

ABSTRACT

Jini technology provides a simple infrastructure for delivering services in a network and for creating spontaneous interaction between programs that use these services regardless of their hardware/software implementation.

Any kind of network made up of services (applications, database, servers, devices, printers, storage, etc.) and clients (request of services) of those services can be assembled, disassembled, and maintained on the network using Jini Technology. Services can be added or removed from the network and new clients can find existing services.

Jini technology is architecture for construction of systems from objects and networks. The Jini architecture lets programs use services in a network without knowing anything about the wire protocol that the service uses.

One line implementation of a service might be XML-based and another RMI-based, third CORBA-based. The client is, in effect, taught by each service how to talk to it. A service is defined by its programming API, declared as a Java programming language interface.

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