Contents

List of Figures and Tables xv
Foreword xix
Preface xxi

Part 1 CORBA Basics

Chapter 1 An Introduction to CORBA 3
1.1 Information Systems: From the Back Room to the Front Office 3
1.2 Analyzing the Scenario 4
1.3 Challenges in System Development 6
1.3.1 System Integration 6
1.3.2 Managing the Future 7
1.3.3 Technology Availability 7
1.4 CORBA Overview 8
1.5 CORBA Concepts 9
1.5.1 The Object Model 10
1.5.2 Open Distributed Computing Environment 12
1.5.3 Component Integration and Reuse 15
1.6 CORBA's Growth 17
1.7 What You Will Learn from This Book 18

Part 2 CORBA Standards

Chapter 2 CORBA Interface Definition Language (IDL) 21
2.1 An Overview of CORBAidl 21
2.1.1 The Most Significant Element of CORBA Is the Interface Definition Language 21
2.1.2 OMG IDL Is a Stable Standard 21
2.1.3 One IDL File Creates Multiple Language Bindings 22
2.1.4 IDL Enables Platform Independence 22
2.1.5 IDL Is Pure Specification, Not Implementation 22
2.1.6 The Quality of IDL Designs Is Critically Important 22
2.2 An IDL Tutorial 23
2.2.1 IDL Modules 23
2.2.2 IDL Interfaces 24
2.2.3 IDL Forward 25

2.2.4 IDL Constants 26
2.2.5 IDL Type Declaration 26
2.2.6 IDL Sequences 27
2.2.7 The Dynamic IDL *Type Any* 28
2.2.8 IDL Attributes 29
2.2.9 IDL Exceptions 30
2.2.10 IDL Operation Signatures 32
2.2.11 Pre-Compiler Directives 33
2.3 Conversion of OO Designs to IDL 34
2.4 From OO Design to IDL Example: Course Registration Object Model 35
2.4.1 The OO Design 35
2.4.2 An Abstract IDL Representation 35
2.4.3 A Concrete IDL Representation 37
2.5 IDL Guidelines 39
2.5.1 IDL Identifiers 39
2.5.2 Parameter and Return Values 40
2.5.3 The Use of Attributes 40
2.5.4 Use of *Type Any* 40
2.5.5 IDL Modules 41
2.5.6 IDL Documentation 41
2.6 Concluding Remarks 41

Chapter 3 The CORBA 2 Standard 43
3.1 An Overview of CORBA 2 43
3.1.1 The Orb 45
3.1.2 CORBA Core 47
3.2 Standard Object Model 48
3.2.1 Interface Attributes and Operations 50
3.2.2 One-Way Keyword 51
3.2.3 Exception Handling 52
3.2.4 Context Clause 53
3.2.5 Object Implementation 53
3.3 The CORBA Architecture 54
3.3.1 Static Interfaces 56
3.3.2 Static and Dynamic Skeletons 58
3.3.3 Static Versus Dynamic Invocation 60
3.4 CORBA Clients and Object Implementations 62
3.4.1 Local Objects 63
3.4.2 Marshaling 63
3.4.3 ORB Libraries 64

3.4.4 Client Invocation Process 65
3.4.5 Invocation Scenario 68
3.5 Interface and Implementation Repositories 69
3.5.1 Interface Repository and IDL Object Models 70
3.5.2 Applications of the Interface Repository 71
3.6 Language Mappings 72
3.6.1 C Language Mapping 73
3.6.2 C++ Language Mapping 75
3.6.3 Variable Type and Pointer Type 76
3.6.4 SmallTalk Language Mapping 78
3.6.5 JAVA Language Mapping 79
3.7 Portability 80
3.8 Interoperability and OLE Integration 81
3.8.1 CORBA Interoperability 83
3.8.2 CORBA and Microsoft 84
3.9 CORBA Guidelines 86
3.9.1 Location Transparency 87
3.9.2 Rely on the CORBA Standard, Not the ORB Products 89
3.9.3 Use of Standards 89
3.10 Concluding Remarks 91

Chapter 4 CORBAservices 93
4.1 An Overview of CORBAservices 93
4.1.1 Many Application Developers Have Reinvented the CORBAservices 93
4.1.2 Considering Vendor Support; Self-Building These Services 93
4.1.3 The CORBAservices Architecture 95
4.1.4 The CORBAservices Roadmap 97
4.2 The Information Management Services 98
4.2.1 The Property Service 98
4.2.2 The Relationship Service 99
4.2.3 Multithreaded Environments 101
4.2.4 The Query Service 104
4.2.5 The Externalization Service 105
4.2.6 The Persistent Object Service 107
4.2.7 The Collection Service 111
4.3 Task Management CORBAservices 112
4.3.1 The Events Service 112
4.3.2 The Concurrency Service 116
4.3.3 The Transaction Service 119

4.4 System Management CORBAservices 123
4.4.1 The Naming Service 123
4.4.2 The Lifecycle Service 127
4.4.3 The Licensing Service 131
4.4.4 The Trader Service 133
4.5 Infrastructure CORBAservices 133
4.5.1 Security and Time Services 133
4.5.2 Messaging Service 135
4.6 The Future of CORBAservices 136
4.6.1 Additional Services 137
4.7 Concluding Remarks 138

Chapter 5 CORBAfacilities and CORBAdomains 141
5.1 Overview of CORBAfacilities 141
5.1.1 CORBAfacilities versus CORBAservices 146
5.2 Horizontal CORBAfacilities 147
5.2.1 Distributed Document Component Facility 147
5.2.2 Compound Linking 149
5.2.3 OpenDoc Parts Framework 150
5.2.4 OpenDoc User Interface 150
5.2.5 OpenDoc Framework Objects 151
5.2.6 The Common Management Facilities 153
5.2.7 Internationalization and Time Operations Facilities 156
5.2.8 Data Interchange Facility 158
5.3 Vertical CORBAfacilities and Related Activities 159
5.3.1 Business Object Framework and Common Business Objects 159
5.3.2 Meta-Object Facility 160
5.3.3 Printing and Method Facilities Input 162
5.3.4 Vertical-Market Areas 163
5.4 Leveraging the OMG Process 164
5.4.1 Exploiting a Predictable Process 164
5.4.2 Application Profiles 166
5.4.3 Inside the OMG Organization 167
5.4.4 The Request for Information Process 168
5.4.5 Creating Architectures and Roadmaps 170
5.4.6 RFP Adoption Processes 173

Part 3 CORBA System Engineering

Chapter 6 Relationships with Other Technologies 179
6.1 Choosing a Distributed Object Architecture 179
6.2 Analyzing the Scenario 180

6.3 Making an Informed Decision 181
6.3.1 The Role of Standards 181
6.4 The Underpinnings of Distributed Architectures 183
6.5 Comparing Distributed Architectures 185
6.5.1 OSF's Distributed Computing Environment 185
6.5.2 Microsoft's Distributed Component Object Model 189
6.5.3 JavaSoft's JAVA and the Remote Method Invocation (RMI) 193
6.6 Interoperability with CORBA 194
6.7 CORBA Selection and Application 195
6.7.1 CORBA Product Selection 196
6.7.2 Issues in the Effective Application of CORBA 198

Chapter 7 The CORBA Migration Process 201
7.1 Migrating to a CORBA Architecture 201
7.2 Analyzing the Scenario 201
7.3 Enterprise Migration 202
7.3.1 Architecture-Driven Migration 203
7.3.2 Conformance Between Architecture and Implementation 205
7.3.3 Migration to Commonality 206
7.3.4 Migration Strategy 210

Chapter 8 CORBA and Software Architecture 213
8.1 Defining a Software Architecture 213
8.2 Analyzing the Scenario 214
8.3 The Role of Architecture in Software 215
8.4 If Software Architecture Is So Important, What Is It? 216
8.4.1 The Elements of Good Software Architecture 217
8.5 CORBA and Software Architecture 218
8.5.1 Models of Use for CORBA in a Software Architecture 218
8.5.2 Applying CORBA to Software Architecture 219
8.6 The Scope of a Software Architecture 223
8.6.1 The Major Entities of Software Architecture 224
8.6.2 Customizing the Software Architecture to the Organization 225
8.7 Software Architecture Design 226
8.7.1 Architecture Abstraction 226
8.7.2 The Process for Software Architecture Design 227

8.7.3 Defining the Software Architecture Objects and Interfaces 228
8.7.4 Other Software Architecture Considerations 231
8.8 Software Architecture Conclusions 233

Chapter 9 Application Design Using Software Architecture 235
9.1 Designing the Application 235
9.2 Analyzing the Scenario 236
9.3 The Relationship of Architecture to Program Planning 237
9.3.1 Recognizing the Learn-as-You-Go Process 237
9.3.2 Prototype Development Using CORBA 238
9.3.3 Creating a Successful Environment 238
9.4 Applying the Software Architecture to Application Design 239
9.4.1 Selection of Application Components 241
9.4.2 Designing Application Component Interfaces 241
9.4.3 Defining Component Relationships 243
9.4.4 Designing for Interoperability 244
9.4.5 Increasing Reuse 247
9.4.6 Making the Most of Inheritance 248
9.4.7 Providing Good Exception Handling 249
9.4.8 Test and Evaluation of the System 251
9.4.9 CORBA in the Operations and Maintenance Phase 251
9.5 Measuring Progress 252
9.5.1 Measuring the Progress of the Software Architecture 253
9.6 Tying It All Together: Architecture and Application Design Processes 253
9.6.1 Collaborative Processes for Architecture and Application Development 254
9.6.2 CORBA Architecture Process—The Analysis Steps 256
9.6.3 CORBA Architecture Process—The Definition Steps 258
9.6.4 CORBA Application Development Process 259

Chapter 10 CORBA Migration Case Study: The Information Access Facility 263
10.1 Problem and Objective 263
10.2 Standards-Based Profiles 266
10.3 Project Context 268

10.4 Business Objects and Process 271
10.5 Interface Migration 273
10.6 Conclusions 275
10.6.1 Do Not Design in a Vacuum 276
10.6.2 Design for Quality 277

Epilogue 279

Appendix A: OMG IDL Grammar 281
Appendix B: OMG IDL Definitions From CORBA 2 287
Appendix C: IDL for CORBAservices 307
Appendix D: Guide to CORBA Resources 351

Bibliography 361

Acronyms 367
Index 371