#### **Discover Remote Services**

ECF- Eclipse Communication Framework

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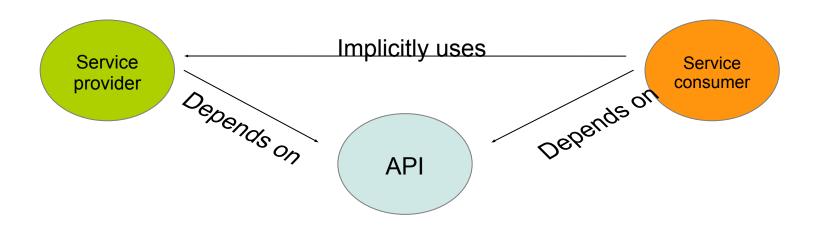
#### **Discover Remote Services**

- OSGi Services
- Remoting Concepts
- Discovery
- Demo
- Price Ceremony

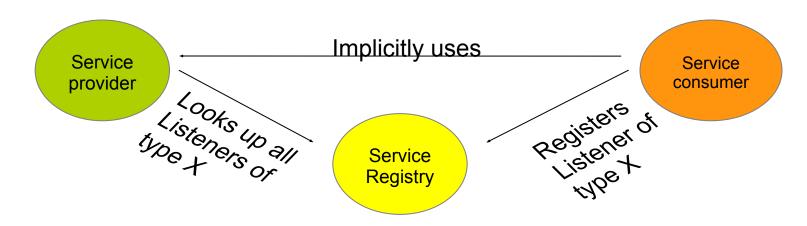
# **Everything you** always wanted to know about **OSGi services**

(but were afraid to ask)

#### **OSGi** whiteboard pattern recap



#### **OSGi** whiteboard pattern recap



(Type X is defined by provider or additional API bundle)

## Fallacies of Distributed Computing

The network is reliable.

Latency is zero.

Bandwidth is infinite.

The network is secure.

Topology doesn't change.

There is one administrator.

"A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable"
[Lamport]

## **Remoting Concepts**

## **Discovery**

## Time for a Demo

#### What have we cooked?

**Chat Application** 

Server for Discovery (Zookeeper and DNS)

Remoting (R\_OSGI, ECF Native)

ChatBot for some content

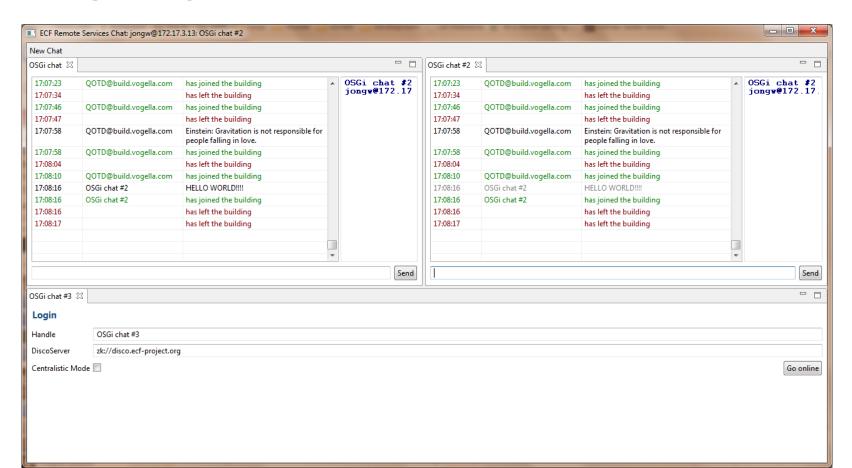
Two modes: Centralistic and p2p

#### **ECF Architecture**

local	discovery	manager	transport	remote
	File		r_osgi	
	Zookeeper		ECF	
Service	DNS	RemoteService Admin (RSA)	JMS	Service-proxy
	Bonjour		REST	
	SLP		XMPP	

#### **Demo**

#### Demo



## Instructions

```
git clone https://github.com/ECF/Chat cd Chat mvn verify chat win32 x64
```

#### **Downloads**

Chat Client: <a href="http://goo.gl/G3IH7f">http://goo.gl/G3IH7f</a>

Chat Server: <a href="http://goo.gl/bCSW3">http://goo.gl/bCSW3</a>j

#### ECF's asynchronous RS

```
package org.eclipse.ecf.example.chat.model;
import java.util.concurrent.Future;
import org.eclipse.ecf.remoteservice.lAsyncRemoteServiceProxy;
// Interface only needed on caller side
public interface IChatServerListenerAsync extends IAsyncRemoteServiceProxy {
   * Async for {@link IChatServerListener#getHandle()}
  Future < String > getHandleAsync();
```

## ECF's RSA implementation

Passes OSGi R5 compliance tests\*

#### Discover Waldo?!

## Price Ceremony

## Q&A

## THANKS!!!

# PLEASE RATE THIS TALK

#### **Distributed Eventing**

Uses ECF's distributed eventing to sync up servers