

What is a Connector A connector is an element that models interaction among components Interaction logic and protocols of communication Transmit data, trigger behaviour Intermediatory HPI, middleware, message queues. Separate computation from interaction Hetrogenity

1) Communication 2) Coordination 3) Conversion 4) Facilitation * Poles

Communication

Pipes, menage passing, data access

Coordination

RPC, thread of execution Control mechanisms method invocation

Conversion Change in type eg int - string Adaptors wrappers

Facilitation

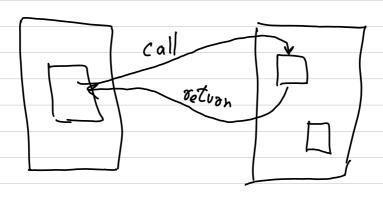
Lood balancing, avoiding deadlocks, critical

Sections.

Procedure call connector

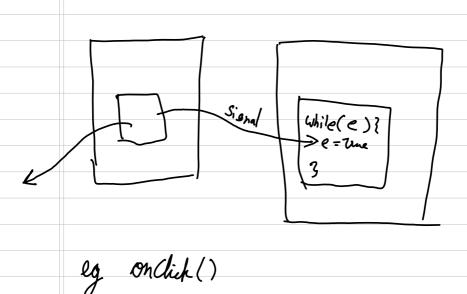
Coordination - flow of control
Call Various functions

Communication - Parameter & data values



Event Connector

when event occurs, then the code is executed



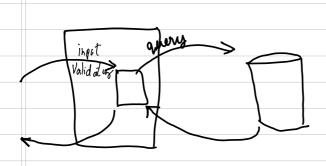
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Thread of execution is not passed

Coordination Communication

Data Access Connectors

Access storage components.



No coordination only communication eg SQL

Data storage may be persient or transient

Stream Connectors Client server system using data transfer protocols Large amount of data available Works in asynchronous mode

Linkage connector Moed to establish link I dissappear facilitation services Establish channels duits for communication Ж Undude import May be static or dynamic linkage

Distributor Connector

facilitation Services Responsible for distribution of some data Messaging queues, event busses, brokers Load Balancing = Server/ > = Serve ~ client ≥ [=] Server 3 Pistoibutor

Assigns tasks to Various components Orchastration

Arbitrator Connectors Resolving conflicts coordination by redirecting flow of a control. Shaxed memory access through synchronizations and concurrency control eg 0.5. -> muter, semaphre Mediate & resolve conflicts facilitation Shared databases eg Kubernetes schedular.

Adaptor Connectors

Conversion

Adaptor

Connect hetrogeneous components together Wrappers.

Conversion role