

# SPRING-WS

CRAIG WALLS

## ABOUT YOU...

- By show of hands...
  - Java 6? Java 5? Java 1.4? Java 1.3? Java 1.2-?
  - C#? Ruby? Groovy? Scala? Erlang? Python?
  - Spring 1.x? Spring 2.0.x? Spring 2.5.x?

## ABOUT ME...

- Professionally developing software for almost 14 years
  - Java developer for most of that time
- Telecom, finance, retail, education, software
- Principle Consultant with Improving
- Author of Modular Java, Spring in Action and XDoclet in Action
- Spring fanatic

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## AGENDA

- Spring remoting and web services
- Contract-first
- Designing the contract
- Introducing Spring-WS
- Building service endpoints
- Wiring it all together

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# SPRING REMOTING AND WEB SERVICES

BUILDING A SERVICE USING XFIRE

## SPRING REMOTING

- Client side:
  - Proxy factory bean : Produces wire-able proxy to a remote service
- Service side:
  - Remote exporter : Exports a Spring-configured POJO as a service
- Available in RMI, Hessian, Burlap, and HttpInvoker, and JAX-WS flavors

# XFIRE

SPRING-LOADED

- Full-featured web services stack
- Comes with full Spring remoting support
  - XFireClientFactoryBean
  - XFireExporter
- <http://xfire.codehaus.org>

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## EXPORTING AN XFIRE SERVICE

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- Configure a POJO as a Spring bean
- Configure the XFireExporter to export the service
- Configure Spring's DispatcherServlet in [web.xml](#)
- Configure a handler-mapping to map URLs to the XFireExporter

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## JSR-181 AND XFIRE

- Annotate bean class and methods
- Declare as <bean> in Spring
- Configure Spring's DispatcherServlet
- Configure a Jsr181HandlerMapping in Spring

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## WHAT IF THE POJO CHANGES?

- The focus is on the implementation
  - The service is method-centric, not message-oriented
- The contract is a by-product of the export
- The contract is volatile

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## CONTRACT LAST

- The most important piece of a service is the contract...not the implementation
- Nevertheless, many services are developed treating the contract as a second-class citizen
  - Some don't even think about it at all

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## CONTRACT-FIRST WEB SERVICES

## CONTRACT FIRST

- If the contract is so important, then why not elevate it to the position it deserves?
- Create the contract first
  - Then write code that satisfies (not implements) the contract

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## WSDL-FIRST != CONTRACT-FIRST

- WSDL-First:
  - WSDL is used to generate service skeletons
  - Not unlike using IDL to generate CORBA skeletons
- Resulting skeletons are coupled to the contract
  - Changes to the contract change the skeletons

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## IT'S ALL IN THE MESSAGE!

- Contract-last services are operation-centric
  - A service is defined by its operations (methods)
- Contract-first services are message-centric
  - A service is defined by the messages it processes and returns

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## THE CONTRACT

- WSDL + XSD
- Operational contract: WSDL describes what the service can do
- Data contract: XSD describes the messages sent to the service

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## CONTRACT-FIRST: BASIC STEPS

- Define the messages (XML)
- Create the data contract (XSD)
- Develop an endpoint to process the messages (Spring-WS)
- Map messages to endpoints
- Deploy

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## DEFINING THE CONTRACT

IT'S NOT AS BAD AS YOU THINK

## CREATE SAMPLE MESSAGES

- Write some XML that resembles what you want passed in and out of your service
- Believe it or not...this is the hardest part

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## POKERHANDREQUEST

```
<EvaluateHandRequest
  xmlns="http://www.springinaction.com/poker/schemas">
  <card>
    <suit>HEARTS</suit>
    <face>TEN</face>
  </card>
  <card>
    <suit>SPADES</suit>
    <face>KING</face>
  </card>
  <card>
    <suit>HEARTS</suit>
    <face>KING</face>
  </card>
  <card>
    <suit>DIAMONDS</suit>
    <face>TEN</face>
  </card>
  <card>
    <suit>CLUBS</suit>
    <face>TEN</face>
  </card>
</EvaluateHandRequest>
```

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## POKERHANDRESPONSE

```
<EvaluateHandResponse xmlns=  
  "http://www.springinaction.com/poker/schemas">  
  <handName>Full House</handName>  
</EvaluateHandResponse>
```

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## CREATE THE DATA CONTRACT

- Create XML Schema that can validate the sample messages
- Options
  - Write it by hand (no fun)
  - Infer it
- Inferred XSD is never perfect
  - Will require some fine-tuning by hand

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## XSD INFERENCE

- Microsoft's XSD inference tool
  - <http://msdn2.microsoft.com/en-us/xml/Bb190622.aspx>
- Trang
  - <http://www.thaiopensource.com/relaxng/trang.html>
- Nocternity (Perl)
  - <http://projects.nocternity.net/index.py/en/xsd-inference>

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INTRODUCING  
SPRING-WS

## WHAT IS SPRING-WS?

- Web services framework that encourages contract-first development
- Web services are implemented as service endpoints
  - Endpoints process XML messages
  - Conceptually similar to Spring MVC
- Includes Object-to-XML mapping framework

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## SPRING-WS VS. SPRING MVC

- |   |  |
|---|--|
| ● Spring MVC                            | ● Spring-WS                                |
| ● DispatcherServlet                     | ● MessageDispatcher                        |
| ● Handler mapping                       | ● Endpoint mapping                         |
| ● Controller                            | ● Endpoint                                 |
| ● SimpleMappingExceptionHandlerResolver | ● SoapFaultMappingExceptionHandlerResolver |

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## SPRING OXM

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- Abstraction framework over several popular XML marshaling APIs
- Used by Spring-WS to marshal and unmarshal objects for endpoints
  - Can also be used for general purpose XML marshaling
  - To become part of Spring 3.0

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## SUPPORTED MARSHALING

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- Castor XML
- JAXB (v1 and v2)
- JiBX
- XMLBeans
- XStream

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# BUILDING SERVICE ENDPOINTS

## SERVICE ENDPOINTS

- Process XML messages
- Several Spring-WS base classes:
  - AbstractDom4jPayloadEndpoint
  - AbstractDomPayloadEndpoint
  - AbstractJDomPayloadEndpoint
  - AbstractMarshallingPayloadEndpoint
  - AbstractSaxPayloadEndpoint
  - AbstractStaxEventPayloadEndpoint
  - AbstractStaxStreamPayloadEndpoint
  - AbstractXomPayloadEndpoint
- Annotation-based endpoints
  - @Endpoint, @PayloadRoot, @XPathParam

## ABSTRACTJDOMPAYLOADENDPOINT

- Endpoint is given a JDom Element to process and must return a JDom Element as a result
- Can use XPath to pull info out of Element objects

```
public class EvaluateHandJDomEndpoint
    extends AbstractJDomPayloadEndpoint
    implements InitializingBean {

    protected Element invokeInternal(Element element)
        throws Exception {
        ... // process message
    }
}
```

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## ABSTRACTMARSHALLINGPAYLOADENDPOINT

- Given an Object to process; Must return an Object as a result
- Uses Spring OXM
  - XML message is unmarshaled into Object. Returned object is marshaled into XML.

```
public class EvaluateHandMarshallingEndpoint
    extends AbstractMarshallingPayloadEndpoint {

    protected Object invokeInternal(Object object)
        throws Exception {
        PurchaseOrder po = (PurchaseOrder) object;
        ... // Process purchase order
    }
}
```

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## ANNOTATION-BASED ENDPOINT

- Uses annotations to declare endpoints
  - Minimizes XML configuration
  - Allows for more POJO-ish endpoints
  - Helps with XML parsing
- Three annotations
  - @Endpoint – Declares a class as an endpoint
  - @PayloadRoot – Specifies a method as the destination for the payload message
  - @XPathParam – Defines how to parse message into method parameters

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## ANNOTATION-BASED ENDPOINT

```
package com.springinaction.poker.webservice;
import org.springframework.ws.server.endpoint.annotation.Endpoint;
import org.springframework.ws.server.endpoint.annotation.PayloadRoot;
import com.springinaction.poker.PokerHand;
import com.springinaction.poker.PokerHandEvaluator;
import com.springinaction.poker.PokerHandType;

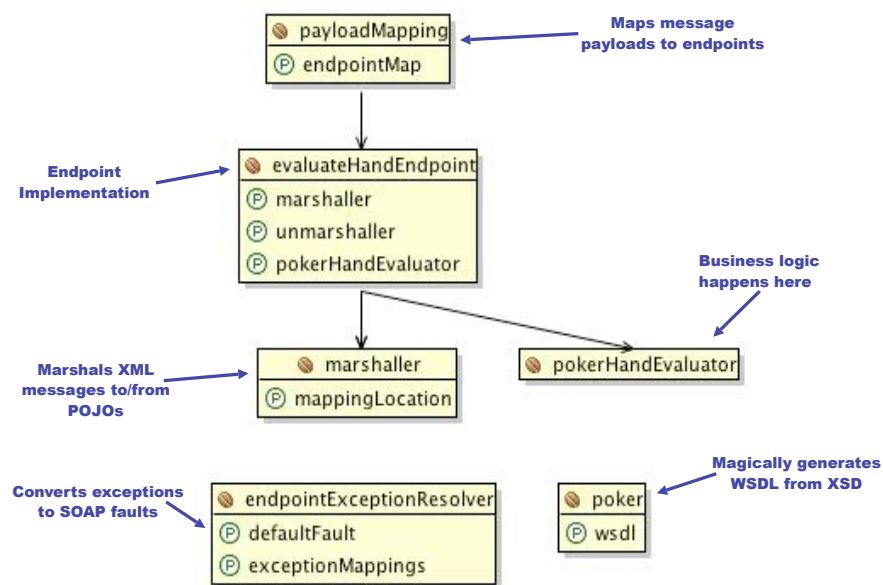
@Endpoint
public class EvaluateHandAnnotatedEndpoint {
    @PayloadRoot(namespace = "http://www.springinaction.com/poker/schemas",
        localPart = "EvaluateHandRequest")
    public EvaluateHandResponse evaluateHand(EvaluateHandRequest request) {
        PokerHandType handType = pokerHandEvaluator.evaluateHand(new PokerHand(
            request.getHand()));
        return new EvaluateHandResponse(handType);
    }

    // injected
    private PokerHandEvaluator pokerHandEvaluator;
    public void setPokerHandEvaluator(PokerHandEvaluator pokerHandEvaluator) {
        this.pokerHandEvaluator = pokerHandEvaluator;
    }
}
```

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# WIRING IT ALL TOGETHER

## THE BIG PICTURE



## MESSAGE DISPATCHER SERVLET

- Spring-WS is based on Spring MVC
- Must configure a DispatcherServlet in web.xml
- More specifically: MessageDispatcherServlet

```
<servlet>
  <servlet-name>poker</servlet-name>
  <servlet-class>
    org.springframework.ws.transport.http.MessageDispatcherServlet
  </servlet-class>
  <init-param>
    <param-name>transformWsdLocations</param-name>
    <param-value>true</param-value>
  </init-param>
</servlet>

<servlet-mapping>
  <servlet-name>poker</servlet-name>
  <url-pattern>/services/*</url-pattern>
</servlet-mapping>

<servlet-mapping>
  <servlet-name>poker</servlet-name>
  <url-pattern>*.wsdl</url-pattern>
</servlet-mapping>
```

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## ENDPOINT MAPPING

- Helps message dispatcher decide where messages should be sent
- Two kinds:
  - PayloadRootQNameEndpointMapping
  - SoapActionEndpointMapping

```
<bean id="payloadMapping"
  class="org.springframework.ws.server.endpoint.mapping.PayloadRootQNameEndpointMapping">
  <property name="endpointMap">
    <map>
      <entry key="{http://www.springinaction.com/poker/schemas}EvaluateHandRequest"
        value-ref="evaluateHandEndpoint" />
    </map>
  </property>
</bean>
```

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## ANNOTATION ENDPOINT MAPPING

- If using annotation-based endpoints...

```
<bean class="org.springframework.ws.server.endpoint.mapping.  
PayloadRootAnnotationMethodEndpointMapping">  
  <property name="order" value="1"/>  
</bean>
```

- If marshaling, you'll need a  
MarshallingMethodEndpointAdapter

```
<bean class="org.springframework.ws.server.endpoint.adapter.  
  MarshallingMethodEndpointAdapter">  
  <constructor-arg ref="marshaller"/>  
</bean>
```

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## WIRING THE ENDPOINT

```
<bean id="evaluateHandEndpoint" class=  
  "com.springinaction.poker.webservice.EvaluateHandJDomEndpoint">  
  <property name="pokerHandEvaluator" ref="pokerHandEvaluator" />  
</bean>
```

```
<bean id="pokerHandEvaluator"  
  class="com.springinaction.poker.PokerHandEvaluatorImpl"/>
```

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## A MARSHALING ENDPOINT

```
<bean id="evaluateHandEndpoint"
      class="com.springinaction.poker.webservice.
              EvaluateHandMarshallingEndpoint">
  <property name="marshaller"
    ref="marshaller" />
  <property name="unmarshaller"
    ref="marshaller" />
  <property name="pokerHandEvaluator"
    ref="pokerHandEvaluator" />
</bean>
```

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## AN (UN)MARSHALER: CASTOR

```
<bean id="marshaller" class=
      "org.springframework.xml.castor.CastorMarshaller">
  <property name="mappingLocation"
    value="classpath:mapping.xml" />
</bean>
```

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## WHAT ABOUT EXCEPTIONS?

- How are they mapped to SOAP faults?
- SoapFaultMappingExceptionResolver

```
<bean id="endpointExceptionResolver" class=
    "org.springframework.ws.soap.server.endpoint.SoapFaultMappingExceptionResolver">
    <property name="defaultFault"
        value="RECEIVER,Server error" />
    <property name="exceptionMappings">
        <props>
            <prop key="org.springframework.xml.UnmarshalingException">
                SENDER,Invalid request</prop>
            <prop key="org.springframework.xml.ValidationFailureException">
                SENDER,Invalid request</prop>
        </props>
    </property>
</bean>
```

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## LOOSE-END: SERVICE LOCATIONS

- The service location is hard-coded in WSDL
  - What if the service is deployed somewhere other than localhost?
  - SimpleWsd11Definition serves WSDL, transforming locations to match request's server and context

```
<bean id="poker" class=
    "org.springframework.ws.wsd1.wsd111.SimpleWsd11Definition">
    <property name="wsdl" value="/PokerService.wsdl"/>
</bean>
```

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OR...

- DynamicWsd11Definition automatically generates WSDL from the message XSD

```
<bean id="poker" class=
    "org.springframework.ws.wsd1.wsd111.DynamicWsd111Definition">
  <property name="builder">
    <bean class="org.springframework.ws.wsd1.wsd111.builder.
        XsdBasedSoap11Wsd14jDefinitionBuilder">
      <property name="schema" value="/PokerTypes.xsd"/>
      <property name="portTypeName" value="Poker"/>
      <property name="locationUri"
        value="http://localhost:8080/Poker-WS/services"/>
    </bean>
  </property>
</bean>
```

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# CONSUMING SPRING-WS SERVICES

## WRITING CLIENTS

- Proxy-based client APIs typically won't work with Spring-WS
  - Proxies are method-centric and very RPC-ish in nature
- What does work...
  - WSDL2Java-generated client stubs
  - Anything that can wrap supplied XML in a SOAP wrapper
  - Spring-WS client-side templates

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## USING SPRING-WS' CLIENT API

- Template-based
  - Like Spring JDBC, Spring JMS, etc
- Choices to make
  - To marshal or not to marshal?
  - Basic template or gateway support?

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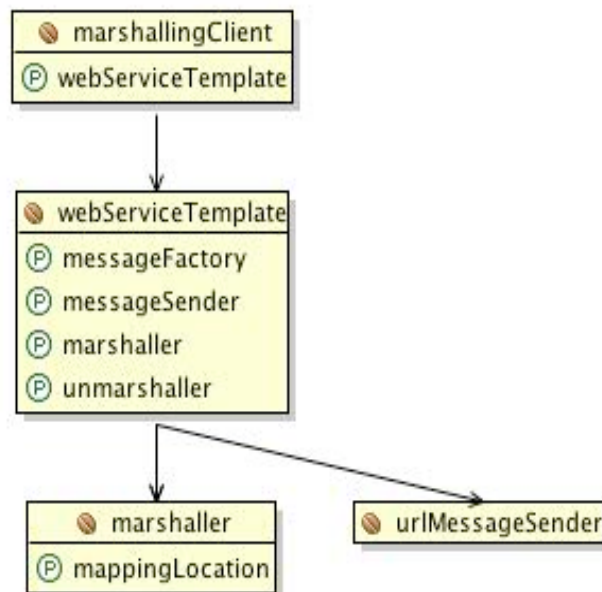


## SPRING-WS CLIENT API

- WebServiceTemplate – Centerpiece of Spring-WS client API
  - Similar in concept to Spring's JDBC Template
- Message factory – Produces message
- Message sender – Sends message
- (Un)Marshaller (optional) – Converts XML to/from POJO

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## SPRING-WS CLIENT API



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# TEMPLATE-BASED CLIENT

```
package com.springinaction.ws.client;
import java.io.IOException;
import org.jdom.Document;
import org.jdom.Element;
import org.jdom.Namespace;
import org.jdom.transform.JDOMResult;
import org.jdom.transform.JDOMSource;
import org.springframework.ws.client.core.WebServiceTemplate;
import com.springinaction.poker.Card;
import com.springinaction.poker.PokerHandType;

public class TemplateBasedPokerClient implements PokerClient {
    public PokerHandType evaluateHand(Card[] cards) throws IOException {
        // DETAILS OF THIS METHOD ARE ON THE NEXT SLIDE!!!
    }

    // INJECTED
    private WebServiceTemplate webServiceTemplate;
    public void setWebServiceTemplate(WebServiceTemplate webServiceTemplate) {
        this.webServiceTemplate = webServiceTemplate;
    }
}
```

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## TEMPLATE-BASED CLIENT (2)

```
public PokerHandType evaluateHand(Card[] cards) throws IOException {
    Element requestElement = new Element("EvaluateHandRequest");
    Namespace ns = Namespace.getNamespace(
        "http://www.springinaction.com/poker/schemas");
    requestElement.setNamespace(ns);
    Document doc = new Document(requestElement);

    for (int i = 0; i < cards.length; i++) {
        Element cardElement = new Element("card");
        Element suitElement = new Element("suit");
        suitElement.setText(cards[i].getSuit().toString());
        Element faceElement = new Element("face");
        faceElement.setText(cards[i].getFace().toString());
        cardElement.addContent(suitElement);
        cardElement.addContent(faceElement);
        doc.getRootElement().addContent(cardElement);
    }

    JDOMResult result = new JDOMResult();
    webServiceTemplate.sendSourceAndReceiveToResult(new JDOMSource(doc), result);

    Document resultDocument = result.getDocument();
    Element responseElement = resultDocument.getRootElement();
    Element handNameElement = responseElement.getChild("handName", ns);
    return PokerHandType.valueOf(handNameElement.getText());
}
```

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## TEMPLATE-BASED CLIENT (3)

```
<bean id="webServiceTemplate"
      class="org.springframework.ws.client.core.WebServiceTemplate">
  <property name="defaultUri"
    value="http://localhost:8080/Poker-WS/" />
</bean>

<bean id="templateBasedClient"
      class="com.springinaction.ws.client.TemplateBasedPokerClient">
  <property name="webServiceTemplate" ref="webServiceTemplate" />
</bean>
```

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## MARSHALING CLIENT

```
package com.springinaction.ws.client;
import java.io.IOException;
import org.springframework.ws.client.core.WebServiceTemplate;
import com.springinaction.poker.Card;
import com.springinaction.poker.PokerHandType;
import com.springinaction.poker.webservice.EvaluateHandRequest;
import com.springinaction.poker.webservice.EvaluateHandResponse;

public class MarshallingPokerClient
    implements PokerClient {
    public PokerHandType evaluateHand(Card[] cards)
        throws IOException {
        EvaluateHandRequest request = new EvaluateHandRequest();

        request.setHand(cards);

        EvaluateHandResponse response = (EvaluateHandResponse)
            webServiceTemplate.marshalSendAndReceive(request);

        return response.getPokerHand();
    }

    // INJECTED
    private WebServiceTemplate webServiceTemplate;
    public void setWebServiceTemplate(WebServiceTemplate webServiceTemplate) {
        this.webServiceTemplate = webServiceTemplate;
    }
}
```

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## MARSHALING CLIENT (2)

```
<bean id="webServiceTemplate"
    class="org.springframework.ws.client.core.WebServiceTemplate">
    <property name="marshaller" ref="marshaller" />
    <property name="unmarshaller" ref="marshaller" />
    <property name="defaultUri"
        value="http://localhost:8080/Poker-WS/" />
</bean>

<bean id="marshaller"
    class="org.springframework.oxm.castor.CastorMarshaller">
    <property name="mappingLocation" value="classpath:mapping.xml" />
</bean>

<bean id="marshallingClient"
    class="com.springinaction.ws.client.MarshallingPokerClient">
    <property name="webServiceTemplate" ref="webServiceTemplate" />
</bean>
```

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## GATEWAY CLIENT

```
package com.springinaction.ws.client;
import java.io.IOException;
import org.springframework.ws.client.core.support.WebServiceGatewaySupport;
import com.springinaction.poker.Card;
import com.springinaction.poker.PokerHandType;
import com.springinaction.poker.webservice.EvaluateHandRequest;
import com.springinaction.poker.webservice.EvaluateHandResponse;

public class PokerClientGateway extends WebServiceGatewaySupport implements PokerClient {
    public PokerHandType evaluateHand(Card[] cards)
        throws IOException {
        EvaluateHandRequest request = new EvaluateHandRequest();

        request.setHand(cards);

        EvaluateHandResponse response = (EvaluateHandResponse)
            getWebServiceTemplate().marshalSendAndReceive(request);

        return response.getPokerHand();
    }
}
```

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## GATEWAY CLIENT (2)

```
<bean id="pokerClientGateway"
      class="com.springinaction.ws.client.PokerClientGateway">
  <property name="marshaller" ref="marshaller" />
  <property name="unmarshaller" ref="marshaller" />
  <property name="defaultUri"
            value="http://localhost:8080/Poker-WS/" />
</bean>

<bean id="marshaller"
      class="org.springframework.xml.castor.CastorMarshaller">
  <property name="mappingLocation"
            value="classpath:mapping.xml" />
</bean>
```

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# FINAL THOUGHTS

## CREATING A SPRING-WS SERVICE

- Create sample messages
  - Just XML
- Create data contract
  - XSD inferred from XML
- Create endpoints
- Wire it up in Spring

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## ISN'T THAT A LOT OF <bean>s?

- Mostly boilerplate
- Can be “pre-declared”
- Rolled into a Maven 2 archetype
- Spring namespace?

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## WHAT I DIDN'T TALK ABOUT

- Spring-WS and WS-Security
- Sending POX messages
- RESTful Spring (coming in Spring 3)
- JMS transports
- Mail transports
- WS-Addressing

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## RECOMMENDING READING

- Spring-WS homepage
  - <http://static.springsource.org/spring-ws/sites/1.5/>
- Arjen Poutsma's web-log
  - <http://blog.springframework.com/arjen>
  - "Thoughts on Web Services" – 6/20/2005 – 6/28/2005
- Spring in Action, 2E; Chapter 9

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Q & A

THANK YOU