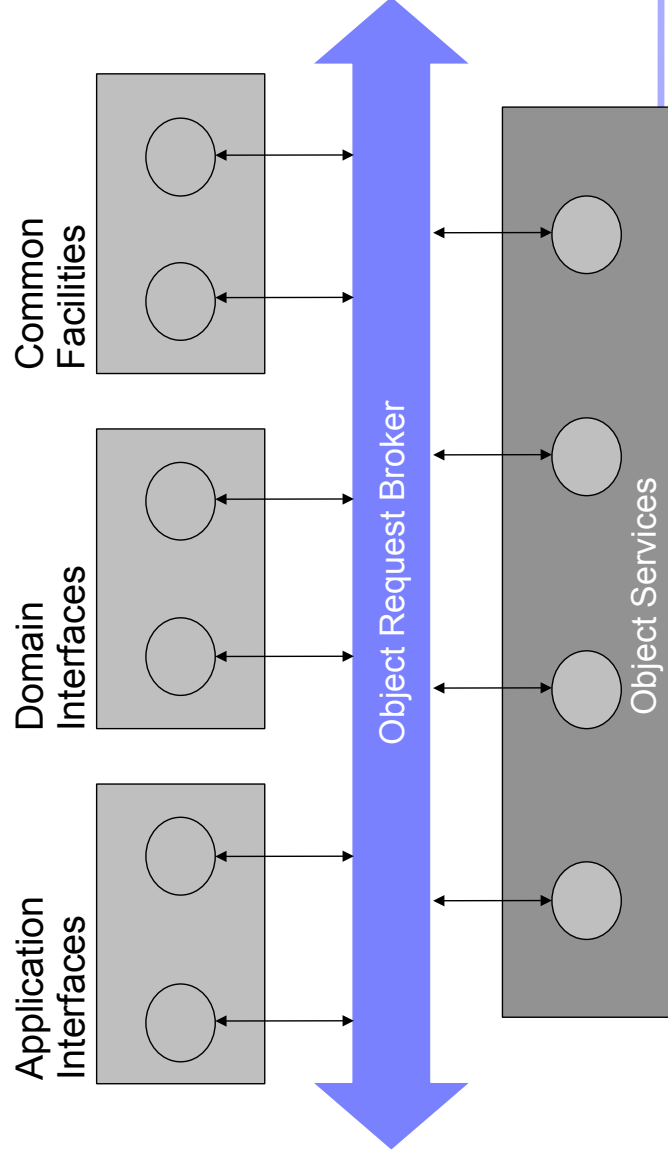
# Ingredients of CORBA

- ▶ **Component Model**
  - Components are classes and objects, i.e., similar to object-oriented software
    - In CORBA 3.0, the CCM has additionally been introduced
  - Components have more component secrets
    - Language interoperability by uniform interface description
    - Location transparency
    - Name transparency
    - Transparent network protocols
  - Standardization
    - CORBA Services
    - CORBA Facilities
      - Horizontal vs. vertical
- ▶ **Composition Techniques**
  - Adaptation by stubs and skeletons
  - CORBA MOF for metamodelling

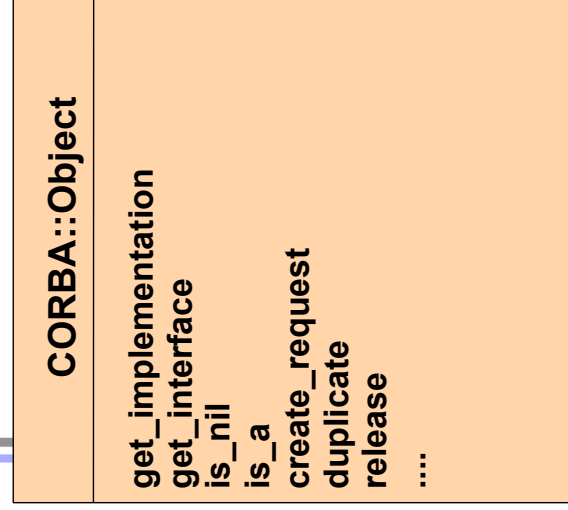


# OMA (Object Management Architecture)

- ▶ A software bus, based on the Mediator (Broker) design pattern
  - Coupled by decorator-connectors



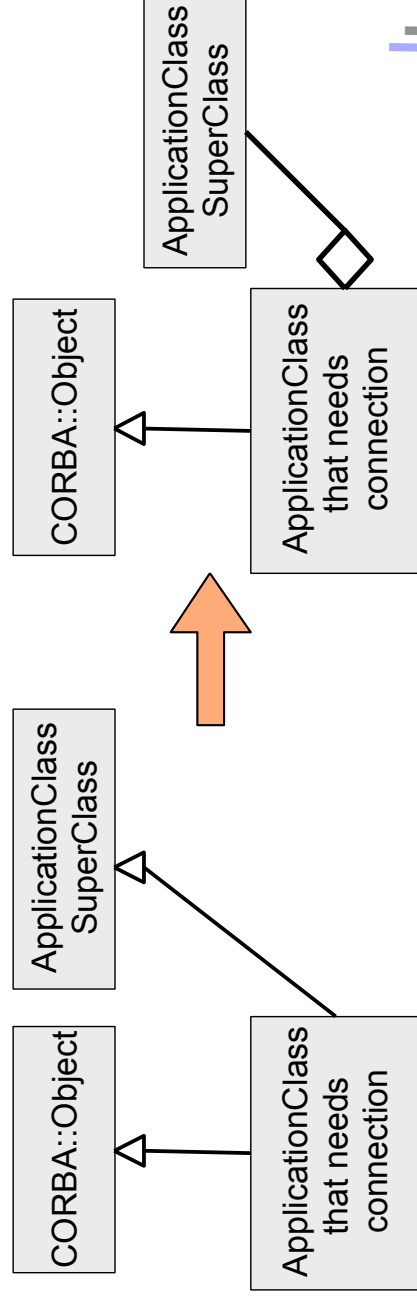
# The Top Class CORBA::Object



- ▶ The class `CORBA::Object` defines a component model
  - The class must be inherited to all objects in the application
- ▶ CORBA supports reflection and introspection:
  - `get_interface` delivers a reference to the entry in the interface repository
  - `get_implementation` a reference to the implementation
- ▶ Reflection works by the interface repository (list\_initial\_references from the `CORBA::ORB` interface).

## Problem: Multiple Inheritance of CORBA Object

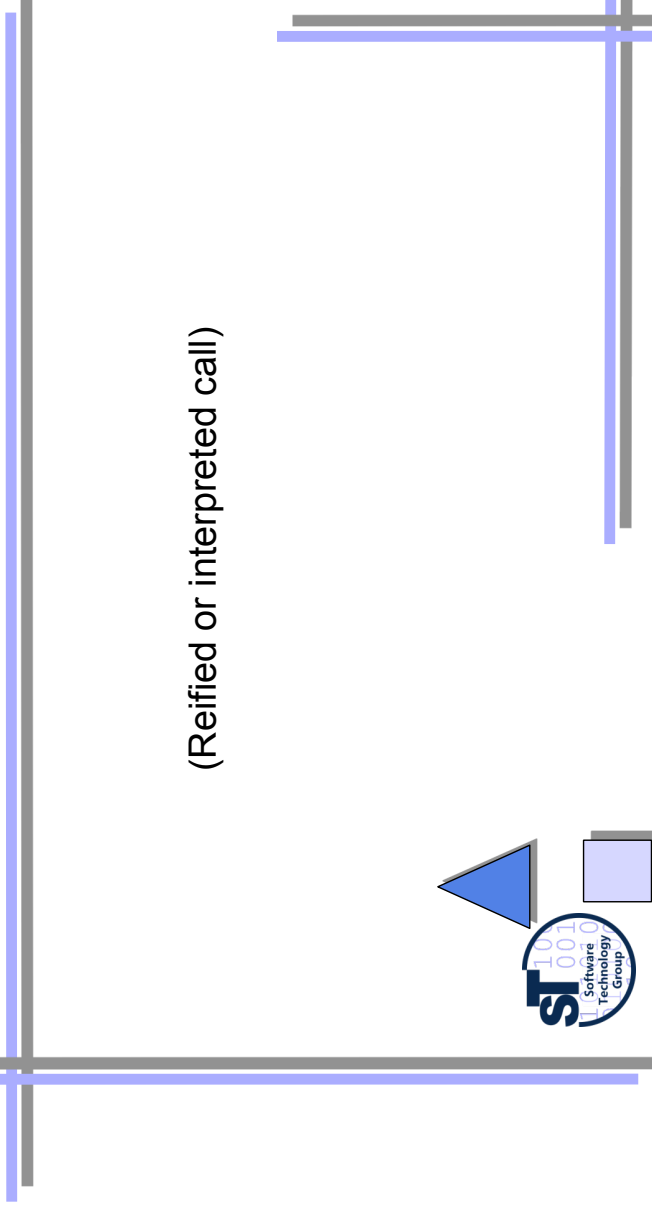
- ▶ CORBA::Object includes code into a class
- ▶ Many languages only offer only single inheritance
  - Application super class must be a delegatee
- Only some languages offer mixin inheritance (mixin layers), such as Scala, C# 4.0, Eiffel



## Basic Connections in CORBA

- ▶ CORBA composes components with connections
  - Static method call with static stubs and skeletons
    - Local or remote is transparent (compare to EJB!)
  - Polymorphic call
    - Local or remote
  - Event transmission
  - Callback (simplified Observer pattern)
  - Dynamic invocation (DII, request broking, interpreted call, symbolic call)
    - Searching services dynamically in the web (location transparency of a service)
  - Trading
    - Find services in a yellow pages service, based on properties
- Important: CORBA is language-heterogeneous, i.e., offers these services for most of the main-stream languages

## 11b.2 Dynamic Call Connector (with Object Request Broking)



(Reified or interpreted call)

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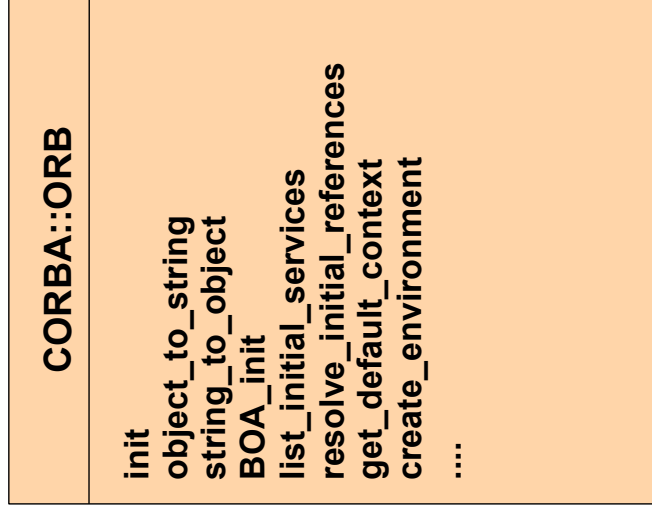


## Dynamic Call Connector (Request Broking)

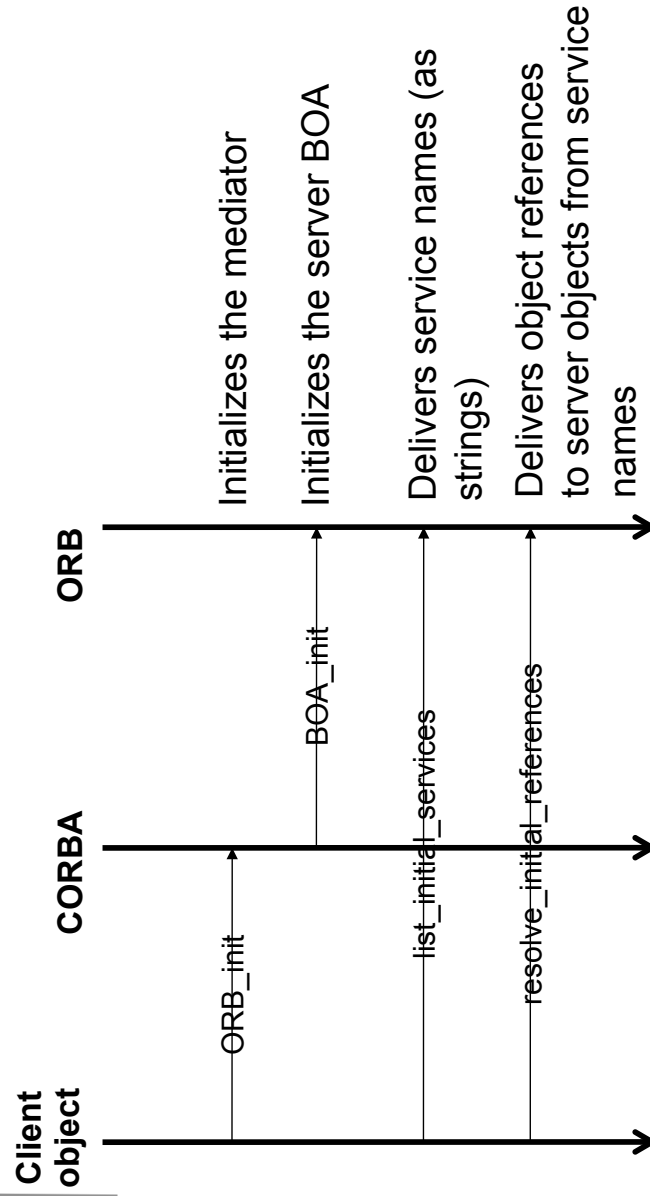
- ▶ CORBA *dynamic call* is a *reified call* (*interpreted call*), i.e., a reflective call with a symbolic name and arguments
  - Without knowing that the service exists
  - Services can be dynamically exchanged, brought into the play a posteriori
  - Without recompilation of clients, nor regeneration of stubs
  - Binding of names to addresses is dynamic
- ▶ Requires descriptions of semantics of service components
  - For identification of services
    - Metadata (descriptive data): catalogues of components (interface repository, implementation repository)
    - Property service (later)
- ▶ and a mediator, that looks for services: the ORB

# Object Request Broker (ORB)

- ▶ For a dynamic call, the ORB must be involved
- ▶ The ORB is a *mediator* (design pattern) between client and server
  - ▶ Hides the the environment from clients
  - ▶ Can talk to other ORBs, also on the web



# ORB Activation





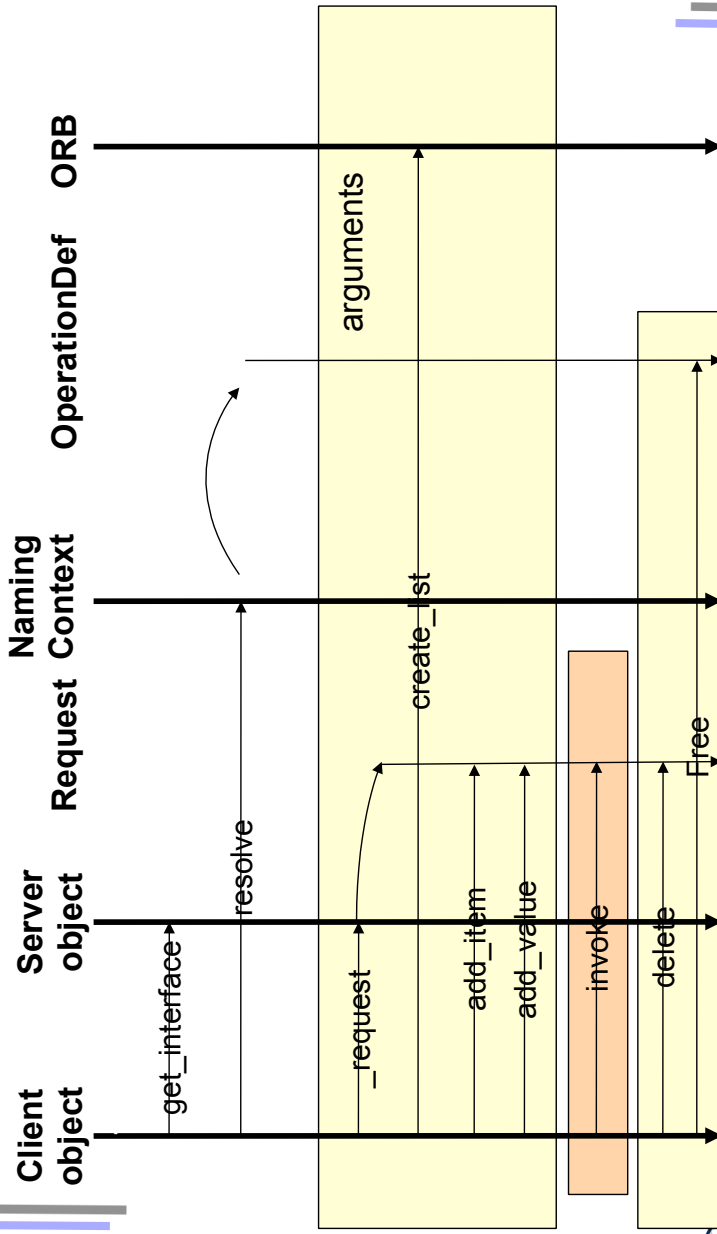
## Requesting a Service via the ORB

- ▶ Reflective calls
  - Building a call object (Request)
  - Adding arguments
  - Invoking
  - Polling, reading

```
CORBA::ORB  
  
// dynamic call  
create_list  
create_operation_list  
add_item  
add_value  
invoke  
poll_response  
send  
get_response  
delete  
....
```



## Protocol of Dynamic Call (DII)





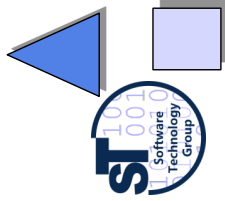
# ORBS

- ▶ **Java-based**
  - IBM WebSphere
  - IONA Orbix: In Java, ORBlets possible
  - BEA WebLogic
  - Visibroker (in Netscape)
  - Voyager (ObjectSpace) (with Mobile Agents)
  - free: JacORB, ILU, Jorba, DynaORB
- ▶ **C-based**
  - ACE ORB TAO, University Washington (with trader)
  - Linux ORBIT (gnome)
  - Linux MICO
- ▶ **Python-based**
  - fnorb
- ▶ <http://www.omg.org>



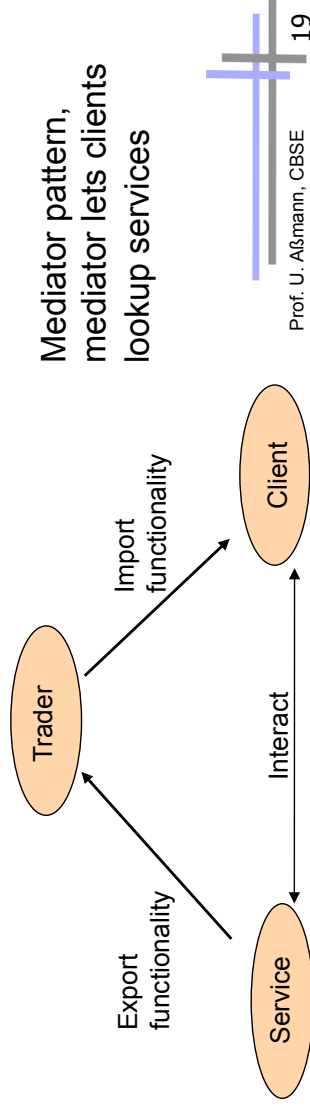
## 11b.3 Trader-Based Call

The foundation of service-oriented architecture (SOA)



## Beyond Dynamic Call: Service Call with the Trader Service

- ▶ A service call is a call, not based on naming but on semantic attributes, published properties
  - Requires a yellow page directory of services
- ▶ Service-oriented architectures (SOA), requires matchmaking of services
  - The ORB resolves operations still based on naming (with the name service). The trader, however, resolves services without names, only based on properties and policies
- ▶ The trader gets offers from servers, containing new services



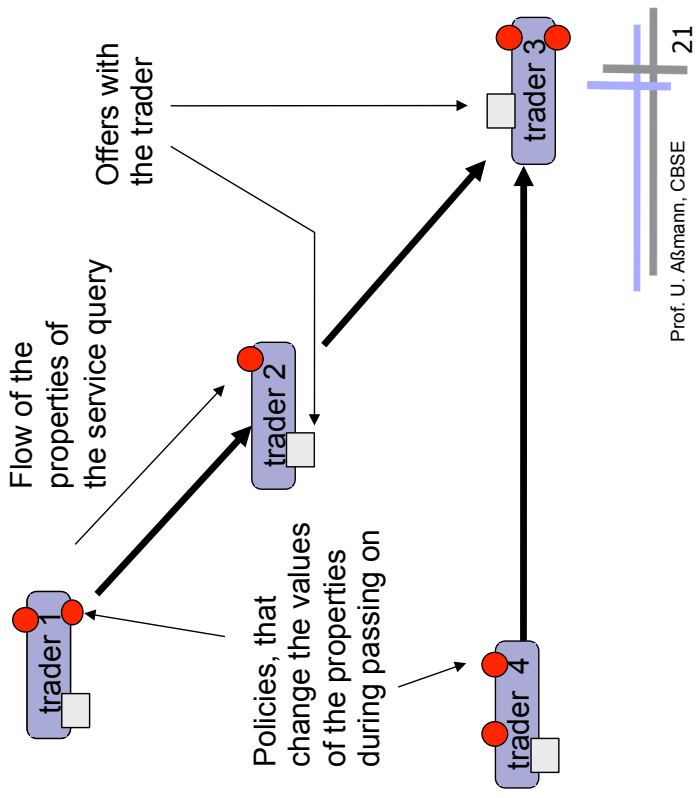
## Service Offers for Trader

- ▶ Service offer (IOR with properties (metadata))
  - Properties describe services
  - Are used by traders to match services to queries
  - *not* facet-based, one-dimensional
- ▶ Dynamic property
  - A property can be queried dynamically by the trader of service
  - The service-object can determine the value of a dynamic property anew
- ▶ Matching with the standard constraint language
  - Boolean expressions about properties
  - Numeric and string comparisons

# Traders Provide Service Hopping

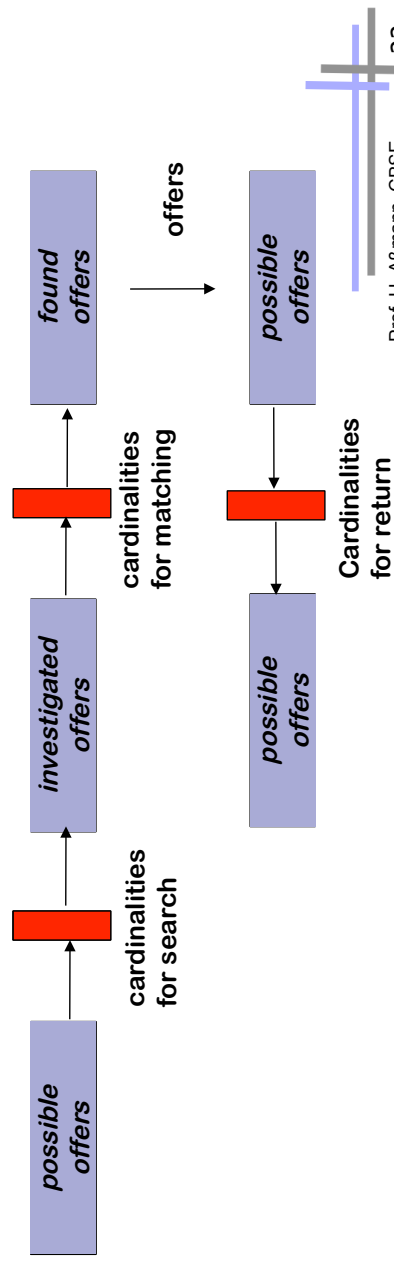
If a trader doesn't find a service, it calls neighbor traders

- Design pattern Chain of Responsibility
- ▶ Graph of traders
  - Links to neighbors via TraderLink
  - TraderLink filters queries and manipulate via policies



# Modification of Queries

- ▶ Policies parameterize the behaviour of the traders and the TraderLinks
  - Filters, i.e., values, modifying the queries:
  - max\_search\_card: maximum cardinality for the ongoing searches
  - max\_match\_card: maximum cardinality for matchings
  - max\_hop\_count: cardinality search depth in the graph



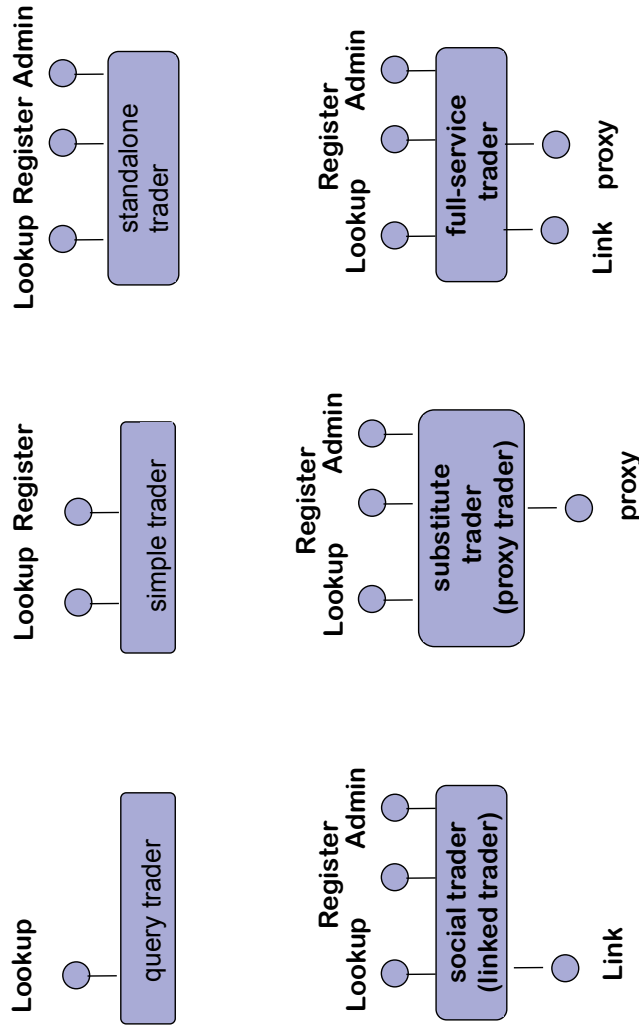


## Interfaces Trading Service

- ▶ Basic interfaces
  - Lookup (query)
  - Register (for export, retract, import of services)
  - Admin (info about services)
  - Link (construction of trader graph)
- ▶ How does a lookup query look like?
  - `Lookup.Query(in ServiceName, in Constraint, in PolicySeq, in SpecifiedProperties, in howTo, out OfferSequence, offerIterator)`
- ▶ Unfortunately, no faceted matchmaking possible!



## CORBA Trader Types





## Corba 3.0

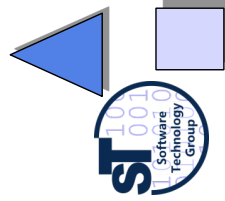
- ▶ Provides the well-defined packaging for producing components
  - CORBA Component Model (CCM): similar to EJB
- ▶ Message Service MOM: Objects have asynchronous buffered message queues
- ▶ Language mappings avoid IDL
  - ▶ Generating IDL from language specific type definitions
  - ▶ C++2IDL, Java2IDL, ...
- ▶ XML integration (SOAP messages)
- ▶ Scripting (CORBA script), a composition language



## 11b.5 Evaluation of CORBA



as composition system



# Component Model

- ▶ Mechanisms for secrets and transparency: very good
  - Interface and Implementation repository
  - Component language hidden (interoperability)
  - Life-time of service hidden
  - Identity of services hidden
  - Location hidden
- ▶ No parameterization
- ▶ Standardization: quite good!
  - Services, application services are available
  - On the other hand, some standards are FAT
  - Technical vs. application specific vs business components:
  - .. but for business objects, the standards must be extended (vertical facilities) (that's where the money is)



# Composition Technique

- ▶ Mechanisms for connection
  - Mechanisms for adaptation
    - Stubs, skeletons, server adapters
  - Mechanisms for glueing: marshalling based on IDL
- ▶ Mechanisms for aspect separation
  - Multiple interfaces per object
    - Facade classes/objects (design pattern facade)
- ▶ Nothing for extensions
- ▶ Mechanisms for meta-modeling
  - Interface Repositories with type codes
  - Implementation repositories
  - Dynamic call and traded call are reflective and introspective
- ▶ Scalability
  - Connections cannot easily be exchanged (except static local and remote call)



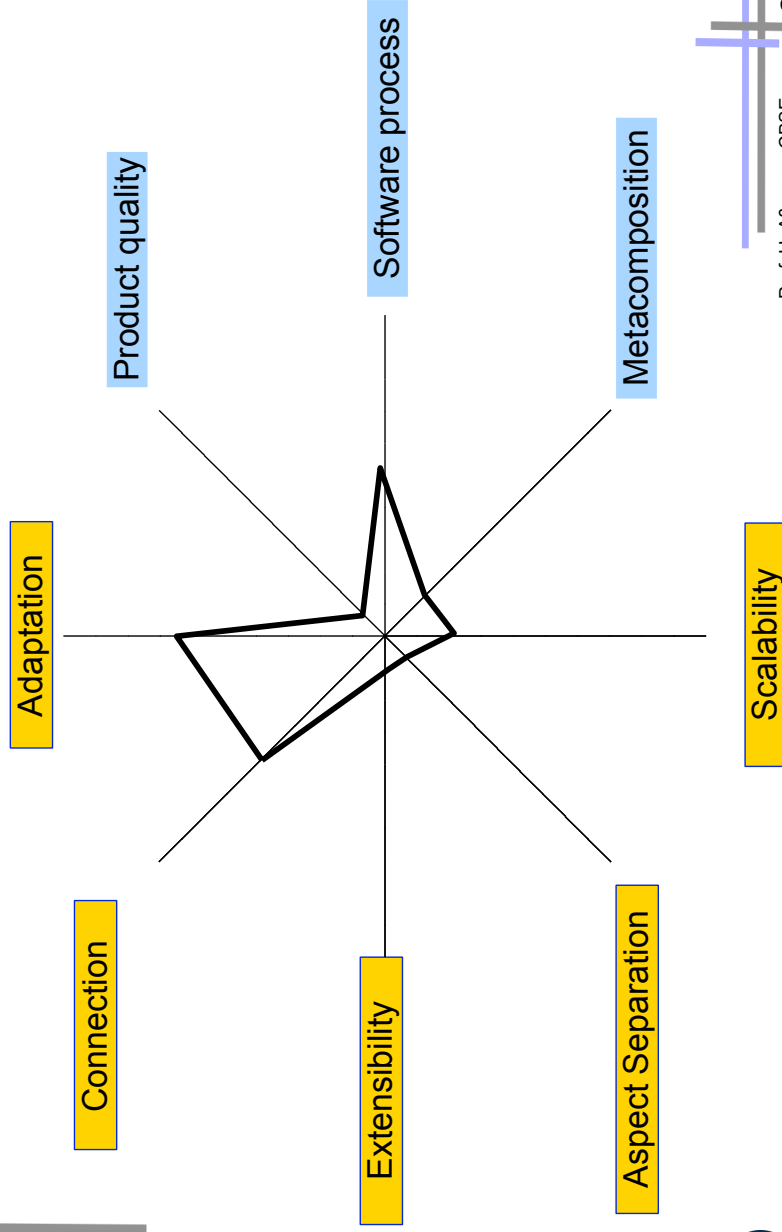


## Composition Language

- ▶ Weak: CORBA scripting provides the a facility to write glue code, but only black-box composition



## CORBA

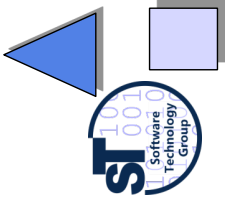


# Appendix

## Basic Composition Technique of CORBA (Basic CORBA Connections)



(self study)



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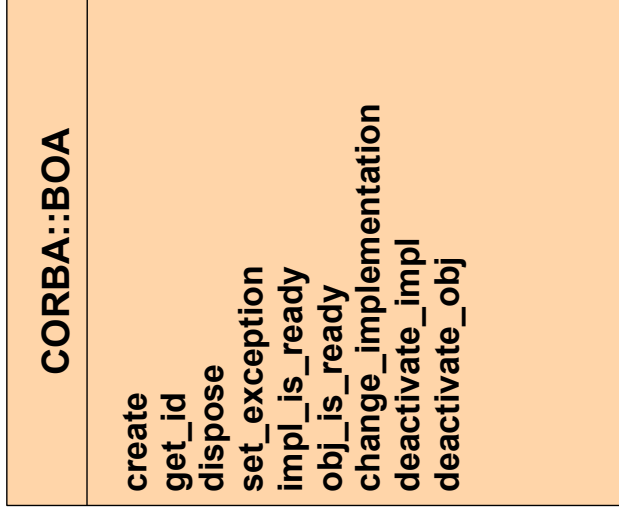
## Static CORBA Call, Local or Remote



- ▶ Advantage: methods of the participants are statically known
  - Indirect call by stub and skeletons, without involvement of an ORB
  - Supports distribution (exchange of local call in one address space to remote call is very easy)
    - Inherit from CORBA class
    - Write an IDL spec
  - No search for service objects, rather fast
  - Better type check, since the compiler knows the involved types
- ▶ The call goes through the server object adapter (server decorator)
  - Basic (server) object adapter (BOA)
  - Portable (server) object adapter (POA)
  - This hides the whether the server is transient or persistent

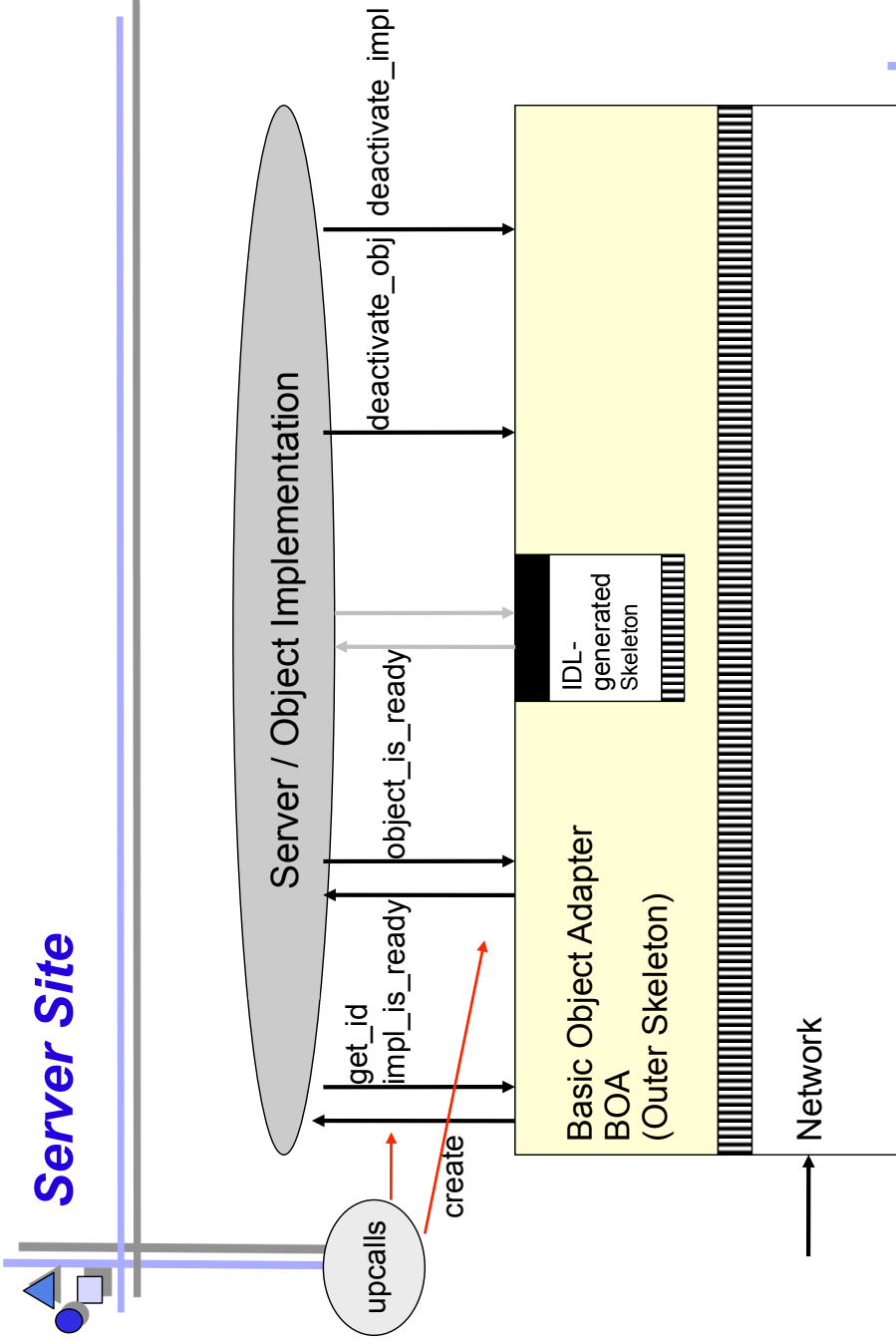


# The CORBA Outer Skeleton: Basic Object Adapter BOA

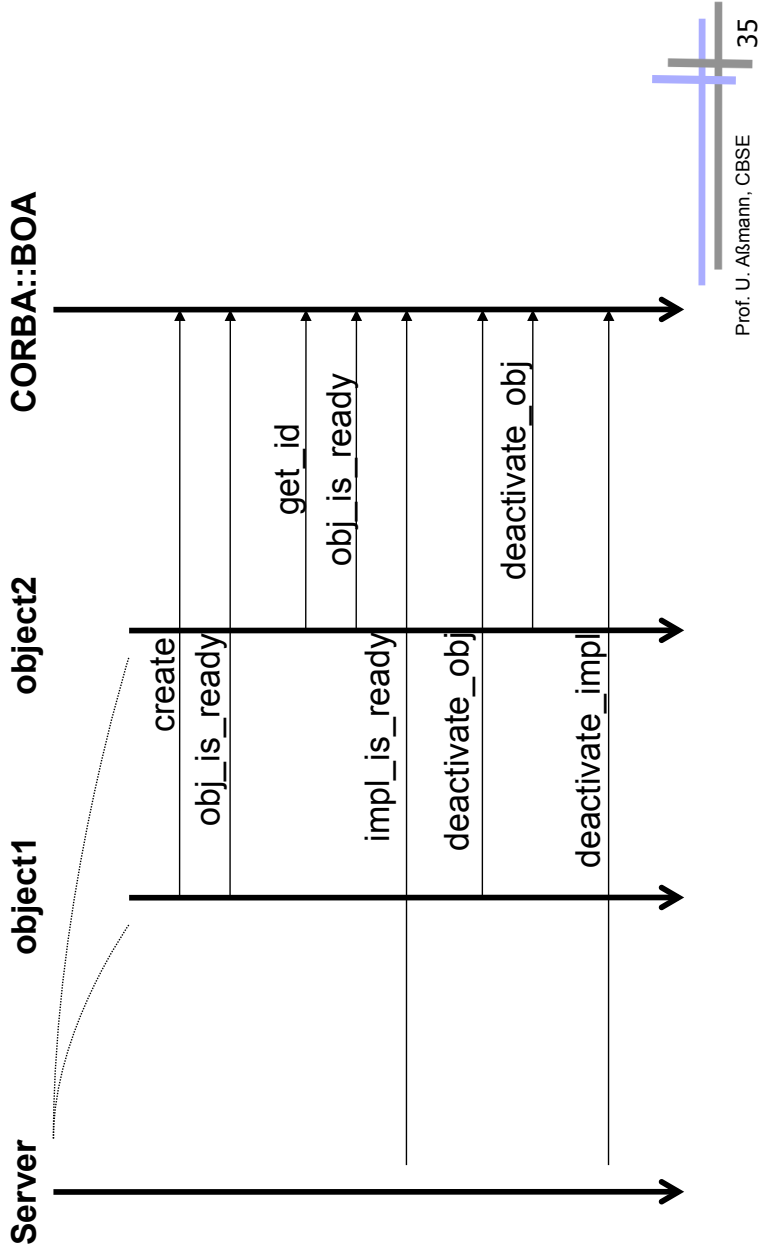


- ▶ The BOA is a real adapter (no decorator)
  - ▶ The BOA hides the life time of the server object (activation: start, stop)
    - Persistence
- ▶ The BOA is implemented in every ORB, for minimal service provision
- ▶ The BOA maintains an implementation repository (component registry)
- ▶ It supports non-object-oriented code

# Server Site



# Object Activation on the Server through a BOA



# Portable Object Adapter POA



- ▶ The POA is an evolution of the BOA in CORBA 3.0
  - One per server, serving many objects
  - Nested POAs possible, with nested name spaces
- ▶ User policies for object management
  - User-written instance managers for management of object instances

# Object Adapters Support Different Server Life-Time Models

## Common server process (shared server)

- Several objects reside in one process on the server; the BOA initializes them as threads with common address space (common apartment)
  - deactivate\_impl, impl\_is\_ready, obj\_is\_ready are mapped directly to thread functions

## Separate server process (unshared server)

- For every object an own process

## Server-per-request (session server)

- Every request generates a new process
- Similar to Session EJB

## Persistent server

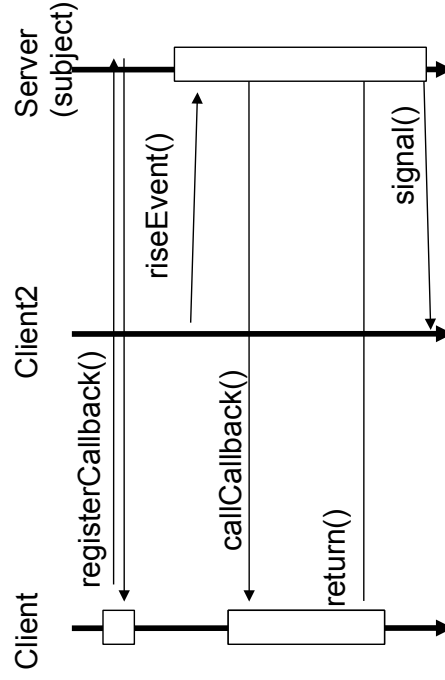
- Another application stores the objects (e.g., a data base).
- The BOA passes on the queries
- Similar to Entity Bean



# Callback Connectors with the Callback Service

## The Callback pattern is a simplified Observer pattern

- Registration and notification, but not status update
- Callback function registration
  - Register a procedure variable, a closure (procedure variable with arguments), or a reference to an object at the subject, the server
- Callback works for all languages, not only object-oriented ones





## Event Connections

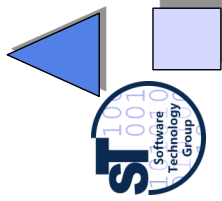
- ▶ Most flexible way of communication (also called messages)
  - Asynchronous communication
  - Works for every CORBA language
- ▶ Receiver models
  - **Unicast:** one receiver
  - **Multicast:** many receivers
  - **Dynamically** varying receivers
- ▶ **Push model:** PushConsumer/PushSupplier: object delivers event with push, event is shipped automatically
- ▶ **Pull model:** PullSupplier/PullConsumer: object waits for event with pull
  - Synchronous or asynchronous
  - Untyped generic events, or typed by IDL
- ▶ **Event channels as intermediate buffers**
  - Channels buffer, filter, and map of pull to push
  - Advantage:
    - Asynchronous Working in the Web (with IIOP and dynamic Call)
    - Attachment of legacy systems interesting for user interfaces, network computing etc.
  - Disadvantage: Very general interface



## Appendix

### Dynamic Call Connector (with Object Request Broking)

Code example (self study)





## Example Dynamic Call in C++

```
// Wow, a complex protocol!!!
CORBA::ORB_ptr orb;
main(int argc, char* argv[]) {
  orb= CORBA::ORB_init(argc,argv, ORBID);
  // alternative description of service
  CosNaming::NamingContext_ptr naming=
  CosNaming::NamingContext::_narrow(
    ::resolve_initial_references
    ("NameService"));
  CORBA::Object_ptr obj;
  try {
    obj= naming->resolve(mk_name("dii_smp1"));
  } catch (CORBA::Exception) {
    cerr << "not registered" << endl; exit(1); }
  // construct arguments
  CORBA::Any val1; val1 <= (CORBA::Short) 123;
  CORBA::Any val2; val2 <= (CORBA::Short) 0;
  CORBA::Any val3; val3 <= (CORBA::Short) 456;
```

```
// Make request (short form)
CORBA::Request_ptr rq= obj->_request("op");
// Create argument list
rq->arguments() = orb->create_list();
rq->arguments()->add_value("arg1", val1, CORBA::ARG_IN);
rq->arguments()->add_value("arg2", val2, CORBA::ARG_OUT);
rq->arguments()->add_value("arg3", val3, CORBA::ARG_INOUT);
// Start request (synchronously)
cout << "start request" << endl;
rq->invoke();
// analyze result
CORBA::Short rslt;
if (*(rq->result()->value()) >= rslt) {
  // Analyze the out/inout-parameters (arg1 has index 0)
  CORBA::Short _arg2, _arg3;
  *(rq->arguments()->item(1)->value()) >= _arg2;
  *(rq->arguments()->item(2)->value()) >= _arg3;
  cout << " arg2= " << _arg2 << " arg3= " << _arg3
  << " return= " << rslt << endl; }
  else {
    cout << "result has unexpected type" << endl; }
```



## DII Invocation in Java (1)

```
// Client.java
// Building Distributed Object Applications with CORBA
// Infowave (Thailand) Co., Ltd.
// http://www.waveman.com
// Jan 1998
public class Client {
  public static void main(String[] args) {
    if (args.length != 2) {
      System.out.println("Usage: vbj Client <carrier-name> <aircraft-name>");
      return;
    }
    String carrierName = args[0];
    String aircraftName = args[1];
    org.omg.CORBA.Object carrier = null;
    org.omg.CORBA.Object aircraft = null;
    org.omg.CORBA.ORB orb = null;
    try {
      orb = org.omg.CORBA.ORB.init(args, null);
    }
    catch (org.omg.CORBA.systemsexception se) {
      System.err.println("ORB init failure " + se);
      System.exit(1);
    }
  }
}
```



## DII Invocation in Java (2)

```
{ // scope
  try {
    carrier = orb.bind("IDL:Ship/AircraftCarrier:1.0",
                      carrierName, null, null);
  } catch (org.omg.CORBA.systemsexception se) {
    System.err.println("ORB init failure " + se);
    System.exit(1);
  }
  org.omg.CORBA.Request request = carrier._request("launch");
  request.add_in_arg().insert_string(aircraftName);
  request.set_return_type(orb.get_primitive_tc(
    org.omg.CORBA.TCKind.tk_objref));
  request.invoke();
  aircraft = request.result().value().extract_Object();
}
{ // scope
  org.omg.CORBA.Request request = aircraft._request("codeNumber");
  request.set_return_type(orb.get_primitive_tc(
    org.omg.CORBA.TCKind.tk_string));
  request.invoke();
  String designation = request.result().value().extract_string();
  System.out.println("Aircraft " + designation + " is coming your way");
}
}
```



## Server Implementation

```
// Building Distributed Object Applications with CORBA
// Infowave (Thailand) Co., Ltd.
// http://www.waveman.com
// Jan 1998
public class Server {
  public static void main(String[] args) {
    org.omg.CORBA.ORB orb = null;
    try {
      orb = org.omg.CORBA.ORB.init(args, null);
    } catch (org.omg.CORBA.systemsexception se) {
      System.err.println("ORB init failure " + se);
      System.exit(1);
    }
    org.omg.CORBA.BOA boa = null;
    try {
      boa = orb.BOA_init();
    } catch (org.omg.CORBA.systemsexception se) {
      System.err.println("BOA init failure " + se);
      System.exit(1);
    }
    Ship.AircraftCarrier carrier =
      new AircraftCarrierImpl("Wimitz");
    try {
      boa.impl_is_ready();
    } catch (org.omg.CORBA.systemsexception se) {
      System.err.println(
        "Impl Ready failure " + se);
      System.exit(1);
    }
  }
}
```





## Example: Time Server in Java

- ▶ On one machine; 2 address spaces (processes)
- ▶ Call provides current time
- ▶ Contains

```
▪ IDL // TestTimeServer.idl
▪ Server
  . Starts ORB
  . Initializes Service
  . Gives IOR to the output
▪ Client
  . Takes IOR
  . Calls service
```

```
module TestTimeServer{
interface ObjTimeServer{
    string getTime();
};
};
```



## Service Component

```
// TestTimeServerImpl.java - Server Skeleton
import CORBA.*;
class ObjTestTimeServerImpl extends
TestTimeServer.ObjTimeServer_Skeleton { // generated from IDL
    // Variables
    // Constructor
    // Method (Service) Implementation
    public String getTime() throws CORBA.SystemException {
        return "Time: " + currentTime;
    }
};
```



## Server Implementation

```
// TimeServer_Server.java
import CORBA.*;
public class TimeServer_Server{
    public static void main(String[] argv){
        try {
            CORBA.ORB orb = CORBA.ORB.init();
            ...
            ObjTestTimeServerImpl obj =
                new ObjTestTimeServerImpl (...);
            ...
            System.out.println(orb.object_to_string(obj));
        }
        catch (CORBA.SystemException e) {
            System.err.println(e);
        }
    }
};
```

## Client Implementation (Simpler Protocol)

```
// TimeServer_Client.java
import CORBA.*;
public class TimeServer_Client{
    public static void main(String[] argv){
        try {
            CORBA.ORB orb= CORBA.ORB.init();
            ...
            CORBA.object obj = orb.string_to_object(argv[0]);
            ...
            TestTimeServer.ObjTimeServer timeServer =
                TestTimeServerImpl.ObjTimeServer_var.narrow(obj);
            ...
            System.out.println(timeServer.getTime());
        }
        catch (CORBA.SystemException e) {
            System.err.println(e);
        }
    }
};
```



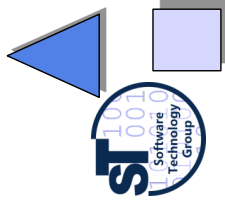
# Execution

```
// starting server  
C:\> java TimeServer_Server  
  
IOR:0000000000122342435 ...  
  
// starting client  
C:\> java TimeServer_Client IOR:0000000000122342435 ...  
  
Time: 14:35:44
```



# Appendix Corba Services

(optional material)





## Literature

- ▶ **OMG. CORBA services: Common Object Service Specifications.**  
<http://www.omg.org>.
- ▶ **OMG: CORBAfacilities: Common Object Facilities Specifications.**



## Overview on Corba Services

- ▶ **Services provide functionality a programming language might not provide (e.g, Cobol, Fortran)**
- ▶ **16+ standardized service interfaces (i.e., a library)**
  - Standardized, but status of implementation different depending on producer
- ▶ **Object services**
  - Deal with features and management of objects
- ▶ **Collaboration services**
  - Deal with collaboration, i.e., object contexts
- ▶ **Business services**
  - Deal with business applications
- ▶ **The services serve for criterion M-3, standardization. They are very important to increase reuse.**
  - Remember, they are available for every language, and on distributed systems!





## Object Services: Rather Simple

- ▶ **Name service (directory service)**
  - Records server objects in a simple tree-like name space
  - (Is a simple component system itself)
- ▶ **Lifecycle service (allocation service)**
  - Not automatic; semantics of deallocation undefined
- ▶ **Property service (feature service for objects)**
- ▶ **Persistency service (storing objects in data bases)**
- ▶ **Relationship service to build interoperable relations and graphs**
  - Support of standard relations reference, containment
  - Divided in standard roles contains, containedIn, references, referenced
- ▶ **Container service (collection service)**



## Collaboration Services

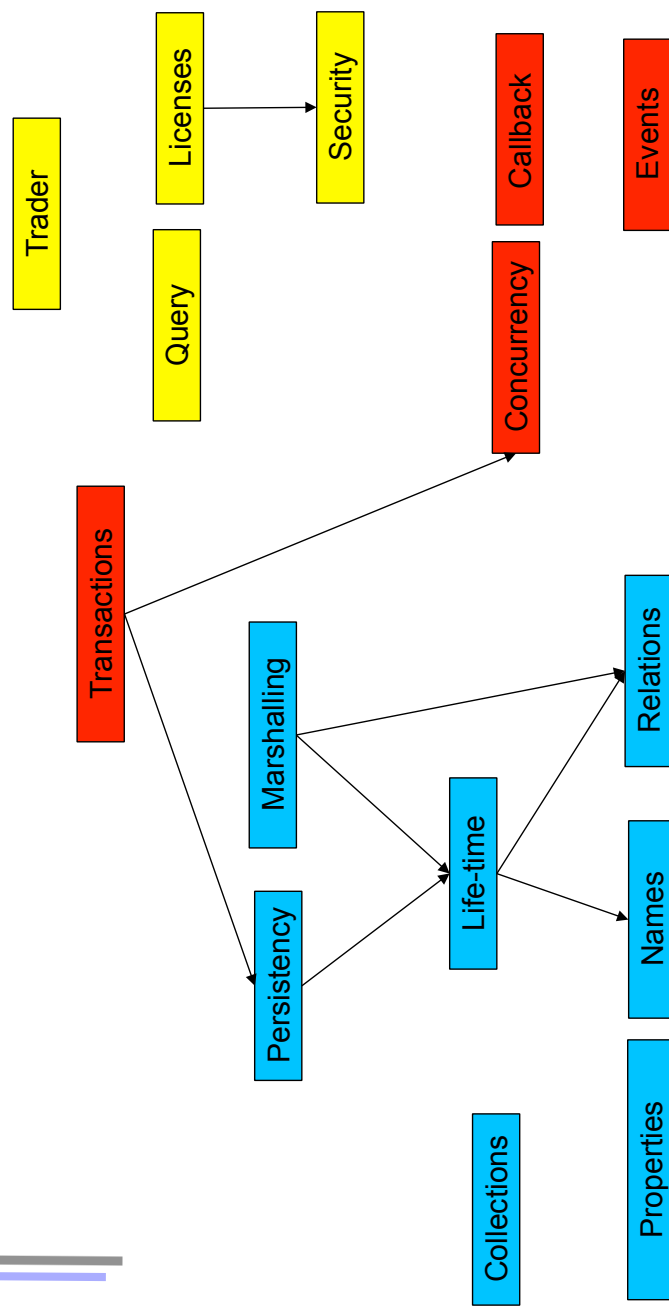
- ▶ **Communication services**
  - Resemble connectors in architecture systems, but cannot be exchanged to each other
  - Event service
    - push model: the components push events into the event channel
    - pull model: the components wait at the channel and empty it
  - Callback service
- ▶ **Parallelism**
  - Concurrency service: locks
  - Object transaction service, OTS: Flat transactions on object graphs
    - Nested transactions?



# Business Services

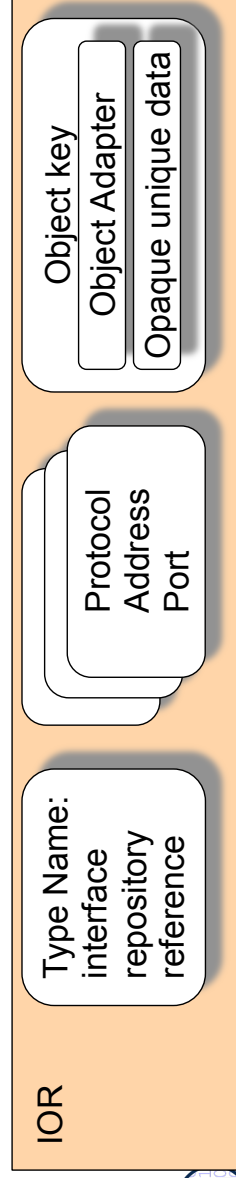
- ▶ **Trader service**
  - Yellow Pages, localization of services
- ▶ **Query service**
  - Search for objects with attributes and the OQL, SQL (ODMG-93)
- ▶ **Licensing service**
  - For application providers (application servers)
  - License managers
- ▶ **Security service**
  - Use of SSL and other basic services

# Dependencies Between the Services



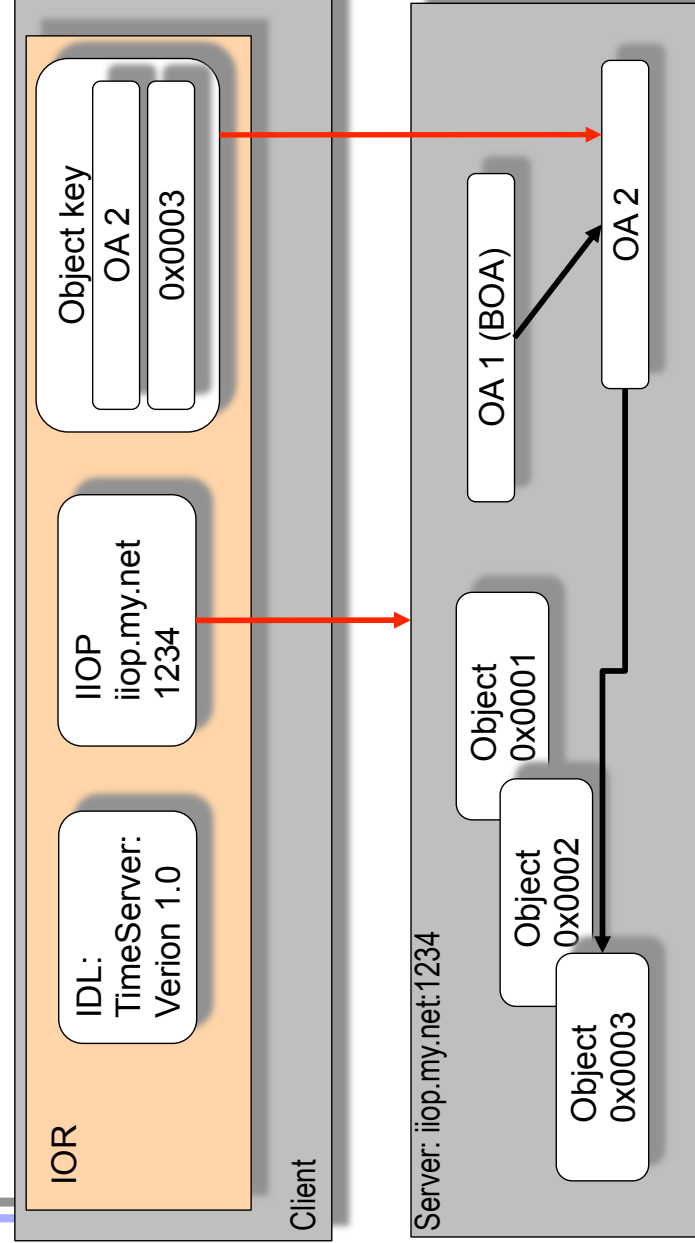
## Example: CORBA Interoperable Object Reference – IOR

- ▶ A unique key for an object
  - Uniquely mapped per language (for all ORBs)
  - Hides object references of programming languages
- ▶ Consists of:
  - Type name (code), i.e., index into Interface Repository
  - Protocol and address information (e.g., TCP/IP, port #, host name), could support more than one protocol
  - Object key:
    - Opaque data only readable by generating ORB (pointer)
    - Object decorator (adapter) name (for BOA)



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## IOR Example



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## Object Services: Names

- ▶ Binding of a name associates a name to an object in a name space (directory, scope, naming context)
  - A name space is an associative array with a set of bindings of names to values
  - Namespaces are recursive, i.e., they can reference each other and build name graphs
  - Others: Active Directory, LDAP
- ▶ The representation of a name is based on abstract syntax, not on the concrete syntax of a operating system or URL.
  - A name consists of a tuple (Identifier, Kind).
  - The identifier is the real name, the Kind tells how the name is represented (e.g., c\_source, object\_code, executable, postscript,...).
  - For creation of names there is a library (design pattern Abstract Factory).



## Name Service CosNaming

```
CosNaming::NamingContext  
  
bind(in Name n, in Object obj) // associate a name  
rebind(in Name n, in Object obj)  
bind_context  
rebind_context  
mk_name(String s)  
Object resolve  
unbind(in Name n) // disassociate a name  
NamingContext new_context;  
NamingContext bind_new_context(in Name n)  
void destroy  
void list(..)  
_narrow()
```



# Name Service

```
void bind(in Name n, in Object obj)
  raises(NotFound, Cannotproceed, InvalidName, AlreadyBoard);
void rebind(in Name n, in Object obj)
  raises(NotFound, Cannotproceed, InvalidName );
void bind_context(in Name n, in NamingContext nc)
  raises(NotFound, Cannotproceed, InvalidName, AlreadyBoard );
void rebind_context(in Name n, in NamingContext nc)
  raises( NotFound, Cannotproceed, InvalidName );
Name mk_name(String s);
Object resolve(in Name n)
  raises( NotFound, Cannotproceed, InvalidName );
void unbind(in Name n)
  raises( NotFound, Cannotproceed, InvalidName );
NamingContext new_context();
NamingContext bind_new_context(in Name n)
  raises( NotFound, AlreadyBoard, Cannotproceed, InvalidName );
void destroy()
  raises( NotEmpty );
void list(in unsigned long how_many,
         out BindingList bl, out Bindingeserator bi );
```



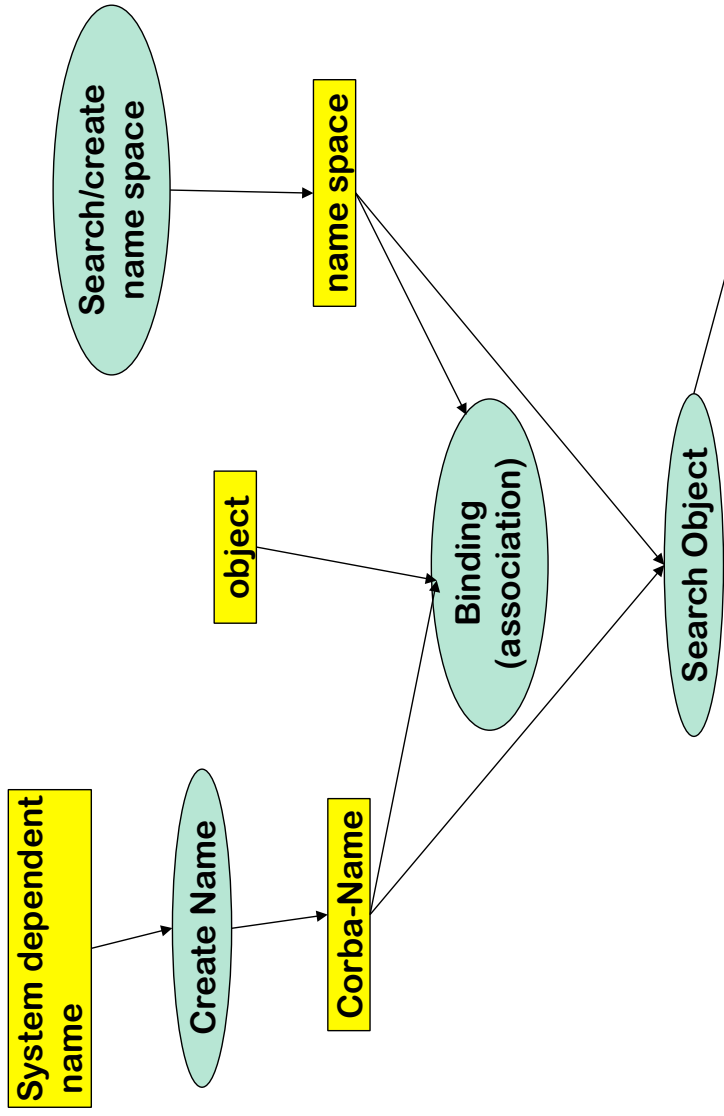
# Name Service in IDL

```
module CosNaming{
  struct NameComponent {
    string id;
    string kind;
  };
  typedef sequence <NameComponent> Name;
  enum BindingType { nobject, ncontext };
  struct Binding {
    Name binding_name;
    BindingType binding_type;
  };
  typedef sequence <Binding> BindingList;
  interface BindingIterator;
  interface NamingContext {
    enum NotFoundReason { missing_node,
      not_context, not_object };
    exception NotFound {
      NotFoundReason why;
      Name rest_of_name;
    };
  };
  exception Cannotproceed {
    NamingContext cxt;
    Name rest_of_name;
  };
  exception InvalidName {};
  exception AlreadyBoard {};
  exception NotEmpty {};
  // methods see previous slide
};

interface BindingIterator {
  boolean next_one(out Binding b);
  boolean next_n(in unsigned long
                how_many,
                out BindingList bl);
  void destroy();
};
...
};
```



# Use of Names



# Name Service: Example

```
// From: RedLich
import java.io.*;
import java.awt.*;
import IE.Iona.Orbix2.CORBA.SystemException; // OrbixWeb
import CosNaming.NamingContext; // name service/context
import CosNaming.NamingContext.*; // name service/Exceptions
import Calc5.calc.complex; // Typ 'complex' from Calc5

class MyNaming extends CosNaming {
    ...
}

public class client extends Frame {
    private Calc5.calc.Ref calc;
    private TextField inR, inI;
    private Button setB, addB, multB,
        divB, quitB, zeroB;

    public static void main(String argv[])
    {
        CosNaming.NamingContext.Ref cxt;
        Calc5.calc_factory.Ref cf;
        Frame f;

        try {
            cxt= NamingContext._narrow( MyNaming.
                resolve_initial_references(MyNaming.NameService));
            cf = Calc5.calc_factory._narrow(
                cxt.resolve(MyNaming.mk_name("calcfac")));
            f = new client(cf.create_new_calc());
            f.pack();
            f.show();
        } catch (Exception ex) {
            System.out.println("Calc-5/Init:" + ex.toString());
        }
    }
}
```





## Object Services: Persistence

- ▶ Definition of a Persistent Object Identifier (PID)
  - references the *value* of CORBA-objects (in contrast to a CORBA-object)
- ▶ Interface
  - connect, disconnect, store, restore, delete
- ▶ Attachment to data bases possible (also ODMG compatible)



## Object Services: Property Service

- ▶ Management of lists of features (properties) for objects
  - Properties are strings
  - Dynamically extensible
- ▶ Concept well-known as
  - LISP property lists, associative arrays, Java property classes
- ▶ Iterators for properties
- ▶ Interface:
  - `define_property`, `define_properties`, `get_property_value`, `get_properties`, `delete_property`,





## Collaboration Services: Transactions

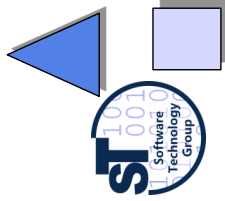
- ▶ What a dream: the Web as data base with nested transactions.  
Scenarios:
  - Accounts as Web-objects. Transfers as Transaction on the objects of several banks
  - Parallel working on web sites: how to make consistent?
- ▶ Standard 2-phase commit protocol:
  - begin\_ta, rollback, commit
- ▶ Nested transactions
  - begin\_subtransaction, rollback\_subtransaction, commit\_subtransaction



## Appendix CORBA Facilities (Standards for Application Domains)



Application domain specific interfaces





## Horizontal Facilities

- ▶ **User interfaces**
  - Printing, Scripting
  - Compound documents: since 1996 OpenDoc is accepted as standard format. Source Code has been released of IBM
- ▶ **Information management**
  - Metadata(meta object facility, MOF)
  - Tool interchange: a text- and stream based exchangeformat for UML (XMI)
  - Common Warehouse Model (CWM): MOF-based metaschema for database applications



## Vertical Facilities (Domain-Specific Facilities)

The Domain technology committee (DTC) creates domain task forces DTF for a application domain

- ▶ Business objects
- ▶ Finance/insurance
  - Currency facility
- ▶ Electronic commerce
- ▶ Manufacturing
  - Product data management enablers PDM
- ▶ Medicine (healthcare CorbaMed)
  - Lexicon Query Service
  - Person Identifier Service PIDS
- ▶ Telecommunications
  - Audio/visual stream control object
  - Notification service
- ▶ Transportation



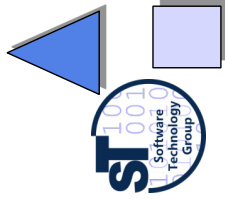


## CORBA Facilities and UML Profiles

- ▶ Since 2000, the OMG describes domain-specific vocabularies with UML profiles
  - Probably, all CORBA facilities will end up in UML profiles
- ▶ A UML Profile is a UML dialect of an application specific domain
  - With new stereotypes and tagged values
  - Corresponds to an extension of the UML metamodel
  - Corresponds to a domain specific language with own vocabulary
  - Every entry in profile is a term
- ▶ Example UML Profiles:
  - EDOC Enterprise Distributed Objects Computing
  - Middleware profiles: Corba, .NET, EJB
  - Embedded and real time systems:
    - MARTE profile on schedulability, performance, time
    - Ravenscar Profile
    - HIDOORS Profile on real-time modelling [www.hidoors.org](http://www.hidoors.org)



## Appendix CORBA and the Web





## Corba and the Web

- ▶ HTML solves many of the CORBA problems
- ▶ HTTP only for data transport
  - HTTP cannot call methods, except by CGI-Gateway-functionality (common gateway interface)
  - Behind the CGI-interface is a general program, communicating with HTTP with untyped environment variables (HACK!)
  - http-Server are simple ORBs, pages are objects
  - The URI/URL-name schema can be integrated into CORBA
- ▶ IIOP becomes a standard internet protocol
  - Standard ports, URL-mappings and Standard-proxies for Firewalls are available
- ▶ CORBA is an extension of HTTP of data to code



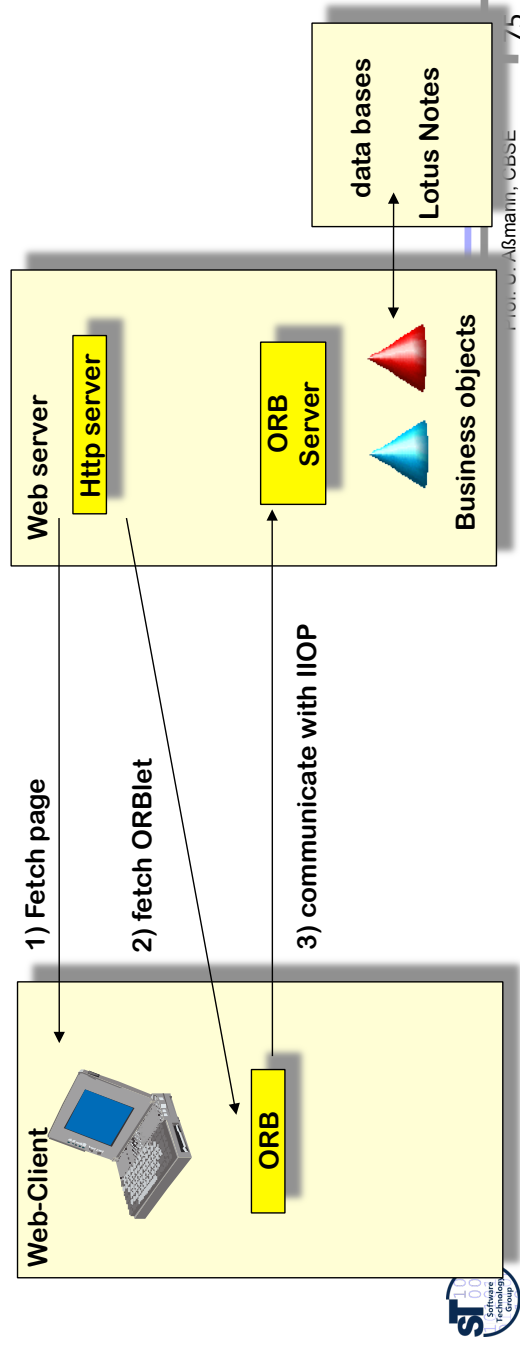
## CORBA and Java

- ▶ Java is an ideal partner for Corba :
  - Bytecode is mobile, i.e.,
    - Applets: move calculations to clients (thin/thick client problem)
    - can be used for migration of objects, ORBs and agents
  - Since 1999 direct Corba support in JDK 1.2
    - IDL2Java mapping, IDL compiler, Java2IDL compiler, name service, ORB
  - Corba supports for Java a distributed interoperable infrastructure
- ▶ Java imitates functionality of Corba
  - Basic services: Remote Method Invocation RMI, Java Native code Interface JNI
  - Services: serialization, events
  - Application specific services (facilities): reflection, properties of JavaBeans



## Corba and the Web (Orblets)

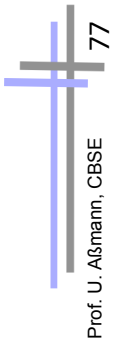
- ▶ ORBs can be written as bytecode applets if they are written in Java (ORBlet)
- ▶ Coupling of HTTP and IIOP: Download of an ORBlets with HTTP: Talk to this ORB, to get contact to server
- ▶ Standard web services (see later) are slower than CORBA/ORBlets, because they incur interpretation overhead



## What Have We Learned

- ▶ CORBA is big, but universal:
  - The Corba-interfaces are very flexible, work and can be used in practice
  - .. but also complex and fat, may be too flexible
  - If you have to connect to legacy systems, CORBA works
- ▶ Corba has the advantage of an open standard
- ▶ To increase reuse and interoperability in practice, one has to learn *many* standards
- ▶ Trading and dynamic call are future advanced communication mechanisms
- ▶ CORBA was probably only the first step, but web services might be taking over

**The End**



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