

CS355 Web Technologies

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Lecture 21

.NET Architecture Components

- Web Services

- Provides users with:

- e-commerce (a way of buying and selling goods and services online).

For more information about e-commerce, navigate through the following links:

- <https://www.google.com/search?q=what+is+e-commerce&source>
 - <https://sell.amazon.com/learn/what-is-ecommerce#>

.NET Architecture Components

- **Web Applications**

- Provides users with:

- **Business-to-business B2B applications.** A business is sourcing raw material to the other company that will produce new product.

- ❖ **Discuss the supply chain in the context of web applications.**

For more information about Business-to-Business, navigate through the following links:

- <https://www.bigcommerce.com/articles/ecommerce/types-of-business-models/>
 - <https://www.businessnewsdaily.com/5000-what-is-b2b.html>

.NET Architecture Components

- Frameworks and Libraries

- .NET framework is software development tools and programming languages used for building and deploying an application quickly.
- .NET class Library is the collection of classes, namespaces (packages), interfaces and value types that are used for enhancing the functionality of .NET applications.
- To differentiate between .NET framework and .NET Libraries, refer to the following resource

<https://kruschecompany.com/framework-vs-library/>

.NET Web Frameworks

- **Active Server Pages (ASP.NET)**
 - An open-source web-development framework for developing smart web-based applications on the .NET platform that runs on macOS, Linux, and Windows.
 - The ASP.NET architecture is based on the following key components:
 - Language: used to develop web applications, like VB.net, visual C++, and C#.
 - Library: set of standard class libraries that include necessary functions used to develop web applications.
 - Common Language Runtime (CLR): a platform where the .Net programs are executed.

For more information about ASP.NET, use the following reference:

<https://www.guru99.com/what-is-asp-dot-net.html>

.NET Web Frameworks

- **ActiveX Data Object (ADO.NET)**
 - A data access framework based on XML to communicate with different data sources and object relational processing.
 - Consist of a set of objects that expose data access services to the .NET environment.
 - Used to establish connection between front-end interfaces and the back-end databases.

The following reference gives more details about ADO.NET:

- <https://learn.microsoft.com/en-us/dotnet/framework/data/adonet/ado-net-architecture>

.NET Architecture Components

- .NET Exchange Structured Information
 - SOAP (Simple Object Access Protocol)
 - Language, platform, and transport independent.
 - A messaging protocol for exchange structured information between two computers in the implementation of web services over the internet.
 - Used for accessing web services and based on XML structure.

For more details on SOAP, search the following reference:

<https://www.altexsoft.com/blog/engineering/what-is-soap-formats-protocols-message-structure-and-how-soap-is-different-from-rest/>

.NET Architecture Components

- .NET Exchange Structured Information
 - WSDL (Web Services Description Language)
 - An XML-based interface description language that is used for describing the functionality offered by a web service.
 - Provides a simple way for service providers to describe the basic format of requests to their systems regardless of the underlying run-time implementation.
 - Used for describing the functionality of a SOAP based web service.

For more details on WSDL, search the following reference:

https://www.tutorialspoint.com/wsdl/wsdl_introduction.htm

.NET Architecture Components

- Object Model & Common Language Specification (CLS)
 - Defines the **set of rules** to which languages must conform to work in .NET framework.
 - An environment that manages code execution and provides application-development services.

For more details on CLS, search the following reference:

<https://www.techopedia.com/definition/25318/common-language-specification-cls-net>

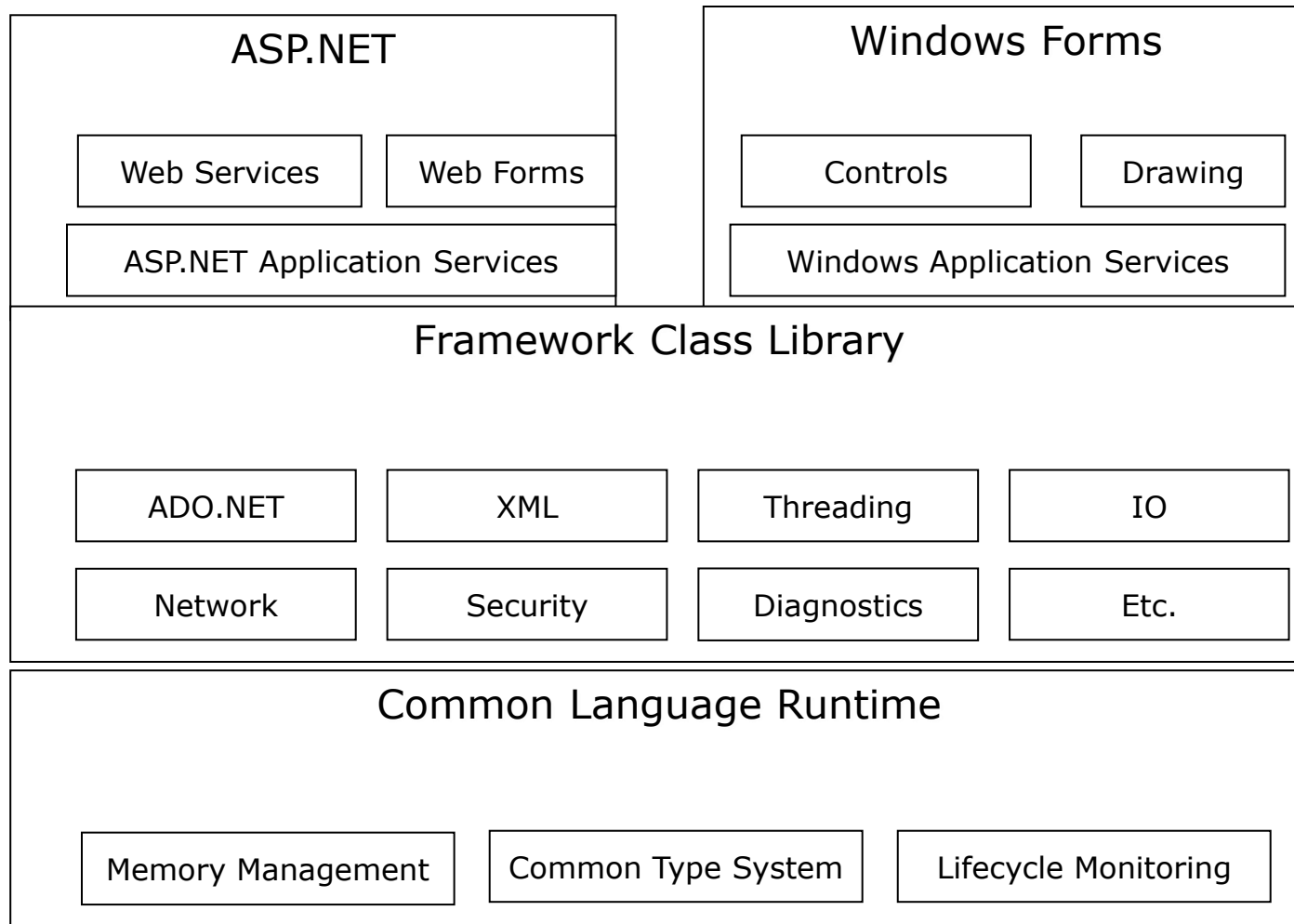
.NET Architecture Components

- Common Language Runtime (CLR)
 - Basic set of mechanisms for executing .NET programs regardless of original language.
 - Allowing to share common object-oriented classes written in any visual studio language.

For more details on CLR, search the following reference:

<https://www.techtarget.com/whatis/definition/Common-Language-Runtime-CLR>

.NET Framework Architecture



Framework Class Library

- The **framework class library (FCL)** is a shared library for .NET which enables developing useful components that can be used by multiple applications across multiple languages and platforms.
- Contains **reusable classes, interfaces, and components** that can be used for:
 - Developing **Web Services**.
 - Developing **Windows Forms applications** (accessed from a system in which it is installed and can directly be executed on a Windows operating system).
 - Developing **Web Forms applications** (accessed from any system through the internet and need an Internet Information Services (IIS) server to run the web application).

Framework Class Library

- Working with **Directory Services**, Event Logs, Processes, Message Queues, and Timers.
- Creating and managing **threads** (allows a program to operate more efficiently by doing multiple things at the same time. Threads can be used to perform complicated tasks in the background without interrupting the main program).
- Managing application **security**.

Framework Class Library

- FCL Key features
 - Cross-Language Interoperability
 - Consistent and Unified Programming Model
 - Object-Oriented and Extensible Class Library
- ❖ Discuss the benefits of each FCL feature.

Common Language Runtime

- The common language runtime **CLR** is at the core of the .NET platform (execution engine).
- CLR is unifying **framework for designing, developing, deploying, and executing** distributed components and applications.
- **Loads and runs code** written in any runtime-aware programming language.
- **Manages memory, thread execution**, type safety verification and garbage collection (manages the allocation and release of memory).
- **Performs JIT** (Just In-time) **compilation**.
- Makes use of a new **common type system** capable of expressing the **semantics** of most modern programming languages.
- **Inheritance/Reference** independent on source language

MSIL and JIT Compilation

- Source code is compiled into MSIL **Microsoft Intermediate Language** MSIL (similar to Java bytecode).
- MSIL allows **runtime type-safety and security**, and portable execution platforms.
- The MSIL architecture results in **applications that run in one address space**.
- MSIL also produce “**metadata**”:
 - Definitions of each type in the program code.
 - Signatures of each type’s members.
 - Members that the code references.
 - Other runtime data for the CLR.
- **MSIL** must be **translated by a JIT** compiler before being executed on the CPU.
- **JIT** compiler is **a part of the CLR**, which turns MSIL code into machine code.
- **JIT compilation** occurs when **code is executed by the CLR**, a code is compiled method-by-method to native machine code.

.NET Development Tools

- Visual Studio .NET

- Visual Studio .NET is a Microsoft-integrated development environment (IDE) used for developing consoles, graphical user interfaces (GUIs), Windows Forms, Web services and Web applications.

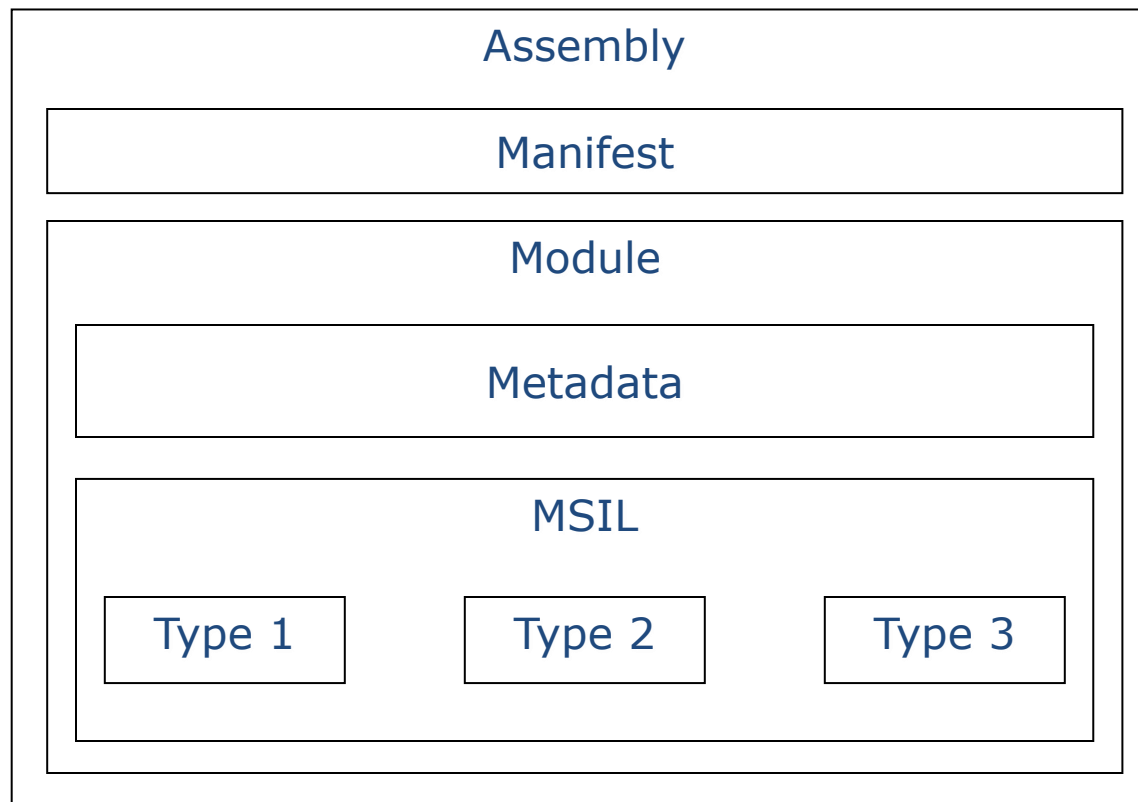
More Visual Studio .NET information are detailed on the following link:

— <https://www.youtube.com/watch?v=UjoFECrCxBI>

.NET Development Tools

- Visual Studio offers powerful programming languages:
 - C++
 - Visual BASIC
 - C#
 - Visual J#
- **Homework:** Discuss the difference between the previous Visual Studio programming languages listed above.

Packaging: Assemblies, Manifest, Modules, Metadata, Types



Packaging: Modules, Types, Assemblies, and the Manifest

- An **assembly** contains a “**manifest**”, which is a catalog of component **metadata** containing:
 - Assembly **name**.
 - **Version** (major, minor, revision, build).
 - Assembly **file list** - all files contained in the assembly.
 - **Type references** - mapping the managed types included in the assembly with the files that contain them.
 - **Scope** - private or shared.
 - **Referenced assemblies**.
- A **Module** refers to a binary, such as an EXE or DLL (dynamic link library).
 - Modules contain definitions of types, such as classes, interfaces, structures, and enumerations.
- MSIL code can't be executed unless there is a manifest associated with it.

Packaging: Modules, Types, Assemblies, and the Manifest

- An **assembly** can be defined as one or more modules that make up a **unit of functionality**. Assemblies can **contain other files** that make up an application, such as bitmaps and resource files.
- An assembly is not a physical file.
- An assembly is the **fundamental unit of deployment**, version control, activation scoping, and security permissions.
- Two types of assemblies:
 - **Private** - Usually deployed in the same directory as the client application and used only by a single application.
 - **Shared** - Used by any application and usually installed in a special Global Assembly Cache.

.NET security

- The **.NET Security** Framework Architecture consists of the following elements:
 - **Evidence Based Security**: at **runtime**, the CLR **determines permission requests** by evaluating the assembly's evidence.
 - **Code Access Security**: allows code to be trusted to varying degrees, depending on where the **code originates** and on other aspects of the code's identity.
 - **Verification**: **during JIT**, the CLR ensures **memory type safety**.
 - **Role Based Security**: .NET applications can make **authorization decisions** based on identity and role membership.
 - **Cryptography**: .NET Framework **provides Random Number Generation** and other Cryptographic services.