





AGAIN...WHAT'S THEN?

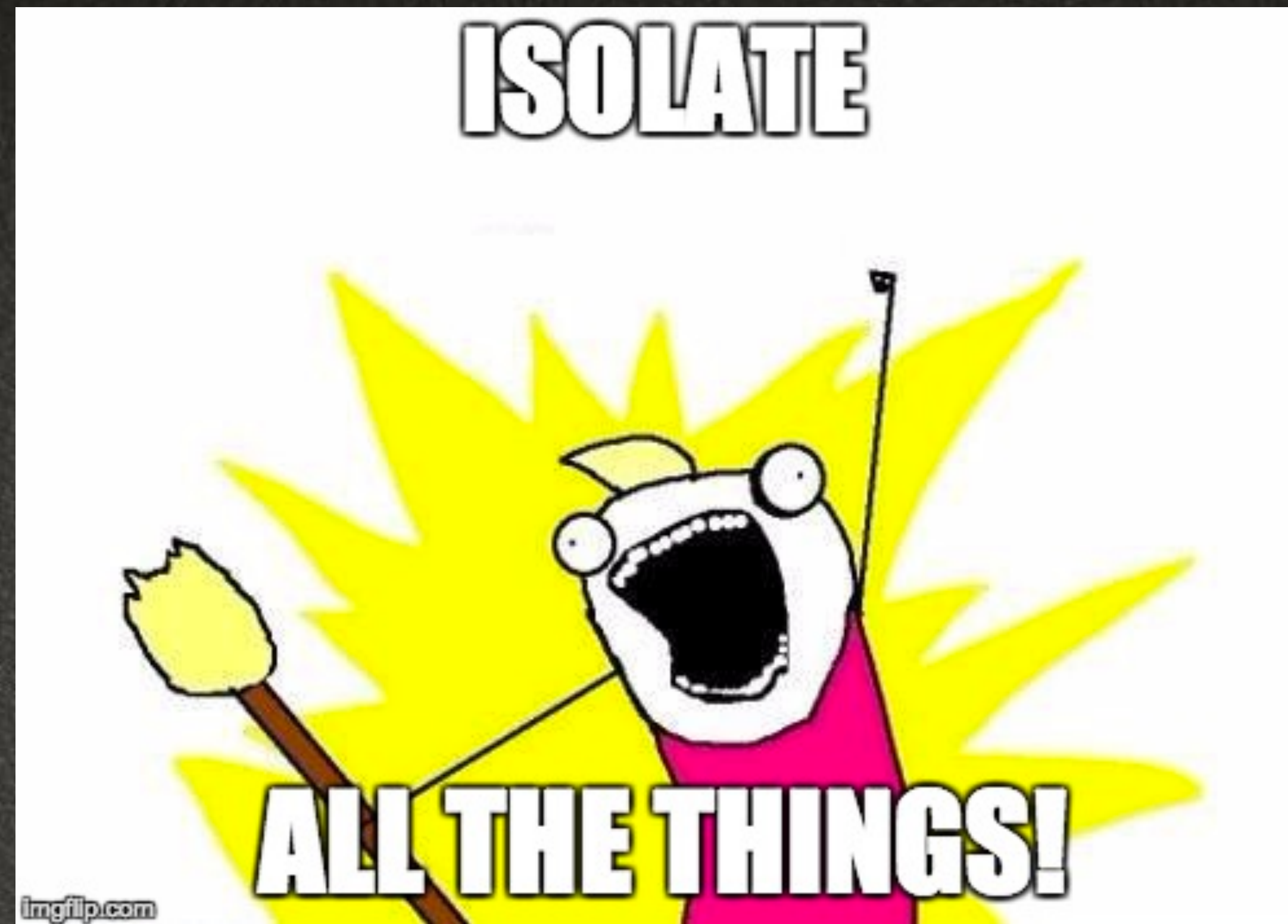












*First Law of Distributed Object Design: "don't distribute your objects"*

*- Martin Fowler*

THANK YOU!