



# CORBA Workshop

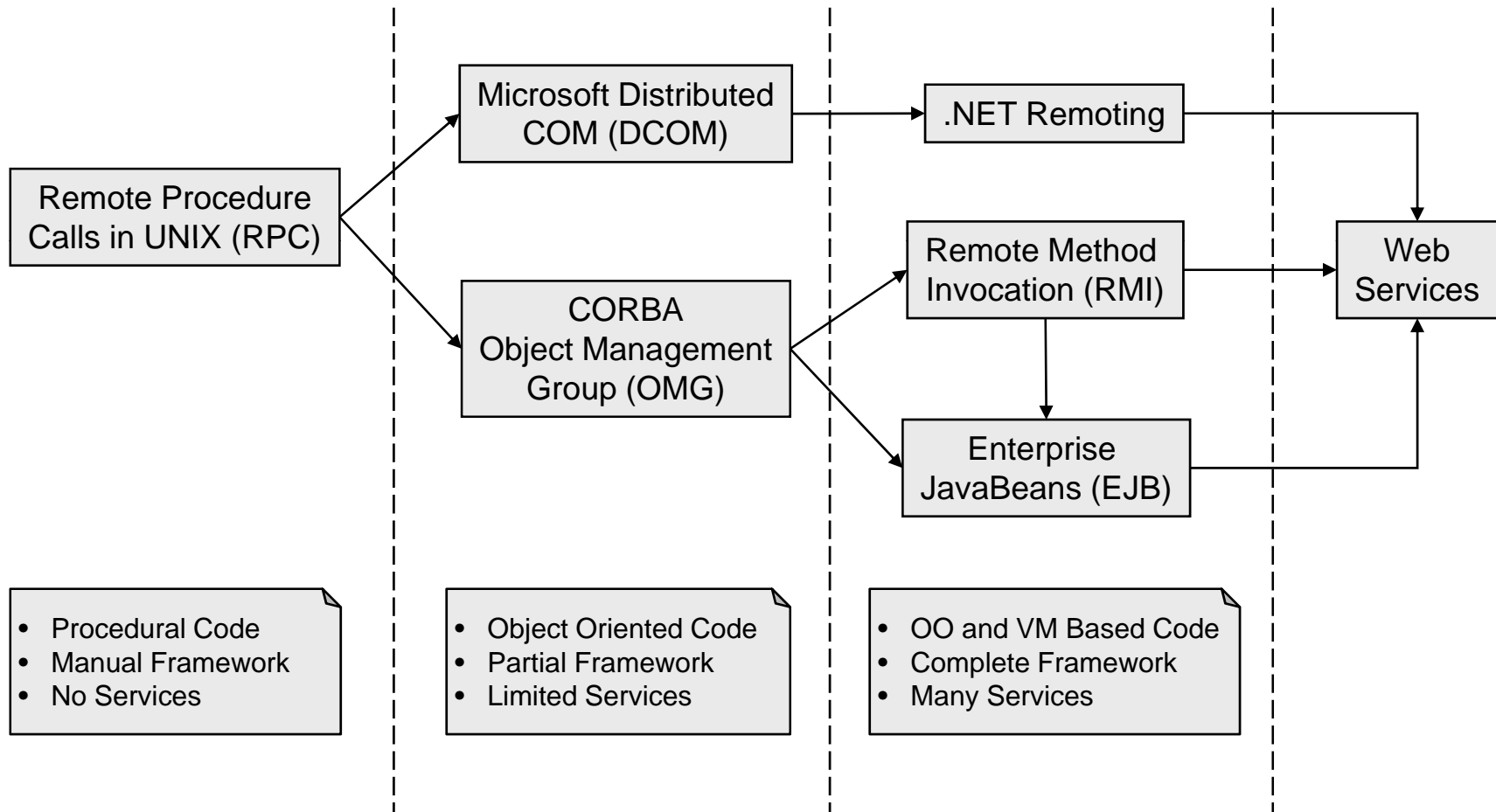
## Introduction

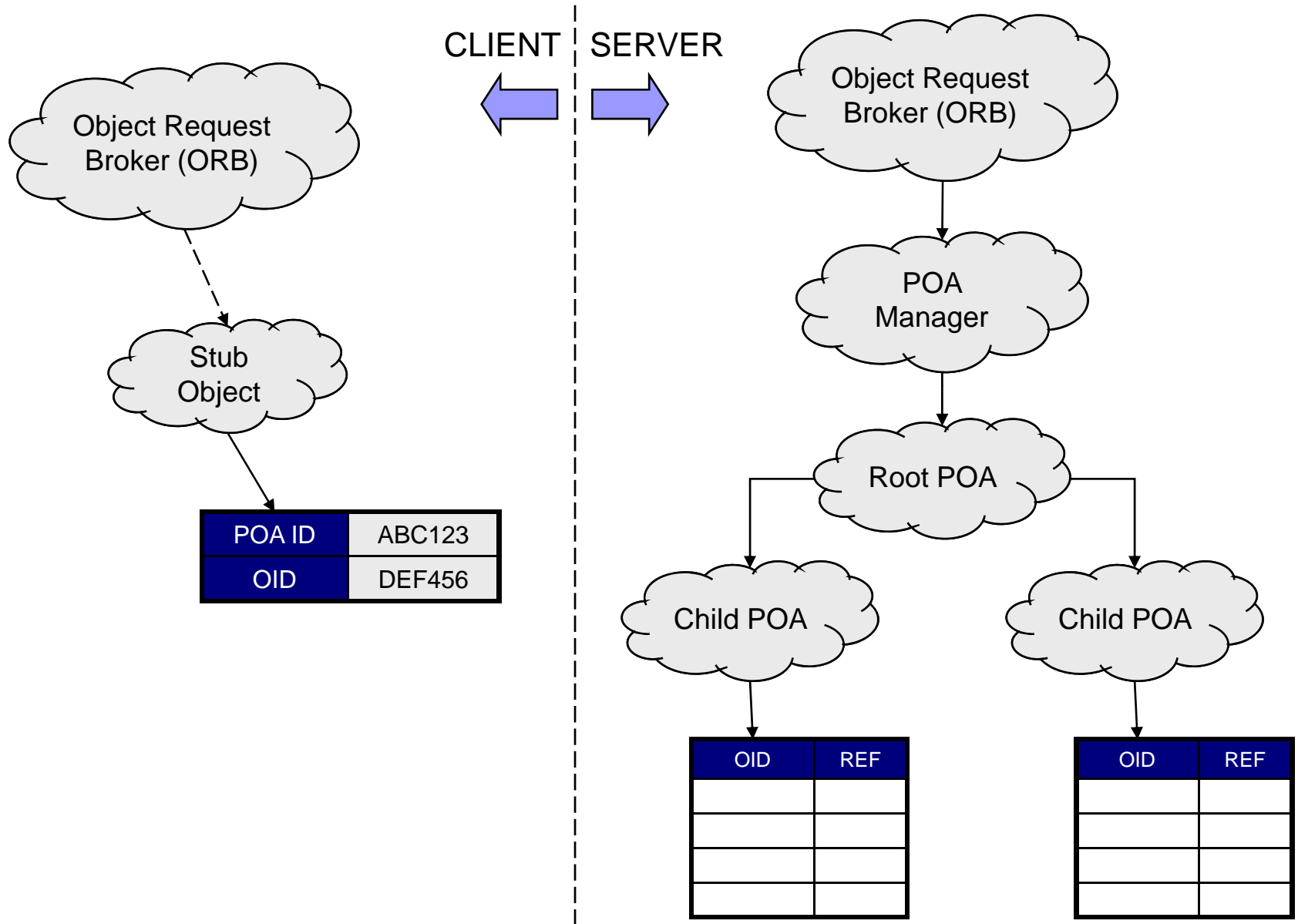


# Overview

- 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

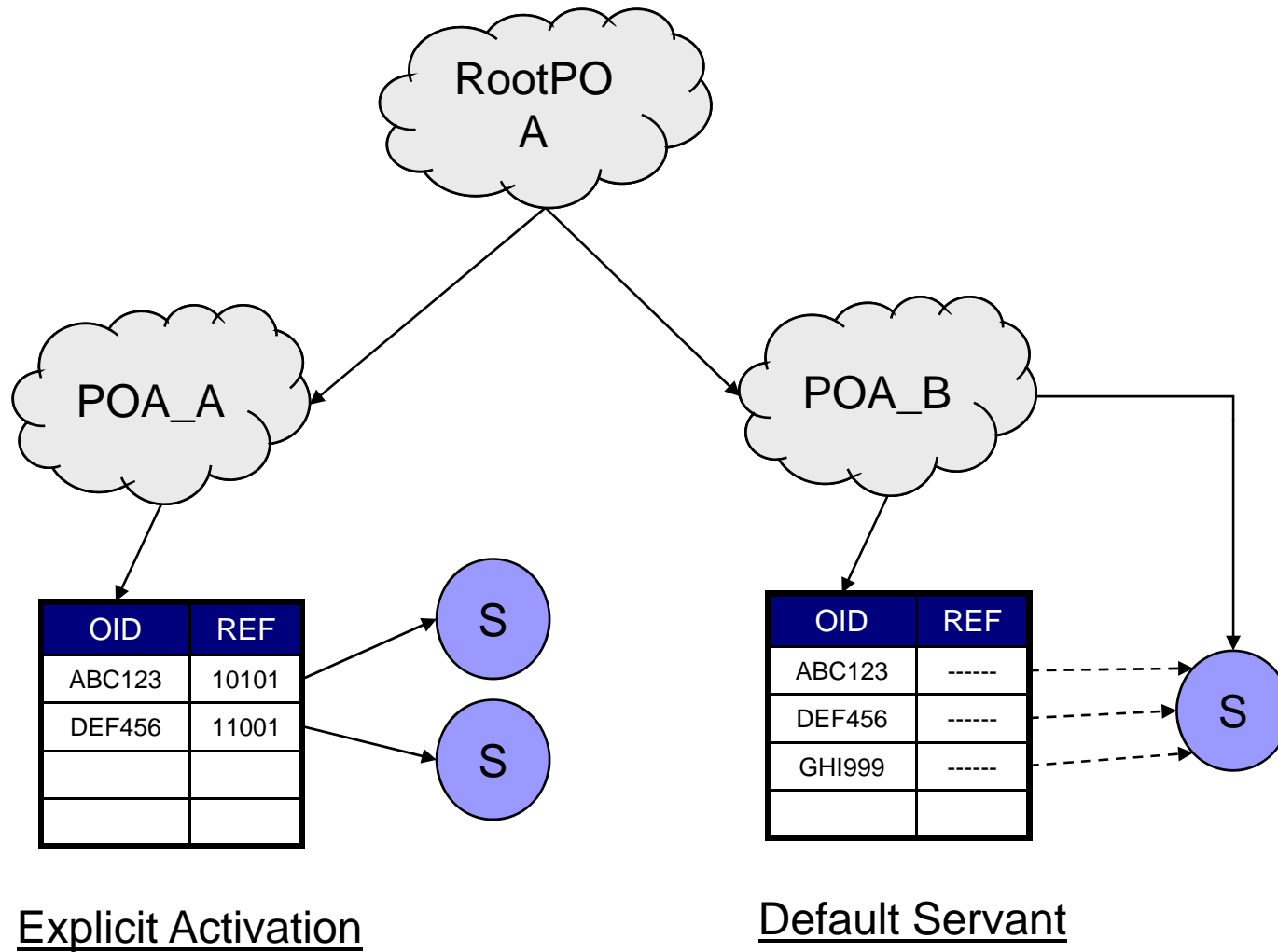


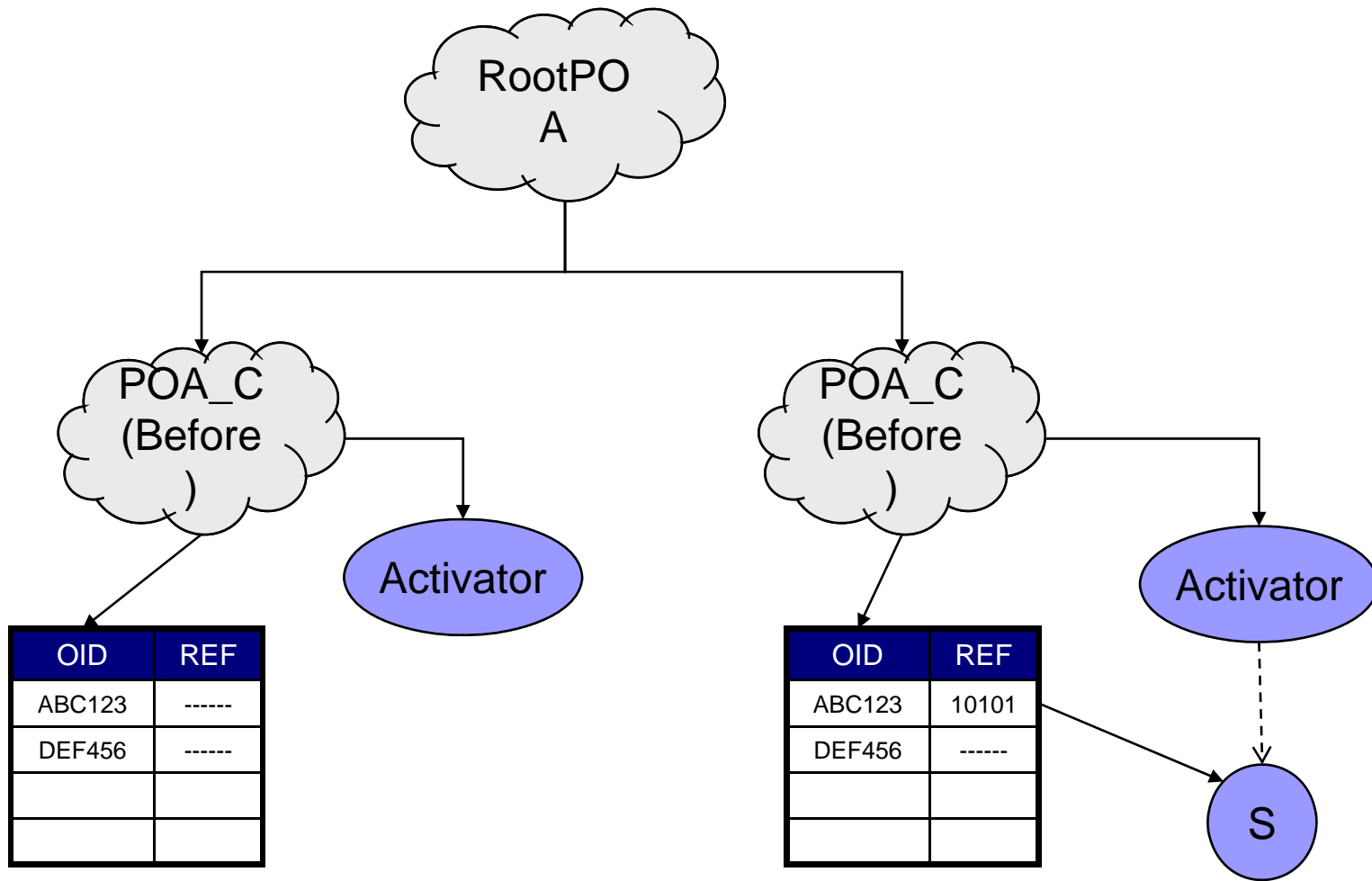
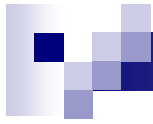


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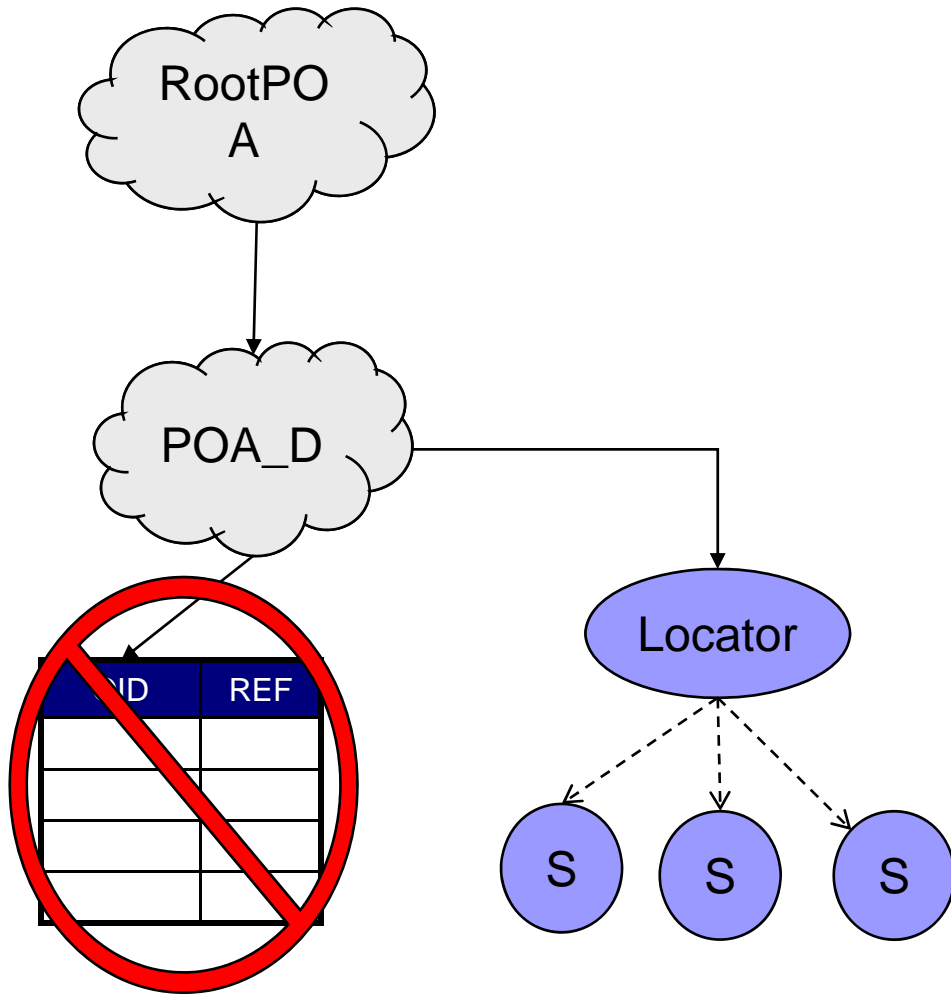
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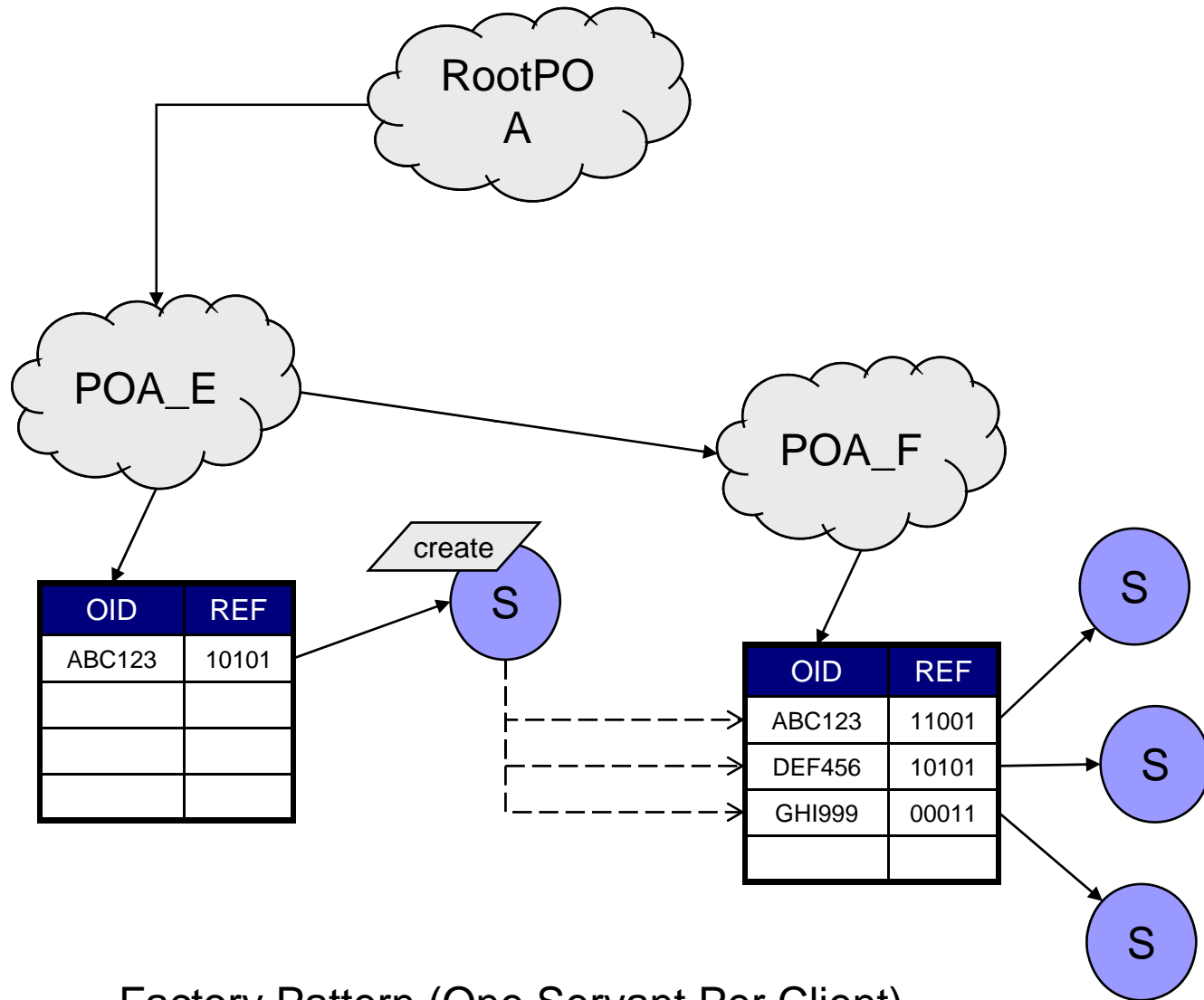




### Servant Manager (Activator) Before and After



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