



# Distribuirani sistemi

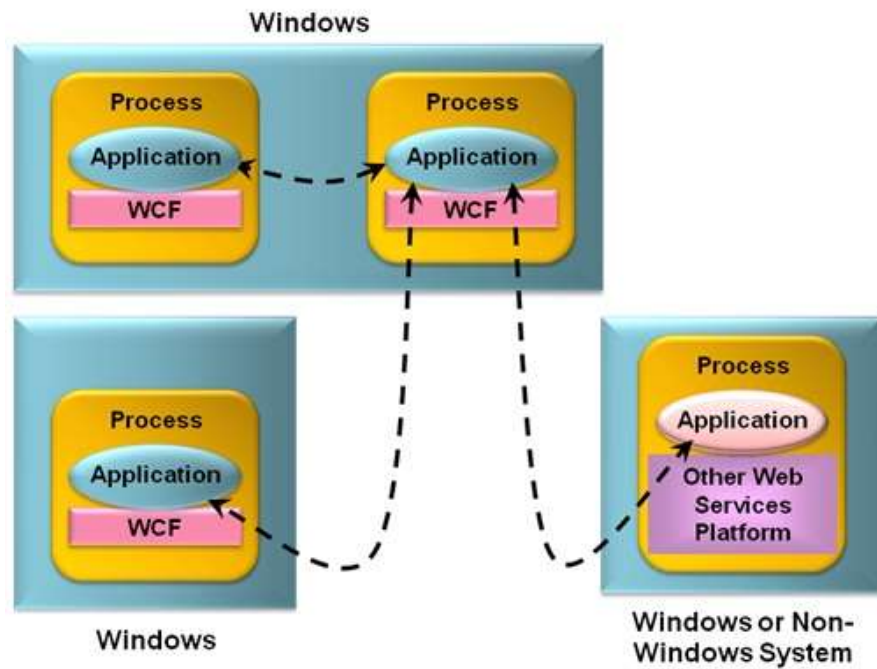
Windows Communication Foundation (WCF)

# Sadržaj

- ▶ Uvod
- ▶ API
- ▶ Primer



# Interoperabilnost

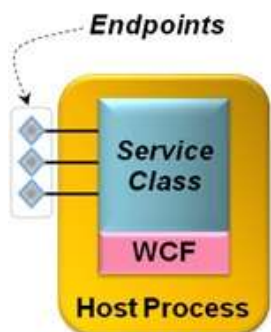


# WEB service standardi

- ▶ Messaging: SOAP
- ▶ Metadata: The Web Services Description Language (WSDL)
- ▶ Security: WS-Security, WS-Trust i WS-SecureConversation
- ▶ Reliability: WS-ReliableMessaging
- ▶ Transactions: Zasnovano na WS-Coordination, WS-AtomicTransaction



# Kreiranje WCF servisa



- ▶ Servis klasa generisana u C# (ili VB ili nekom drugom CLR zasnovanom jeziku) koja implementira jednu ili više metoda.
- ▶ Host proces u kojem servis radi.
- ▶ Jedan ili više endpoint-a koji omogućava klijentima pristup servisu. Sva komunikacija sa WCF servisom se dešava preko servisovog endpoint-a.

# Primer servisa

```
using System.ServiceModel;

[ServiceContract]
class NazivKlase
{
    [OperationContract]
    public void NekaMetoda(...)
    {
        ...
    }
    ...
}

[DataContract]
public class CekaonicaStatus
{
    [DataMember]
    public Guid LekarUiD { get; set; }
    [DataMember]
    public string Pacijent { get; set; }
    [DataMember]
    public Status Status { get; set; }
}
```

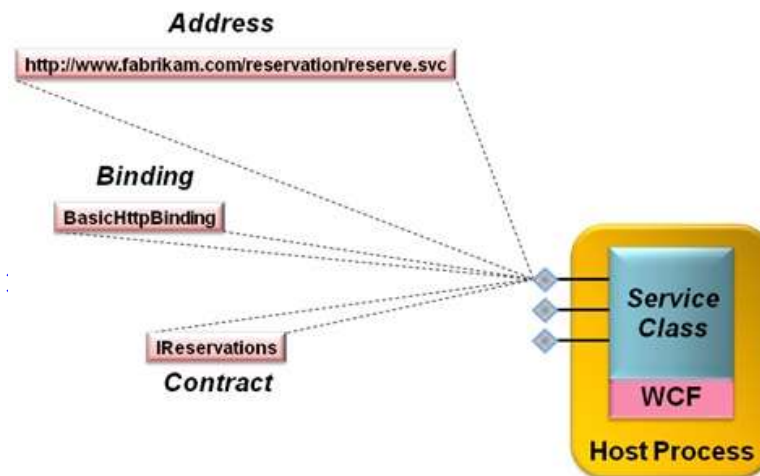
```
using System.ServiceModel;

[ServiceContract]
public interface INazivInterfejsa
{
    [OperationContract]
    bool Check(object data);
}

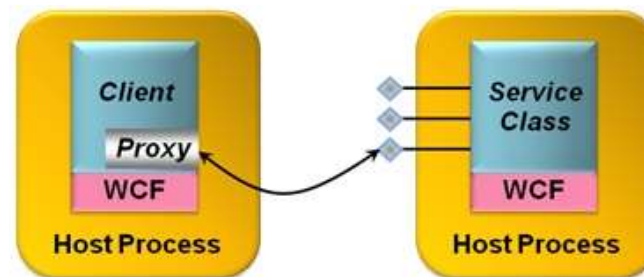
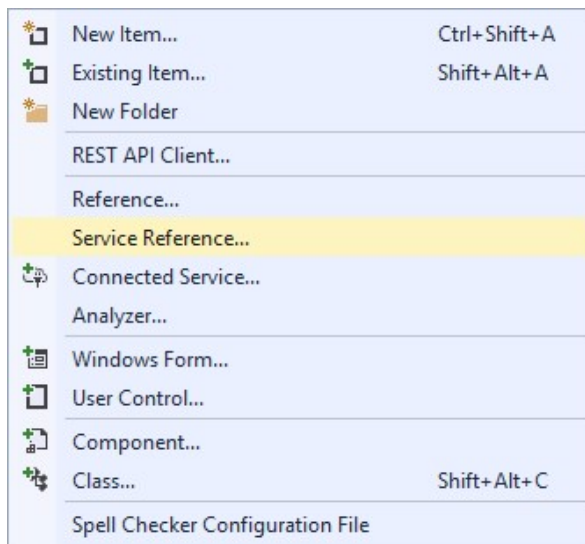
class NazivKlase : INazivInterfejsa
{
    public bool Check(object data)
    {
        ...
        return true;
    }
}
```

# Definisanje endpoint-a

```
<configuration>
  <system.serviceModel>
    <services>
      <service type="NazivKlase.NazivApp">
        <endpoint
          contract="INazivInterfejsa"
          binding="basicHttpBinding"
          address=
            "http://hostSajt/implementacijaServisa.svc"/>
        </service>
      </services>
    </system.serviceModel>
  </configuration>
```



# Kreiranje WCF klijenta





# Kreiranje WCF klijenta - kod

- ▶ `NazivKlaseClient proxy;`
- ▶ `proxy = new NazivKlaseClient();`
- ▶ `proxy.NazivMetode();`
  
- ▶ `proxy.NazivMetodeAsync();`