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Foreword by

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Java Distributed Objects Sams Lagout

Robert Orfali, Dan Harkey, Jeri Edwards

Java Distributed Objects Sams Lagout:

Java Distributed Objects Bill McCarty, Luke Cassady-Dorion, 1999 This book is a comprehensive guide to Java distributed computing The book covers networking distributed computing architectures advanced Java facilities security data managing and specific distributed computing techniques including sockets Remote Method Invocation Java servlets Microsoft s Distributed Component Model and the Common Object Request Broker Architecture *Engineering Distributed Objects* Wolfgang Emmerich, Stefan Tai, 2003-06-29 This book constitutes the thoroughly refereed post proceedings of the Second International Workshop on Engineering Distributed Objects EDO 2000 held in November 2000 in Davis California USA The 15 revised full papers presented together with session surveys were carefully reviewed and selected from 30 submissions The book presents topical sections on middleware selection resource management architectural reasoning distributed communication advanced transactions and service integration

Distributed Object-Oriented Architectures Josef Stepisnik, 2007 This document intends to offer a detailed discussion of selected distributed object oriented architectures at conceptual level The first part of the discussion offers a comprehensive overview of the Socket architecture in Java 2 and Berkeley UNIX and the distributed object model of Java Remote Method Invocation and the Common Object Request Broker Architecture The second part concludes the discussion with a comparative study of selected features with emphasis on the Common Object Request Broker Architecture and Java Remote Method Invocation Major Issues Include The TCP IP Protocol Suite We provide an introductory overview of the TCP IP protocol suite and its architecture including layers and protocols The TCP IP architecture is based on three concepts processes layers and protocols Sockets in Berkeley Unix We present the Berkeley UNIX socket architecture in relation to the Internet communication domain and illustrate connection oriented and a connectionless models of communication Sockets in Java 2 We describe the Java 2 socket architecture outline selected socket operations introduce related packages and classes and conclude with a framework for a connection oriented and connectionless model of communication Remote Method Invocation in Java 2 We present a distributed object model in Java RMI provide an overview of related interfaces classes and packages and discuss security related issues We conclude with the development of a framework for a distributed object application Common Object Request Broker Architecture We introduce a distributed object model for the Common Object Request Broker Architecture and outline design concepts including the Interface Definition Language and the Interoperable Naming Service We conclude with the development of a framework for a distributed object application Comparative Study of Distributed Architectures We present a comparative study of socket architectures and distributed object models introduced in part o

Fundamentals of Distributed Object Systems Zahir Tari, Omran Bukhres, 2004-03-24 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

Distributed Object Technology with Corba and Java Cheng-Chieh Cheng,2000 **Implementing Distributed Systems with Java and CORBA** Markus Aleksy,Axel Korthaus,Martin Schader,2005-06-22 This book provides graduate students and practitioners with knowledge of the CORBA standard and practical experience of implementing distributed systems with CORBA s Java mapping With tested code examples that will run immediately *A Multi-server Distributed Object System Using Java and Internet* Yiwen Gu,1996 *Java Distributed Computing* Jim Farley,1998 This book shows how to build software in which two or more computers cooperate to produce results It covers Java s RMI Remote Method Invocation facility in addition to CORBA and strategies for developing a distributed framework It pays attention to often neglected issues such as protocol design security and bandwidth requirements **Garbage Collection for Java Distributed Objects** ,2001
Engineering Distributed Objects Wolfgang Emmerich (Dr. Rer. Nat.),2000 Wolfgang Emmerich Engineering Distributed Objects The pay offs for creating distributed applications are in achieving portability scalability and fault tolerance In order to simplify building software that performs robustly regardless of platform or network infrastructure a new strata of middleware has been created This book provides a conceptual framework within which to describe object oriented middleware for the integration of distributed objects UML is used to explain distributed systems concepts Presenting both an extended case study and smaller illustrative examples there are plenty of coded examples in Java C CORBA IDL and Microsoft IDL which reflect the reality of today s multi language heterogeneous systems This is a book for developers who are new to programming in distributed environments It also supports a variety of courses where the central theme is object oriented development with middleware technologies The book shows the middleware concepts and principles using examples taken from OMG CORBA Microsoft COM Java RMI On the accompanying website <http://www.distributedobjects.com> are exercises sample solutions and working code for the examples This site is also designed for instructors to assist them with course development and delivery **Engineering Distributed Objects** Wolfgang Emmerich,Stefan Tai,2014-01-15 *A Study and Analysis of Distributed Object Technology* Reza Kaviani,1999 **Instant CORBA** Robert Orfali,Dan Harkey,Jeri Edwards,1997-03-28 Distributed CORBA Objects have found their killer app It s the Object Web or the marriage of distributed objects and the Internet The major computing companies including Sun JavaSoft IBM Netscape Apple Oracle BEA and HP have chosen CORBA IIOP as their common way to connect distributed objects across the Internet and intranets Consequently CORBA is about to become as ubiquitous as TCP IP Instant CORBA is your quick guide to understanding this revolutionary new technology If you re in a real hurry this book even provides a condensed tour that will make you CORBA literate in four hours or less Written in a friendly and witty style this comprehensive book covers The Object Web or how CORBA IIOP Java and the Internet are coming together Everything you need to know about a CORBA 2 0 ORB The 15 CORBA Object Services including Transactions Trader Security Naming Events Time and Collections These services provide the next

step in the evolution of distributed objects CORBA s Dynamic Object Facilities such as Callbacks Dynamic Invocations Object Introspection and the Interface Repository Next generation ORB technology including CORBA 3 0 s Messaging Pass by Value and Server Side Frameworks The marriage of CORBA with MOM and TP Monitors Forthcoming CORBA attractions such as mobile agents shippable places and the business object framework Products such as Iona s OrbixWeb Netscape Visigenic s VisiBroker and Sun s NEO JOE The authors have written many best selling books including The Essential Distributed Objects Survival Guide and The Essential Client Server Survival Guide Second Edition which won Software Development s Jolt Award for the best book of 1994 in its first edition Their most recent book is Client Server Programming with Java and CORBA

Distributed Java Object Computing with RMI and JDBC. Qin Liu,1999 **Distributed Computing in Java 9** Raja Malleswara Rao Pattamsetti,2017-06-30 Explore the power of distributed computing to write concurrent scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object oriented programming and Java basic concepts What You Will Learn Understand the basic concepts of parallel and distributed computing programming Achieve performance improvement using parallel processing multithreading concurrency memory sharing and hpc cluster computing Get an in depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems resulting in maximized performance in lower infrastructure investment This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9 After a brief introduction to the fundamentals of distributed and parallel computing the book moves on to explain different ways of communicating with remote systems objects in a distributed architecture You will learn about asynchronous messaging with enterprise integration and related patterns and how to handle large amount of data using HPC and implement distributed computing for databases Moving on it explains how to deploy distributed applications on different cloud platforms and self contained application development You will also learn about big data technologies and understand how they contribute to distributed computing The book concludes with the detailed coverage of testing debugging troubleshooting and security aspects of distributed applications so the programs you build are robust efficient and secure Style and approach This is a step by step practical guide with real world examples *Distributed Object Architectures with CORBA* Henry

Balen,2000-02-13 Distributed Object Architectures with CORBA is a guide to designing software comprised of distributed components While it is based on OMG s Common Object Request Broker Architecture CORBA standard the principles also apply to architecture built with other technology such as Microsoft s DCOM As ORB products evolve to incorporate new additions to CORBA the knowledge and experience required to build stable and scalable systems is not widespread With this volume the reader can develop the skills and knowledge that are necessary for building such systems The book assumes a familiarity with object oriented concepts and the basics of CORBA Software developers who are new to building systems with CORBA based technologies will find this a useful guide to effective development *A Theory of Distributed Objects* Denis Caromel,Ludovic Henrio,2005-04-13 Distributed and communicating objects are becoming ubiquitous In global Grid and Peer to Peer computing environments extensive use is made of objects interacting through method calls So far no general formalism has been proposed for the foundation of such systems Caromel and Henrio are the first to define a calculus for distributed objects interacting using asynchronous method calls with generalized futures i e wait by necessity a must in large scale systems providing both high structuring and low coupling and thus scalability The authors provide very generic results on expressiveness and determinism and the potential of their approach is further demonstrated by its capacity to cope with advanced issues such as mobility groups and components Researchers and graduate students will find here an extensive review of concurrent languages and calculi with comprehensive figures and summaries Developers of distributed systems can adopt the many implementation strategies that are presented and analyzed in detail Preface by Luca Cardelli

Engineering Distributed Objects Claude L. Emmerich,Wolfgang Emmerich,2000-04 Constructing a distributed system is quite different from using one to create applications that can perform in a distributed environment While other books simply focus on the building of infrastructures this one shows the reader how to create these applications on top of distributed components This unique approach will help software developers achieve portability and provide multi user access over networks Divided into two parts Concepts Infrastructures for Distributed Objects Java Microsoft DCOM OMG CORBA and Common Design Problems this book provides the latest technology developments **Coordinating Distributed Objects** Svend Frølund,1996 Coordinating Distributed Objects presents a novel object oriented methodology to simplify the construction of distributed software systems The methodology is based on a programming construct called synchronizer that allows the coordination of distributed application components to be programmed in a modular fashion and at a high level of abstraction The methodology offers new insight into the problem of coordination in distributed systems and can be applied to a broad spectrum of distributed software systems such as process control multimedia and groupware Current methodologies for developing distributed applications do not adequately address the complexity of coordinating application components The coherence between asynchronous application components for instance is usually implemented by explicitly programming a large number of messages and the responses to them The synchronizer construct however implements coordination as

abstract and reusable coordination constraints and thereby reduces code size and complexity by an order of magnitude Synchronizers offer other attractions as well they maintain procedural abstraction data encapsulation and inherent concurrency Overall they allow coordination to be expressed at a level of abstraction that is much closer to the mental model of code developers Java Distributed Collaborative Environment (JDCE) Shrideep B. Pallickara,L.C. Smith College of Engineering and Computer Science,1998

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