Building End-to-End Multi-Client Service Oriented Applications

Module 08

Hosting

pluralsight
hardcore developer training

Highlights

- **WCF Service Hosting**
- **Service configuration**
- **Simple client consumption**
  - Client configuration
  - Channel factory
  - Unit testing
- **Unattended processing**
  - Remove elapsed reservations from the system

Service Hosting

- **Can take many forms**
- **Host exposes endpoints for clients to consume**
  - Can obtain programmatically or declaratively
- **Endpoints can be configured to change characteristics and limits**
- **Easy self-hosting from Console app**
  - Great during development because can expose information to console
  - In production, would write NT-Service (remember those?)

Adding an Unattended Process

- **Running on a timer on the host**
- **Need to check for "dead" reservations**
  - Pickup-date has passed and car not rented to customer
- **Can access service as regular class**
  - Need to account for credentials
  - Need to handle transactions

Summary

- **Services hosted on console-host (for ease)**
  - Can be hosted on any other type of app, including IIS
- **Unit tests to test service connectivity**
- **Unattended process to cancel dead reservations**
- **Can service any type of client inside the firewall**
  - Adding HTTP endpoints can service external clients
- **Business tier is done !**

End of module