

Patterns

Basic Remoting Patterns

The basic remoting patterns are implemented by the following classes:

PATTERN	IMPLEMENTATION
Interface Description	implemented in <code>evs.idl</code> , example IDL-Files <code>dummy.idl</code> and <code>ecommerce.idl</code>
Invoker	<code>evs.core.InvocationDispatcher</code> and <code>evs.interfaces.IInvoker</code> , implemented by Class generated by Codegenerator
Client Proxy	<code>evs.interfaces.IClientProxy</code> , implemented by Class generated by Codegenerator
Requestor	<code>evs.interfaces.IRequestor</code> , <code>evs.core.Requestor</code>
Marshaller	<code>evs.interfaces.IMarshaller</code> , <code>evs.core.BasicMarshaller</code>
Remoting Error	Remoting Exceptions in <code>evs.exception</code> , part of transported <code>evs.core.InvocationObject</code>
Client Request Handler	<code>evs.interfaces.IServerRequestHandler</code> , <code>evs.core.ServerRequestHandler</code>
Server Request Handler	<code>evs.interfaces.IClientRequestHandler</code> , <code>evs.core.ClientRequestHandler</code>
Object ID	<code>evs.interfaces.IObjectReference</code> , <code>evs.core.ObjectReference</code>
Absolute Object Reference	<code>evs.interfaces.IAOR</code> , <code>evs.core.AOR</code>
Protocol Plugin	<code>evs.main.Peer</code>

Extension Patterns

The patterns of Extension Part 1 are implemented by the following classes:

PATTERN	IMPLEMENTATION
Asynchronous Invocation	<code>evs.core.InvocationStyle</code> and <code>evs.core.Requestor</code>
Poll Object	<code>evs.core.PollObjectRequestor</code>
Result Callback	<code>evs.core.ResultCallBackHandler</code>
Fire and Forget	<code>evs.core.ClientRequestHandler</code>
Interceptor Architecture	<code>evs.core.InterceptorRegistry</code> , <code>evs.core.InvocationContext</code> , <code>evs.interfaces.IInterceptor</code>
Lifecycle Management	<code>evs.core.LifecycleManager</code> , <code>evs.core.LifecycleStrategy</code>
Configuration Groups	not implemented

The patterns of Extension Part 2 are implemented by the following classes:

PATTERN	IMPLEMENTATION
Command, Command Language & Object System Layer	<code>evs.main.Peer</code>