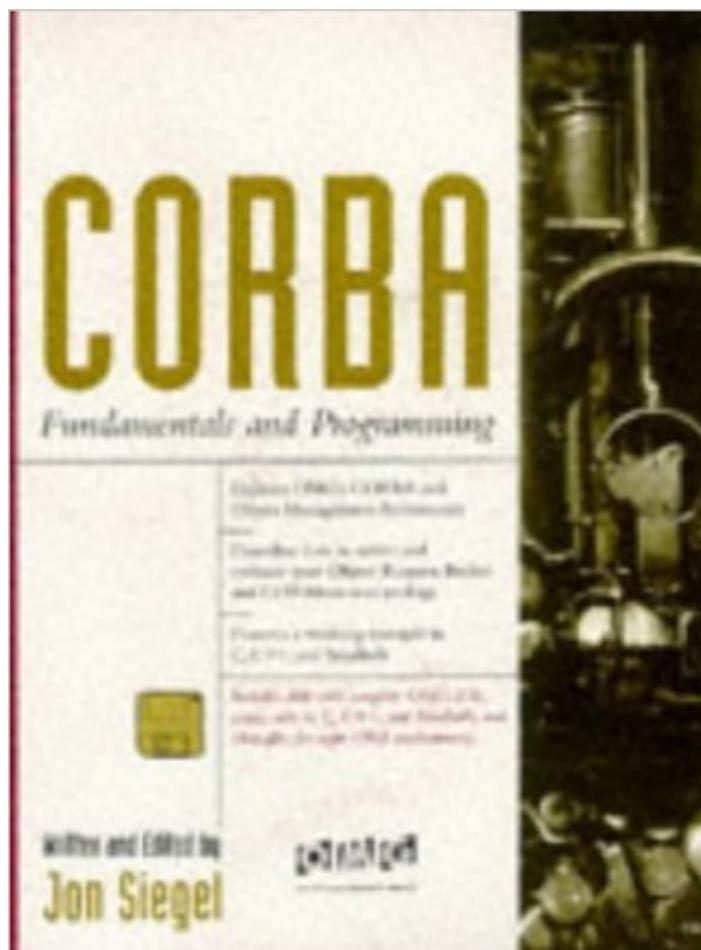


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# CORBA Fundamentals And Programming



## **Synopsis**

A wealth of working code gives you hands-on experience in building CORBA-compliant applications. In this valuable guide, Jon Siegel, Director of Domain Technology at the Object Management Group, and CORBA product development teams from across Europe and the United States present distributed object tutorial applications. Based on a common OMG IDL file, and worked in eight commercially available ORB environments using C, C++, and Smalltalk, the techniques presented in the example will help you write new programs faster at lower cost, and make existing programs easier to change, extend, and maintain. CORBA Fundamentals and Programming also provides you with all of the necessary technical background and details about CORBA, CORBAservices, and CORBAfacilities. Discussion of each component starts with its impact on your enterpriseâ "which of your computing problems it solves, and how it does itâ "and includes enough detail to show how all the parts work together. Descriptions of eight representative ORBs showcase the diversity of the programming environments which work together under the CORBA banner. The final half of the book is devoted to the tutorial example. On the disk you'll find: All IDL interfaces Source code in C, C++, and Smalltalk Make files for eight ORB environments

## **Book Information**

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## **Customer Reviews**

If possible, I WOULD GIVE THIS FAT, USELESS, WORD-SMEARED COLLECTION OF PAPERS A ZERO STAR RATING (.com should think about this option). The money I spent was a

COMPLETE WASTE. I don't know how this book got so many stars! Well, I guess next time I will have to be more careful about the reviews. About two third of the book is virtually an advertisement for CORBA, as if the authors were taking a test and answering the question, "Describe the advantages of CORBA (50% of your grade)". The technicality of CORBA could be described more succinctly and more lucidly. I think the intention of salesmanship was the killjoy. In fact there was nothing much you could get from the LONG, WINDED sections. Only a small fraction of the SUPER-BORING first two third of this notorious book (more precisely, some diagrams only) gave real technical overview. In stead of dreams they could talk about realities. And the example (the selection of a nice example was the only good thing about this book).... Oh, the code could be arranged in so many better ways and written so much more professionally!! Pages on the use of different ORBs were anything but useful! Couldn't they do a better job at least here? Well, IF YOU LIKE TO EAT 1-TON OF JUNK TO GET 1-OUNCE OF NUTRITION (or even better, real FOOD), go ahead, BUY THIS GIBBERISH-TALK STUFF. Or else think before you leap!

good architectural review, and great examples for coding your first client and server. Would have liked more info about: 1)designs for a large distributed client base 2) backup server registration/lookup ideas 3) actual executables, services, and repositories needed at distributed sites to handle client base

This is a classic authored by one of the real "movers and shakers" of the OMG, but as others said is dated. I wish he'd update this work to cover the POA as well as other topics. Henning Vinosky does this and has been worth its weight in gold.

A fairly hype-free text on how to get CORBA up and running. Good for a starter text, but I still feel the need for some good reference information afterwards. Don't throw out your ORB documentation yet...Also, the text is circa 1996. Talks about a lot of stuff 'in progress.' I'd like to see a more recent version with updates to what the book speaks about.

If anyone has really programmed CORBA professionally, then they know about the ungodly reference that if printed out would be a stack of papers about 3 to 4 feet high. This is immense, and one can go cross eyed from confusion trying to weed out the information and have an inkling of where to begin. Fortunately, this book was available and I was able to discern the concepts and utilize them in practice. The one slice that I was interested in doing was implementing test scenarios

for dynamic invocation. I found the area on this side, starting on page 55, Section 4.3, was very informative. From this, I was able to absorb enough understanding to create client-server components that would negotiate their interfaces and dynamically invoke methods in some object I created. I exposed defects in the product (Tibco's implementation) that were later fixed. I definitely think there could have been a better presentation on the topic, but at the time this is one of the best books out there for mere mortals. Though, by now, it is probably outdated. Review the book first, see if you like it and will use it. It's a great concept book as well.

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