|  |  |
| --- | --- |
| Name: | Edward Eisenberger |
| ID# | 1066164 |
| Assignment 6 | |
| Date of Submission | June 21, 2019 |

Table of Contents

[Overview 3](#_Toc12021083)

[Part 1: WCF Tutorial 3](#_Toc12021084)

[Summary 3](#_Toc12021085)

[Results 3](#_Toc12021086)

[FirstWCFHost, FirstWCFClient, and WCFLib 3](#_Toc12021087)

[SecondWCF and SecondWCFClient 4](#_Toc12021088)

[Part 2: WCF Publisher Subscriber and Client Callbacks 6](#_Toc12021089)

[Summary 6](#_Toc12021090)

[Results 6](#_Toc12021091)

# Overview

Assignment 4 consisted of reading and implementing the examples in the handouts “Distributed Computing – WCF Tutorial” and “Distributed Computing – WCF Publisher Subscriber and Client Callbacks.”

# Part 1: WCF Tutorial

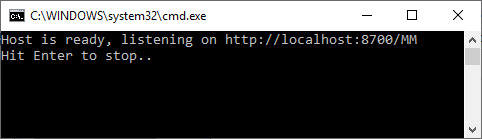
## Summary

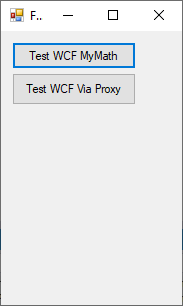
The “Distributed Computing – WCF Tutorial” handout introduced the Windows Communication Foundation (WCF) technology. The following projects were implemented: WCFLib, FirstWCFHost, FirstWCFClient, SecondWCF, and SecondWCFClient.

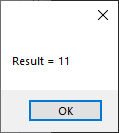
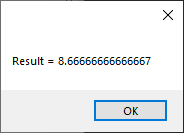
## Results

The results for each of the handout examples are shown below.

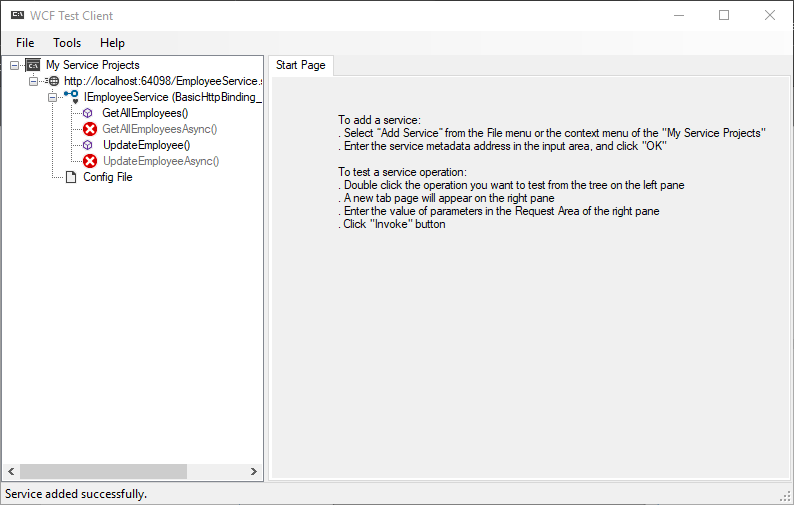
### FirstWCFHost, FirstWCFClient, and WCFLib

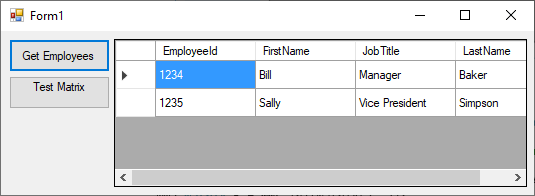


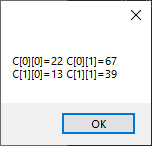


### SecondWCF and SecondWCFClient







# Part 2: WCF Publisher Subscriber and Client Callbacks

## Summary

The “Distributed Computing – WCF Publisher Subscriber and Client Callbacks” handout expanded on WCF and introduced client callbacks using the Publisher Subscribers pattern. The following projects were implemented: PubSubLib, PubSubHost, and PubSubClient.

## Results

