

PhotosAPP

Antet:

Subsemnatul Senciuc Paul, declar pe propria raspundere ca acest cod nu a fost copiat din Internet sau din alte surse. Pentru documentare am folosit urmatoarele surse:

<https://docs.microsoft.com/en-us/dotnet/framework/wcf/how-to-host-a-wcf-service-in-a-managed-application>

<https://profs.info.uaic.ro/~iasimin/Laborator%20C%20S%20H/Laborator%20WCF%202020.pdf>

Host pentru serviciu:

Adaugam referinte la ObjectWCF, ServiceModel, ServiceModel.Description si modificam app.config.

```
<system.serviceModel>
  <services>
    <service name="ObjectWCF.PhotosApp" behaviorConfiguration="metadataSupport">
      <endpoint address="http://localhost:8000/PC"
        binding="basicHttpBinding"
        contract="ObjectWCF.InterfacePhotosApp"
        name="BasicHttpBinding_InterfacePhotosApp">
        <identity>
          <dns value="localhost"/>
        </identity>
      </endpoint>
      <endpoint address="mex"
        binding="mexHttpBinding"
        contract="IMetadataExchange"
        name="mexhttp"/>
    </service>
  </services>
  <behaviors>
    <serviceBehaviors>
      <behavior name="metadataSupport">
        <!-- Enables the IMetadataExchange endpoint in services that -->
        <!-- use "metadataSupport" in their behaviorConfiguration -->
        <!-- attribute. -->
        <!-- In addition, the httpGetEnabled and httpGetUrl -->
        <!-- attributes publish-->
        <!-- Service metadata for retrieval by HTTP/GET at the address -->
        <!-- "http://192.168.0.102:8000/SampleService?wsdl" -->
        <serviceMetadata httpGetEnabled="true" httpGetUrl=""/>
        <!-- <serviceMetadata/>-->
        <serviceDebug includeExceptionDetailInFaults="true"/>
      </behavior>
    </serviceBehaviors>
  </behaviors>
</system.serviceModel>
```

În program.cs folosim următorul cod pentru a porni serverul:

```
using System;
using ObjectWCF;
using System.ServiceModel.Description;
using System.ServiceModel;

namespace HostWCF
{
    0 references
    class Program
    {
        0 references
        static void Main(string[] args)
        {
            Console.WriteLine("Lansare server WCF...");
            ServiceHost host = new ServiceHost(typeof(PhotosApp), new Uri("http://localhost:8000/PC"));
            foreach (ServiceEndpoint se in host.Description.Endpoints)
                Console.WriteLine("A (address): {0} \nB (binding): {1} \nC (Contract): {2}\n", se.Address,
            host.Open();
            Console.WriteLine("Server in executie. Se asteapta conexiuni...");
            Console.WriteLine("Apasati Enter pentru a opri serverul!");
            Console.ReadKey();
            host.Close();
        }
    }
}
```

Dupa ce rulam serveul extragem cu svcutil.exe metadata necesara pentru a construi clientul. Deschidem DCP si lansam comanda: "scvutil <http://localhost:8000/PC-out:proxy.cs> -config:app.config" care va genera 2 fisiere: proxy.cs si app.config