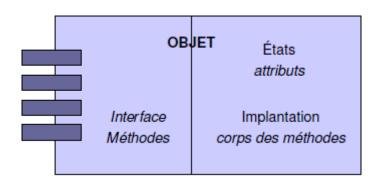
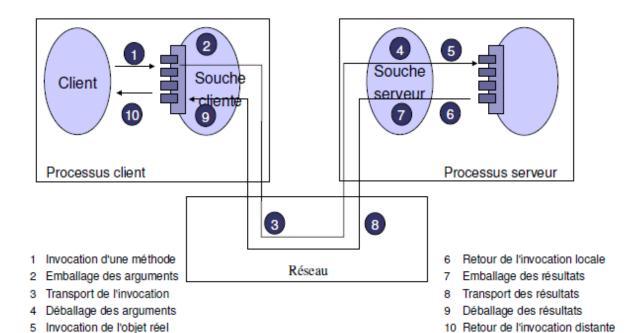
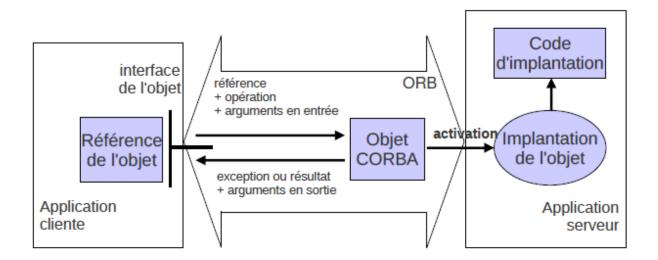
InfoRep – Chapitre 2





CORBA



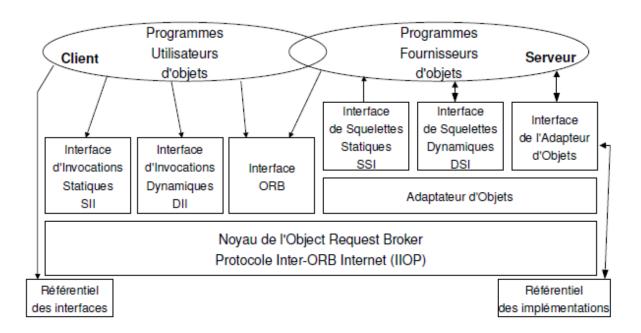
InfoRep – Chapitre 2

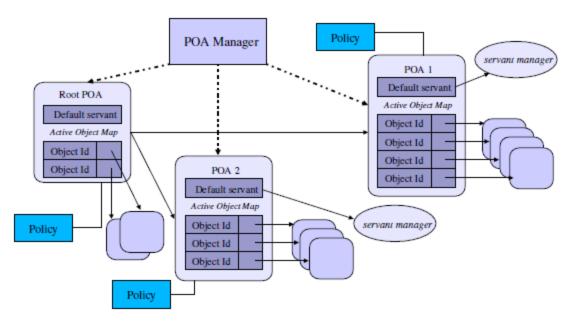
ORB: Bus sur lequel sont les objets partagés

• IDL: Langage de définition d'interface permettant de générer des squelettes

IIOP: Internet Inter-Orb Protocol
SSI: Static Skeleton Interface
DSI: Dynamic Skeleton Interface
BOA / LOA / ODA / POA: XXX Adapter

POA: Portable Object Adapter
GIOP: General Inter-Orb Protocol
IOR: Interoperable Object Reference
CDR: Common Data Representation





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