# Komponentenprogrammierung & Middleware

# Ping

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## Agenda

- Technologies & Motivation
- Architecture
- Demo
- Challenges
- Discussion

## Technologies & Motivation

#### **M** otivation

- Familiar with Python
  - Try out Python Remote Objects
- Interoperability of different languages
  - Combining statically typed and dynamically typed lanuages

No CORBA

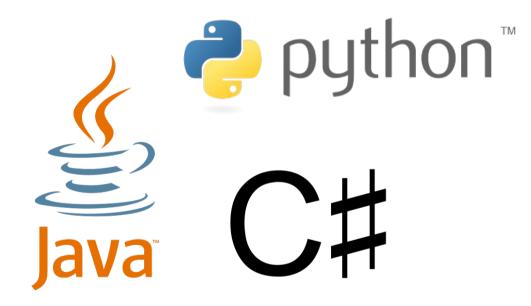
## Technologies

Frameworks:









#### 2 Choices

#### Pyro

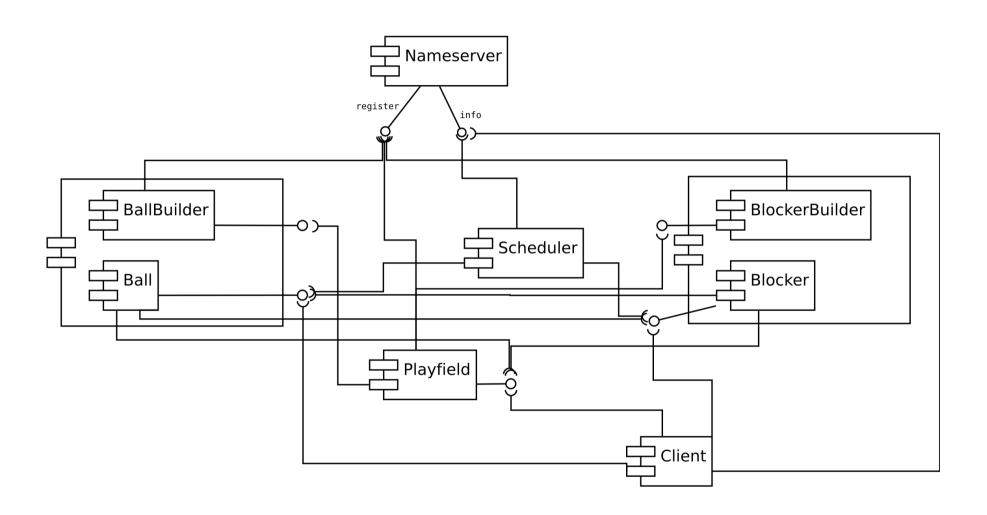
# Pyrolite

- Python, IronPython, C#, Java Jython
- Calls on proxies

Calls on proxies

- Can host objects
- Futures
- Register in nameserver

#### Architecture



#### Demo

https://github.com/niccokunzmann/ping

# Challenges

## Synchronous/Asynchronous

```
private void update_balls()
{
    List<Object> proxies = (List<Object>)playfield.call("
    foreach (PyroProxy ball in proxies)
    {
        //synchronous: copy data
        balls.Add(Ball.FromPyroProxy(ball));
    }
}
```

## Casts (Python)

```
def get_x(self):
    return int(self.x)
```

# "Ugly Calls" (C#)

```
C# way:
```

```
playfield.getWidth();
```

#### What it actually looks like:

```
(int)playfield.call("get_width");
```

## "Ugly Calls" (C#)

Solution DynamicObject:

```
public class PyroProxy : DynamicObject
  public override bool TryInvokeMember(InvokeMember
     binder, object[] args, out object result)
     result = call(binder.Name, args);
     return true;
dynamic playfield = new PyroProxy();
playfield.get_width(); //still not playfield.getWidt
```

## "Ugly Calls" (C#)

Solution ExtensionMethods:

```
public static class ExtensionMethods
  public static int getWidth(this PyroProxy proxy,
     params object[] arguments)
     return (int)proxy.call("get_width", arguments);
dynamic playfield = new PyroProxy();
playfield.getWidth();
```

#### URI Resolution

Wrong IP address

```
pyro:obj_98d3b51...ea1cac@192.168.0.101: 4853
```

pyro:obj\_98d3b51...ea1cac@127.0.0.1:4853

Solution: explicit binding to one host

#### Port Numbers Are Limited!

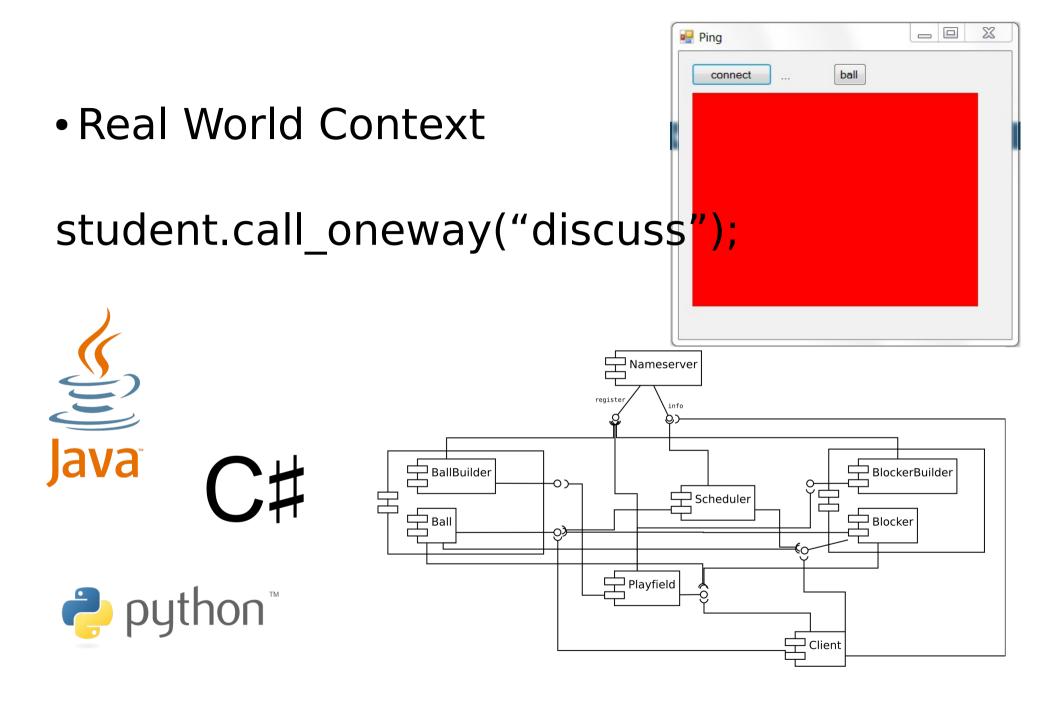
- "Only" 65535 ports
- 1 connection / Pyro proxy
- Many short lived proxies created constantly in double-dispatch between ball and block
- Framework assumes proxy reuse

#### Port Numbers Are Limited!

```
Exception in thread "main" java.net.NoRouteToHostException: Cannot assign reque
    at java.net.PlainSocketImpl.socketConnect(Native Method)
    [...]
    at ping.Scheduler.main(Scheduler.java:27)
```

[Errno 10055] An operation on a socket could not be performed because the system sufficient buffer space or because a queue was full

#### Discussion



#### Sources

- https://pythonhosted.org/Pyro4/\_images/pyro-large.png
- http://en.wikipedia.org/wiki/.NET\_Framework#mediaviewer/File:Microsoft\_.NET\_Framework\_v4.5\_logo.p
- http://en.wikipedia.org/wiki/Java\_(programming\_language)#mediaviewer/File:Java\_logo\_and\_wordmark
- http://en.wikipedia.org/wiki/C\_Sharp\_(programming\_language)#mediaviewer/File:C\_Sharp\_wordmark.s
- http://en.wikipedia.org/wiki/Python\_(programming\_language)#mediaviewer/File:Python\_logo\_and\_word
- http://stackoverflow.com/questions/24365101/c-sharp-generate-method-if-not-existent?noredirect=1#