

# DISTRIBUTED OBJECT AND COMPONENTS

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# Objectives

- Understand the development of distributed system
- Present middleware solutions for
  - Distributed object
  - Component based application
- Applications in a Java EE environment

# Engineering problem

- How to build enterprise applications
  - Safe
  - Secure
  - Scalable
  - Available
  - Extensible
  - Cost effective

# Fault tolerant systems

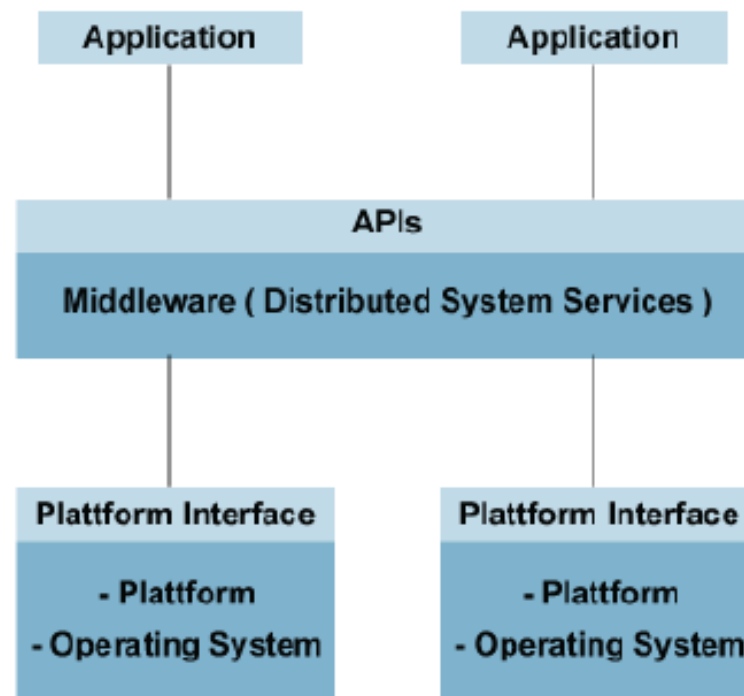
- The basic characteristics of fault tolerance require:
  - No single point of failure
  - Fault isolation to the failing component
  - Fault containment to prevent propagation of the failure
  - Availability of reversion modes
- Many kind of faults
  - Power
  - Network
  - Server
  - Disk
  - Virus or Attack
- Requires replication and redundancy

# Failover / transparent failover

- What to do when a problem occurs
- How to make it transparent for the user
- Failover
  - Start a secondary system
  - Increase availability

# Middleware

- Software between the operating system and the application

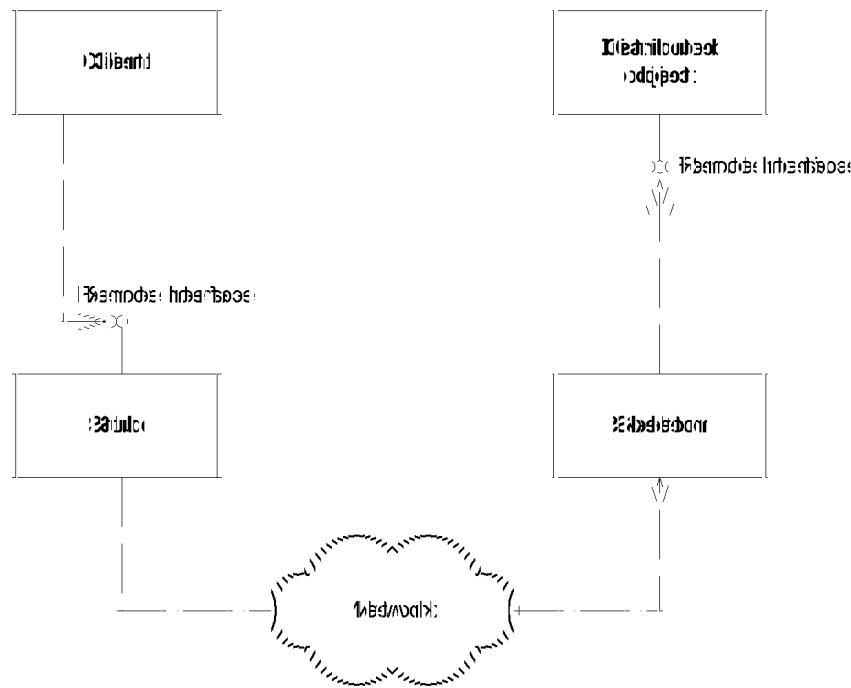


# Le middleware

- Help to make distribution transparent
  - Transparency of heterogeneity
  - Transparency of location
  - Transparency of invocation
  - Transparency of transaction management
  - Transparency of security management
  - Transparency of service replication

# Distributed Object

- A distributed object is made available to a distant client
  - Executing in another process,
  - From another place of the network





# Distributed Object

<i>Objects</i>	<i>Distributed objects</i>	<i>Description of distributed object</i>
Object references	Remote object references	Globally unique reference for a distributed object; may be passed as a parameter.
Interfaces	Remote interfaces	Provides an abstract specification of the methods that can be invoked on the remote object; specified using an interface definition language (IDL).
Actions	Distributed actions	Initiated by a method invocation, potentially resulting in invocation chains; remote invocations use RMI.
Exceptions	Distributed exceptions	Additional exceptions generated from the distributed nature of the system, including message loss or process failure.
Garbage collection	Distributed garbage collection	Extended scheme to ensure that an object will continue to exist if at least one object reference or remote object reference exists for that object, otherwise, it should be removed. Requires a distributed garbage collection algorithm.

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# Developing a distributed object

- Take into account the execution context
  - Explicit middleware
  - The developer is in charge
- The environment manage the execution context
  - Implicit middleware
  - The container is in charge

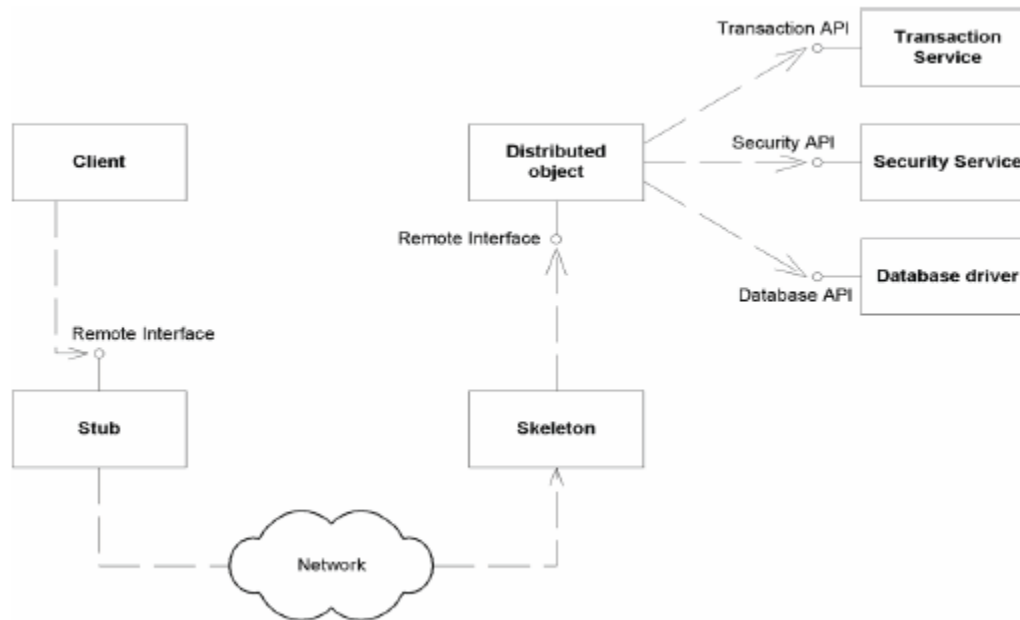
# Software Code/Middleware code

- Software Code, related to the business
  - Management of a bank account
- Middleware code, not directly related to the business
  - Security management
  - Audit
  - Persistence management
- Goal : separate the application code from the middleware code

# Middleware code

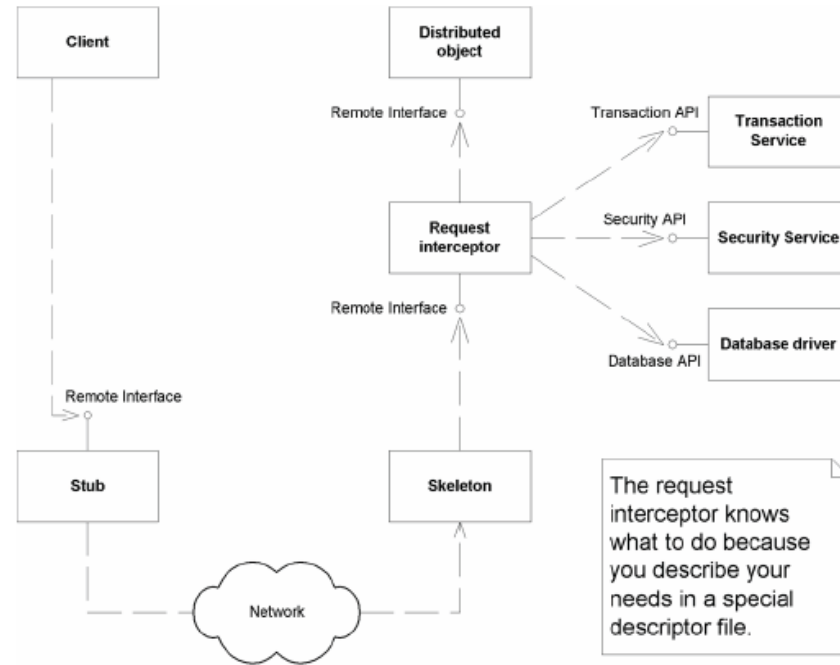
- Access as services
  - Persistence
  - Logging, audit
  - Transaction
- Defined by API and policies
  - Start/commit transaction, store/load data...
- Question : how to manage both the middleware code and the application code

# Explicit Middleware



```
1 transfer(Account account1, Account account2, long amount) {
2 // 1: Call middleware API to perform a security check
3 // 2: Call middleware API to start a transaction
4 // 3: Call middleware API to load rows from the database
5 // 4: Subtract the balance from one account, add to the other
6 // 5: Call middleware API to store rows in the database
7 // 6: Call middleware API to end the transaction
8 }
```

# Implicit Middleware



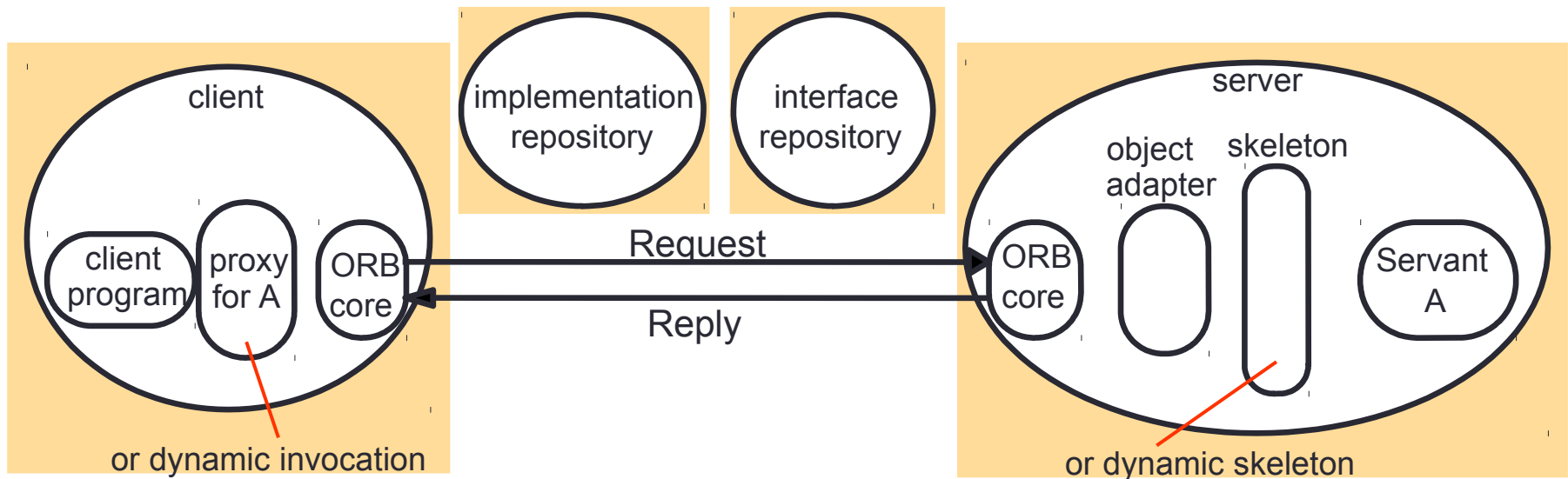
```
1 transfer(Account account1, Account account2, long amount) {  
2 // 1: Subtract the balance from one account, add to the other  
3 }
```

# CORBA and object brokers

- Common Object Request Broker Architecture
  - [www.corba.org](http://www.corba.org)
- Distributed Object Model
- Standardized by the OMG since 1990
- Objectives
  - Transparency of distribution
  - Interoperability

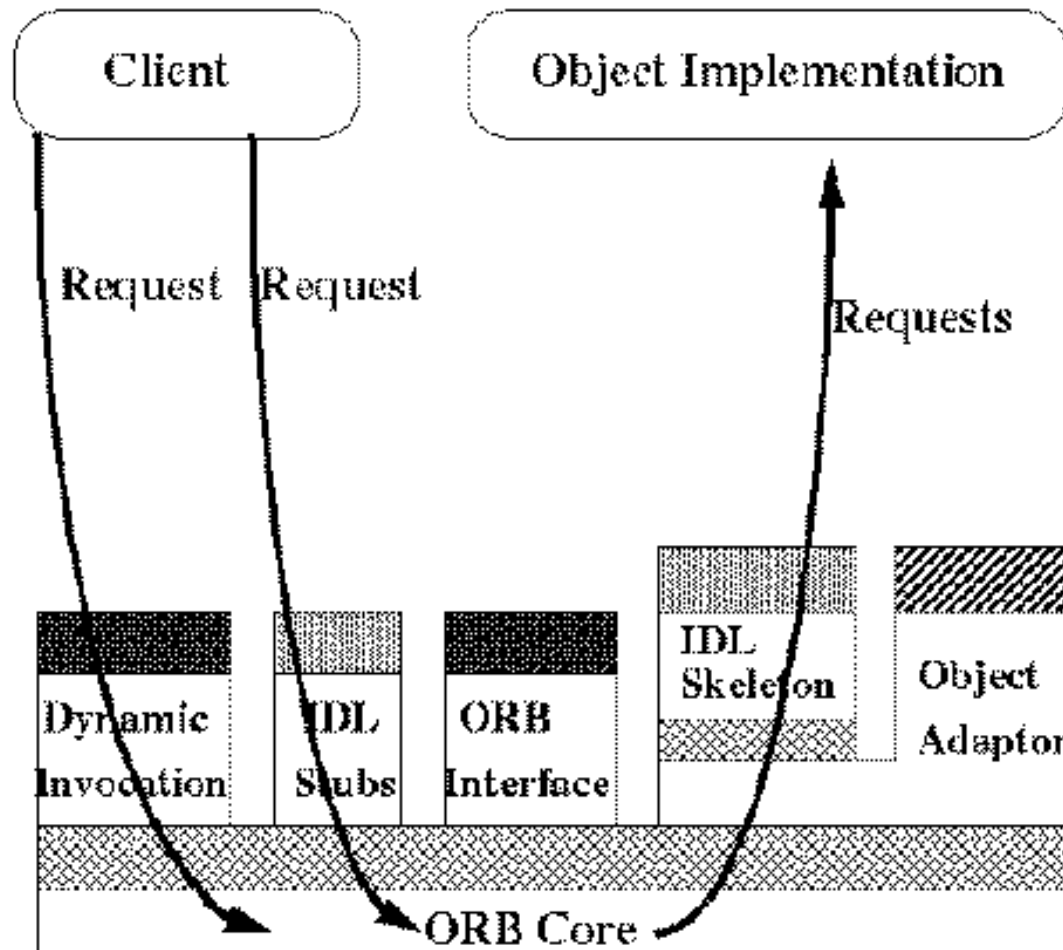
# Object Request Broker

- Software bus to route request
- Services
  - Locate objects on the network
  - Call operation on the network
- Internet InterORB Protocol





# The Broker Architecture



# Corba services (1)

<i>CORBA Service</i>	<i>Role</i>	<i>Further details</i>
<i>Naming service</i>	Supports naming in CORBA, in particular mapping names to remote object references within a given naming context (see Chapter 9).	[ <a href="#">OMG 2004b</a> ]
<i>Trading service</i>	Whereas the Naming service allows objects to be located by name, the Trading service allows them to be located by attribute; that is, it is a directory service. The underlying database manages a mapping of service types and associated attributes onto remote object references.	[ <a href="#">OMG 2000a</a> , Henning and Vinoski 1999]
<i>Event service</i>	Allows objects of interest to communicate notifications to subscribers using ordinary CORBA remote method invocations (see Chapter 6 for more on event services generally).	[Farley 1998, <a href="#">OMG 2004c</a> ]
<i>Notification service</i>	Extends the event service with added capabilities including the ability to define filters expressing events of interest and also to define the reliability and ordering properties of the underlying event channel.	[ <a href="#">OMG 2004d</a> ]

# Corba Services (2)

<i>Security service</i>	Supports a range of security mechanisms including authentication, access control, secure communication, auditing and nonrepudiation (see Chapter 11).	[Blakely 1999, Baker 1997, <a href="#">OMG 2002b</a> ]
<i>Transaction service</i>	Supports the creation of both flat and nested transactions (as defined in Chapters 16 and 17).	[ <a href="#">OMG 2003</a> ]
<i>Concurrency control service</i>	Uses locks to apply concurrency control to the access of CORBA objects (may be used via the transaction service or as an independent service).	[ <a href="#">OMG 2000b</a> ]
<i>Persistent state service</i>	Offers a persistent object store for CORBA, used to save and restore the state of CORBA objects (implementations are retrieved from the implementation repository).	[ <a href="#">OMG 2002d</a> ]
<i>Lifecycle service</i>	Defines conventions for creating, deleting, copying and moving CORBA objects; for example, how to use factories to create objects.	[ <a href="#">OMG 2002e</a> ]

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# CORBA and interoperability

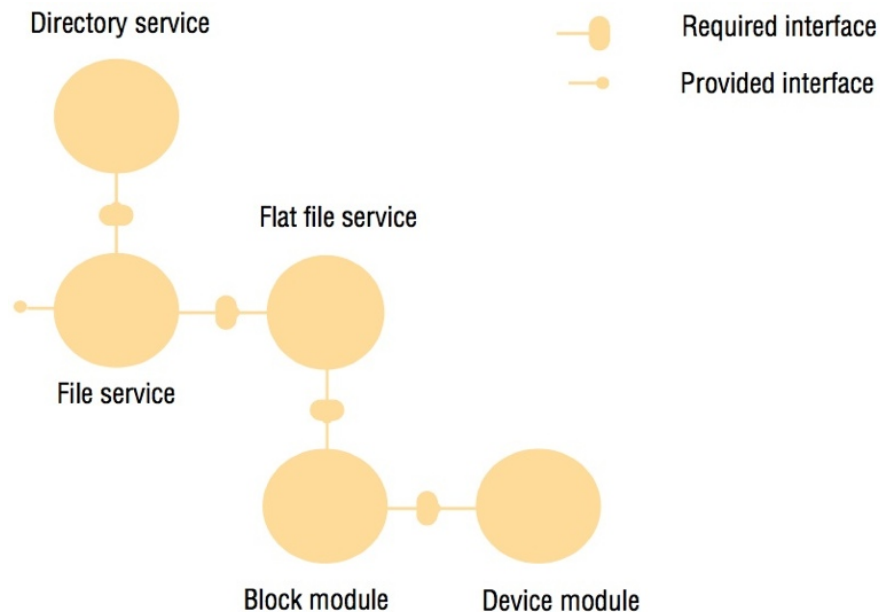
- Agnostic language to define interface
  - IDL = Interface Définition Language
- IDL Translation from and to C++, Java, Python, C,...
- Allows to call a Java service from a C++ applications
  
- No interoperability between ORB from different vendors

# Problems with Distributed Objects

- Implicit dependencies
- Interaction with the middleware
- Lack of separation of distribution concern
- No support for deployment

# Component

- A component complies to a contract to execute itself in a container
- Includes
  - A set of provided interfaces
  - A set of required interfaces

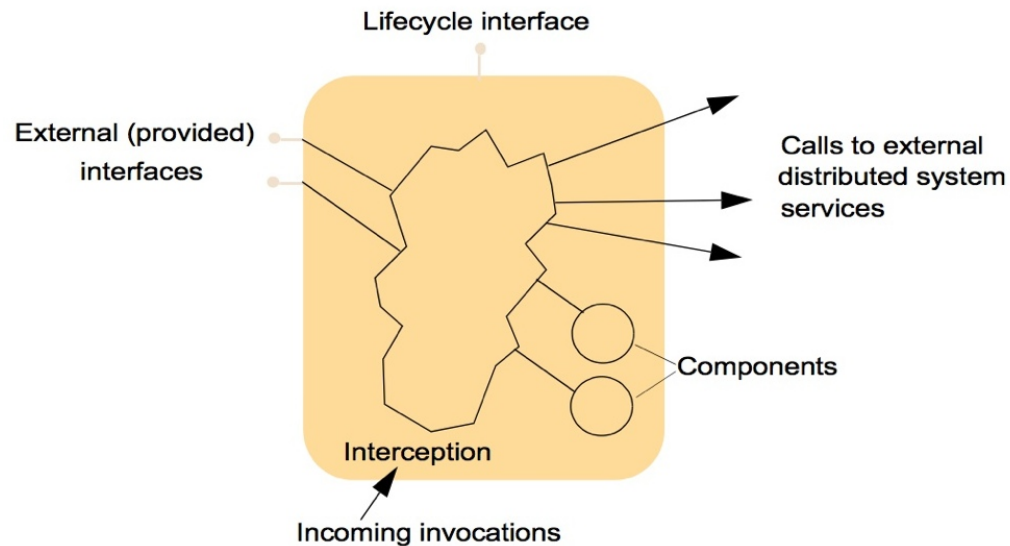


# Definitions

- Council et Heinmann
  - A software component is a software element that conforms to a component model and can be independently deployed and composed without modification according to a composition standard
- Szyperski
  - A software component is a unit of composition with contractually specified interfaces and explicit context dependencies only. A software component can be deployed independently and is subject to composition by third-parties.

# Container

- Provide an execution environment for component
- Manage the component life cycle
- Manage the relation with other services





# Component Characteristic (Sommerville)

- Standardised
- Independant
- Composable
- Deployable
- Documented

# Components as service provider

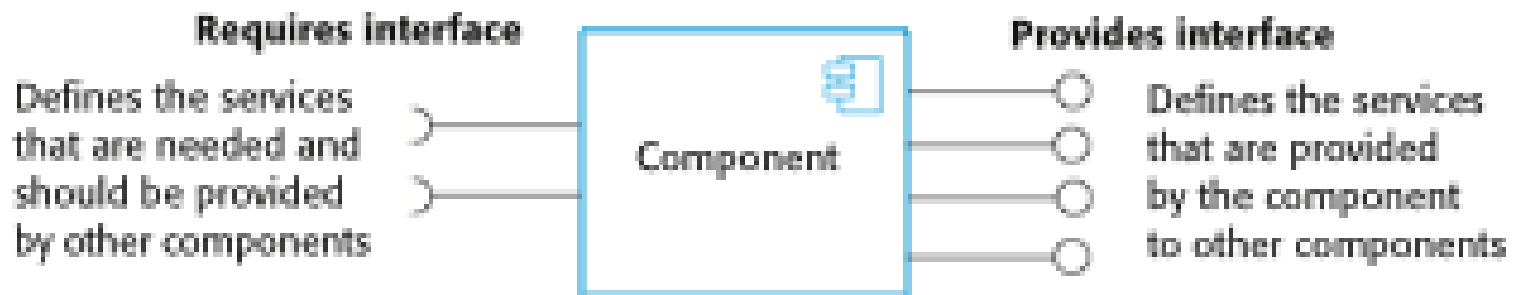
- Component are independant executable entities
- All interactions with a component take place through an interface
- The state of a component is never exposed

# Interfaces

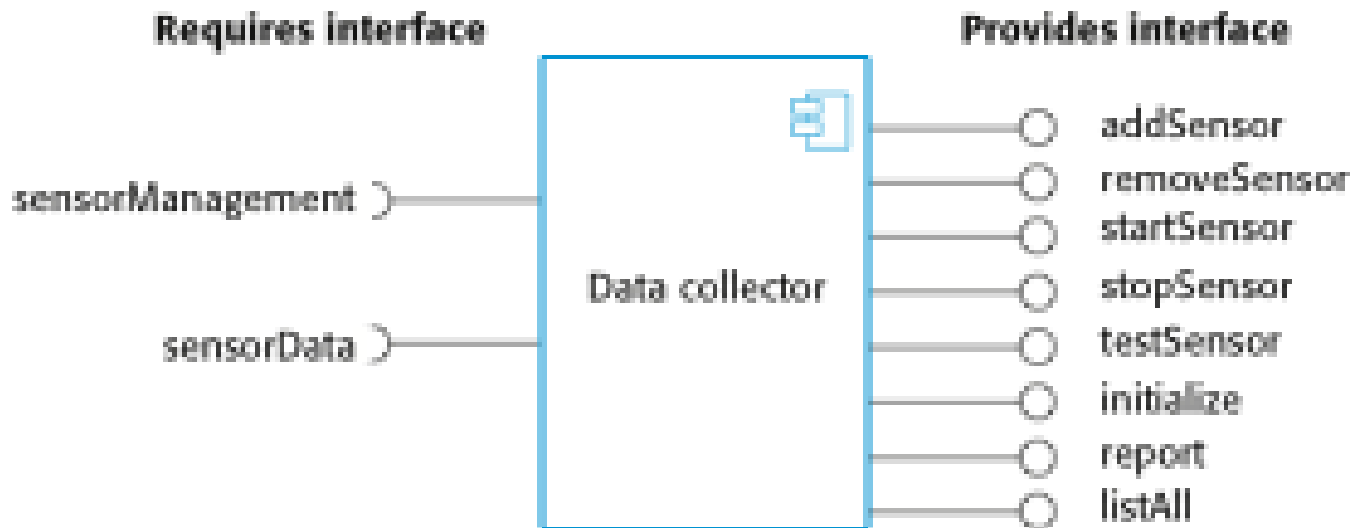
- Provides interfaces
  - Define the services provided by the component
  - API of the component
  - Used by the component client
- Required interfaces
  - Services needed by the component for its execution
  - No reference to how the service have to be provided

# Interfaces

- UML notation



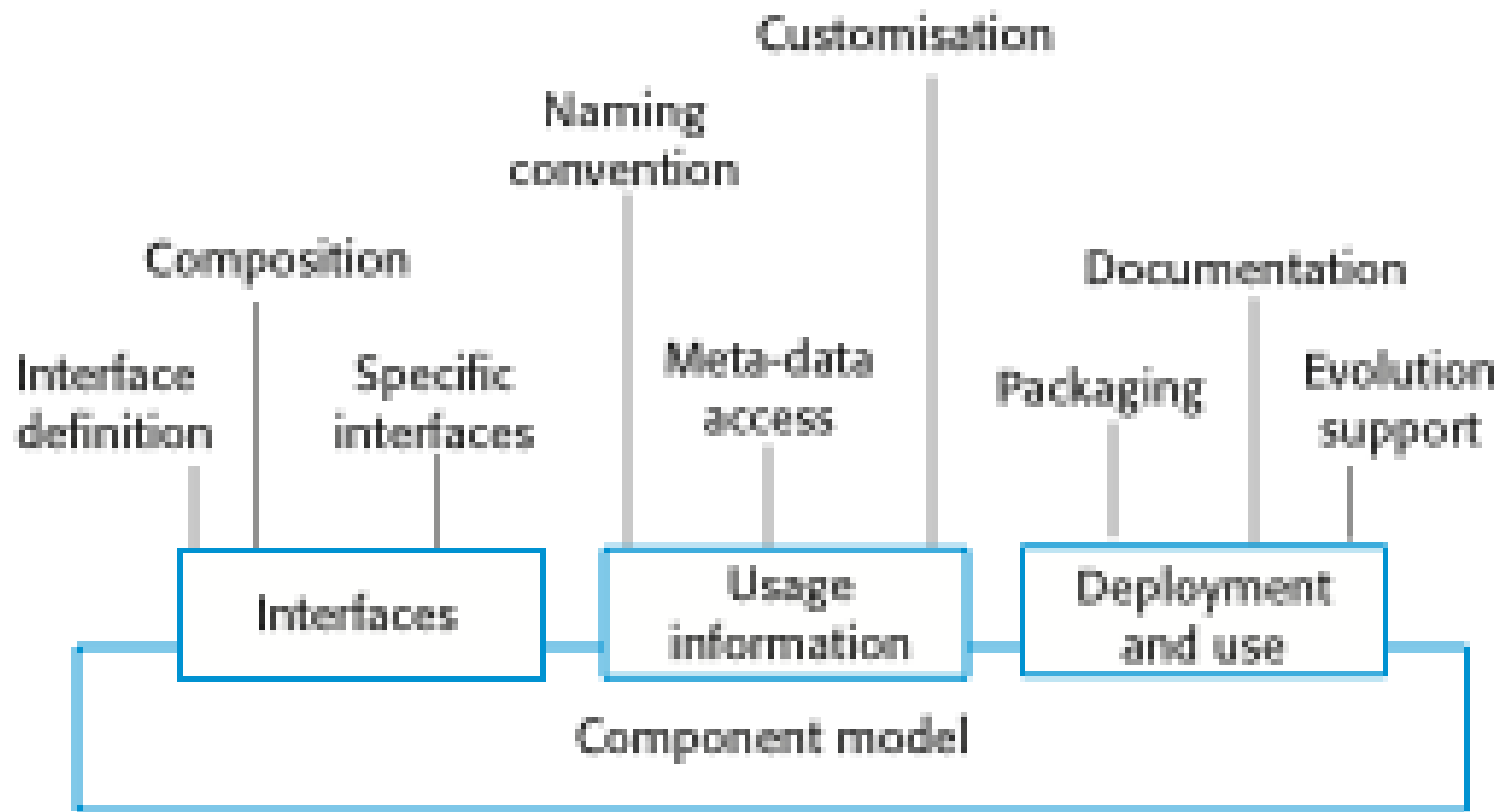
# Example (from SE9)



# Component models

- Definition of standards for the development, deployment and documentation of components
- Examples
  - EJB
  - COM (.Net)
  - Corba Component Model
  - SCA

# Basic elements



# Component vs Objects

- Component can be deployed
- Component do not define type
- Component implementation is hidden
- Components are language neutral
- Components are standardized



# Middleware support

- Component models are the basis for middleware that provides support for executing components.
- Component model implementations provide:
  - Platform services that allow components written according to the model to communicate;
  - Horizontal services that are application-independent services used by different components.
- To use services provided by a model, components are deployed in a **container**. This is a set of interfaces used to access the service implementations.

# Middleware services in a component model

## Support services

Component  
management

Transaction  
management

Resource  
management

Concurrency

Persistence

Security

## Platform services

Addressing

Interface  
definition

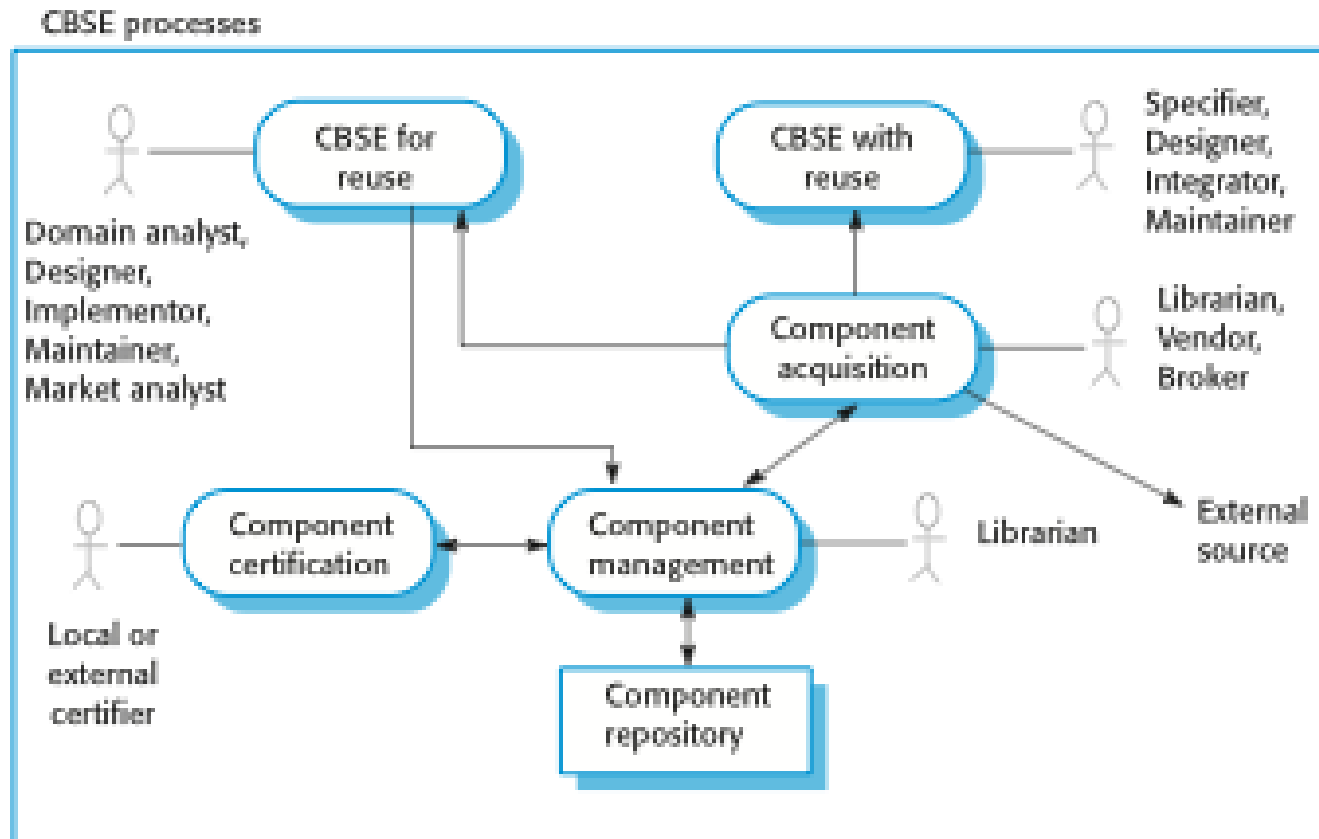
Exception  
management

Component  
communications

# CBSE processes

- CBSE processes are software processes that support component-based software engineering.
  - They take into account the possibilities of reuse and the different process activities involved in developing and using reusable components.
- Development for reuse
  - This process is concerned with developing components or services that will be reused in other applications. It usually involves generalizing existing components.
- Development with reuse
  - This process is the process of developing new applications using existing components and services.

# The Process



# Supporting processes

- Component acquisition is the process of acquiring components for reuse or development into a reusable component.
  - It may involve accessing locally- developed components or services or finding these components from an external source.
- Component management is concerned with managing a company's reusable components, ensuring that they are properly catalogued, stored and made available for reuse.
- Component certification is the process of checking a component and certifying that it meets its specification.

# So why components

- Reuse
- NIH (Not Invented Here)
- High Cohesion/Low Coupling
- Explicit dependencies
- ...

# Key points

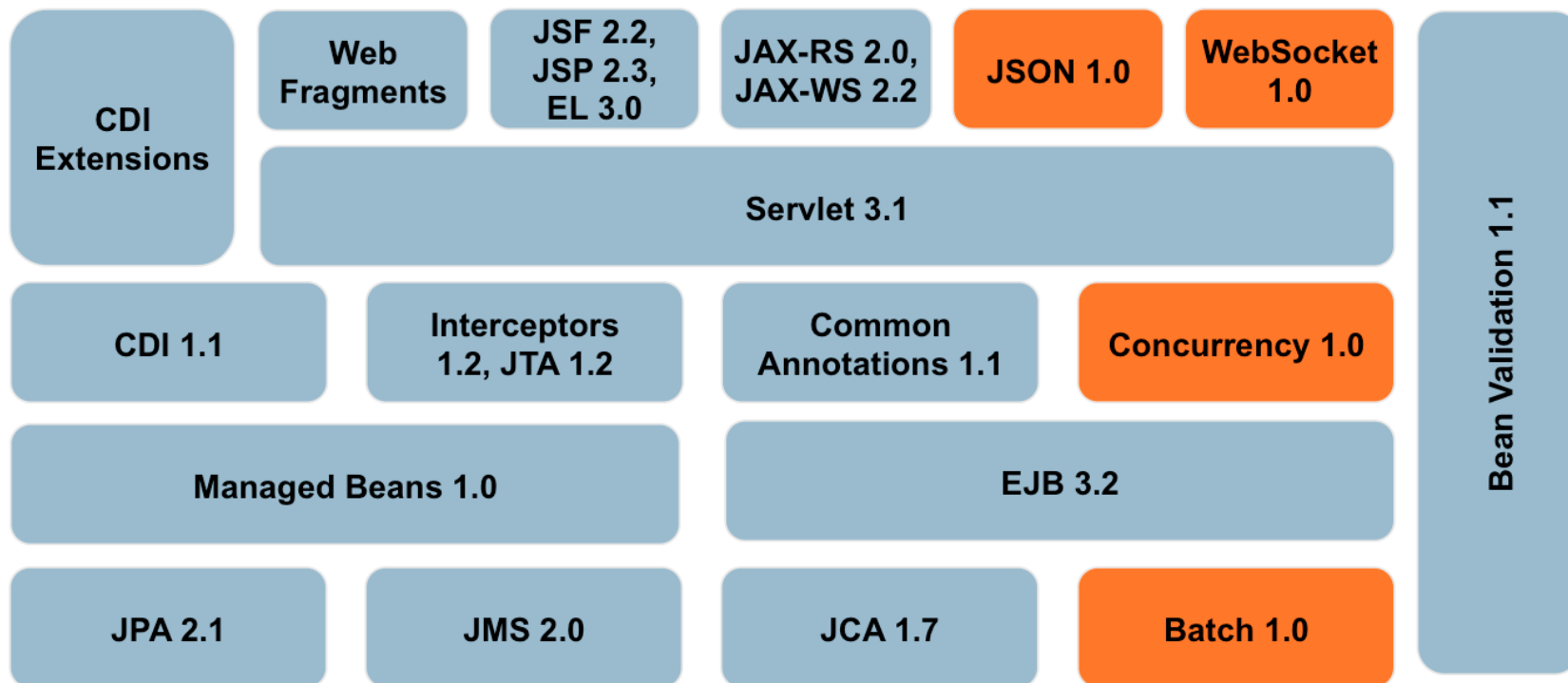
- CBSE is a reuse-based approach to defining and implementing loosely coupled components into systems.
- A component is a software unit whose functionality and dependencies are completely defined by its interfaces.
- A component model defines a set of standards that component providers and composers should follow.
- The key CBSE processes are CBSE for reuse and CBSE with reuse.

# Java EE

- Application Server
- Define a standard architecture including
  - A programming model (multi-tier, lightweight client)
  - A platform (ensemble de spécifications et de politiques requises)
  - A set of compatibility tests
  - A reference implementation
  - Patterns



# Java EE 7 (2013)



# New Stuff

- WebSOckets
- Batch applications
- JSON
- Concurrency
- New JMS API
- Transaction
- Default Resources
- More annotations
- Faces Flow (JSF)

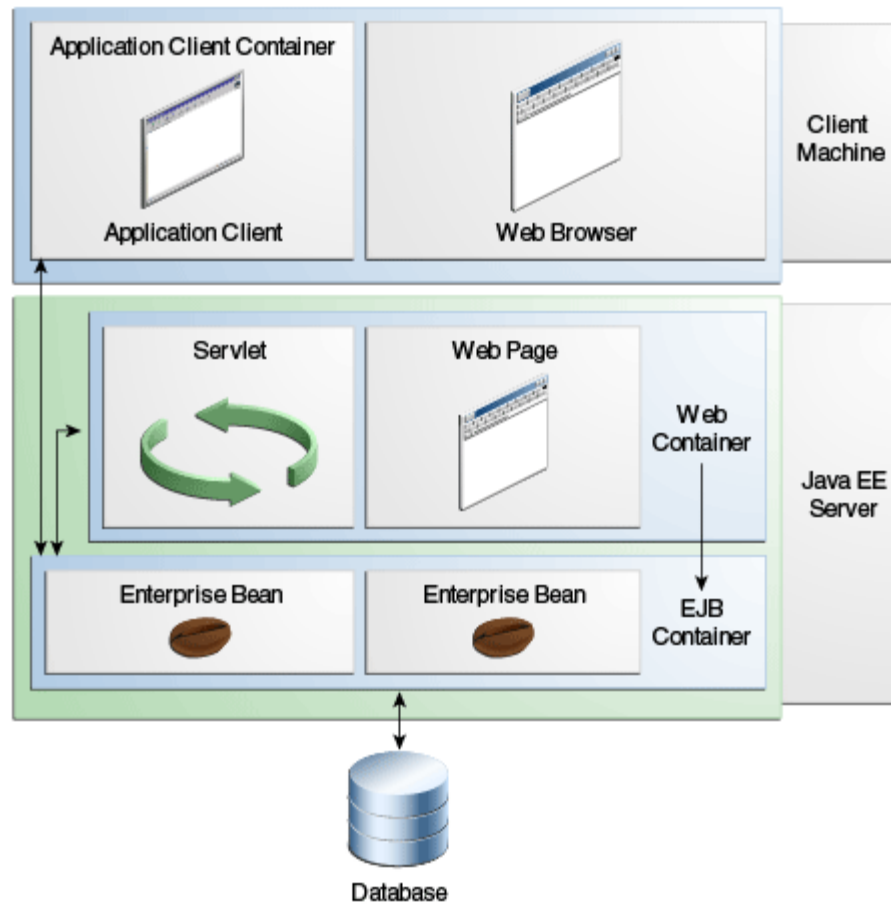
# Application components

- 4 kinds of components
  - Client Component (Swing application)
  - Interface Component (Applet)
  - Web Component (Servlet, JSP, JSF)
  - EJB Component
- Component services
  - Management,
  - Deployment,
  - Execution

# Containers

- Containers supports the executions of Java EE Components
- 4 Containers Types
  - ?

# Containers types




From jee7 tutorial - <https://docs.oracle.com/javaee/7/tutorial/overview004.htm> /

# Java EE Services

<b>EJB Container</b>	JSR 330	<b>Java SE</b>	
	Interceptors		
	Managed Beans		
	JSR 299		
	Bean Validation		
	JavaMail		
	Java Persistence		
	JTA		
	Connectors		
	JMS		
	Management		
	WS Management		
	Web Services		
	JACC		
	JASPIC		
	JAXR		
	JAX-RS		
	JAX-WS		SAAJ
	JAX-RPC		
	<b>EJB</b>		

 New in Java EE 6

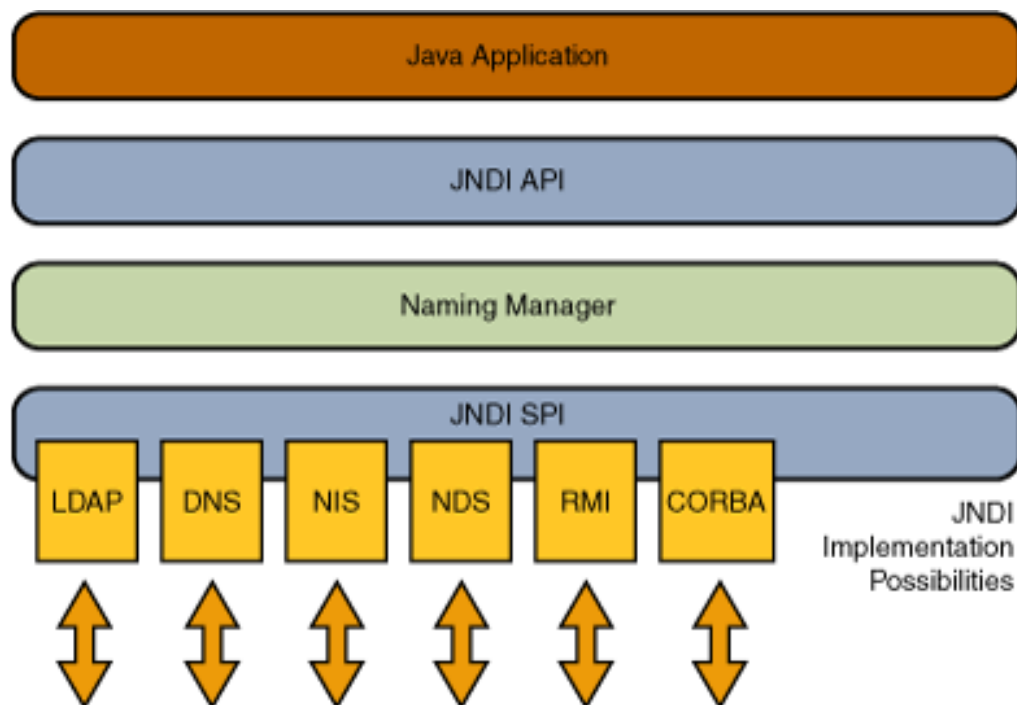
<b>EJB Container</b>	Concurrency Utilities	<b>Java SE</b>		
	Batch			
	JSON-P			
	CDI			
	Dependency Injection			
	JavaMail			
	Java Persistence			
	JTA			
	Connectors			
	JMS			
	Management			
	WS Metadata			
	Web Services			
	JACC			
	JASPIC			
	Bean Validation			
	JAX-RS			
	JAX-WS			
	<b>EJB</b>			

 New in Java EE 7

# JNDI (part of Java SE)

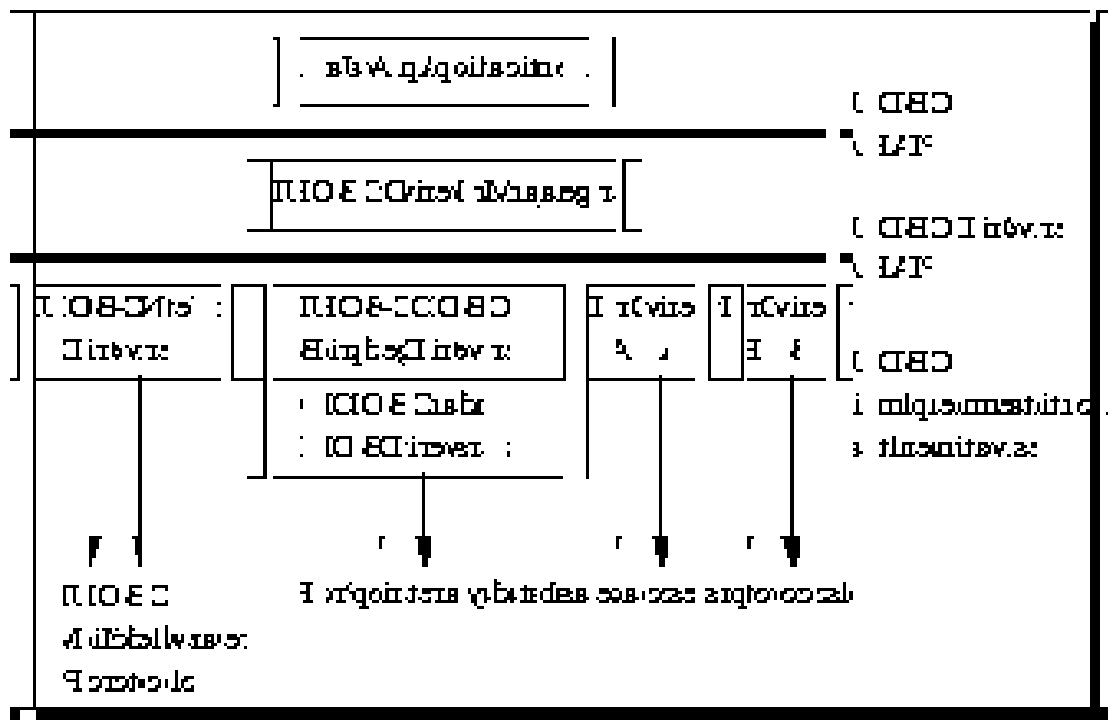


- Java naming and directory interface
- Naming Services



# JDBC (Java SE)

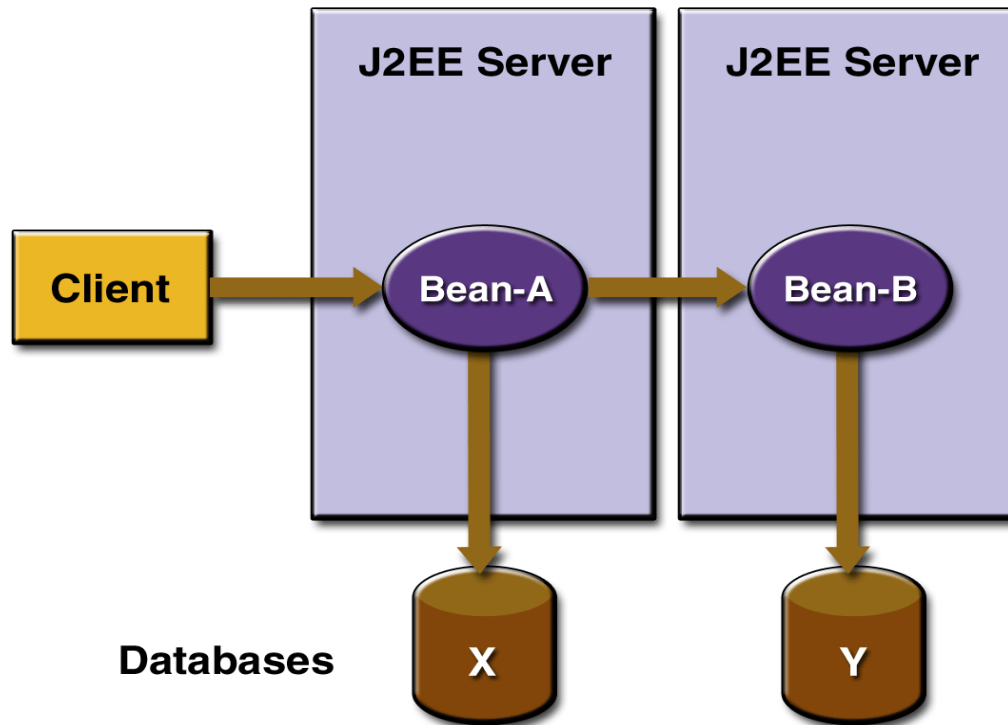
- Java Database Connectivity
  - Relational Database Service





# JTA

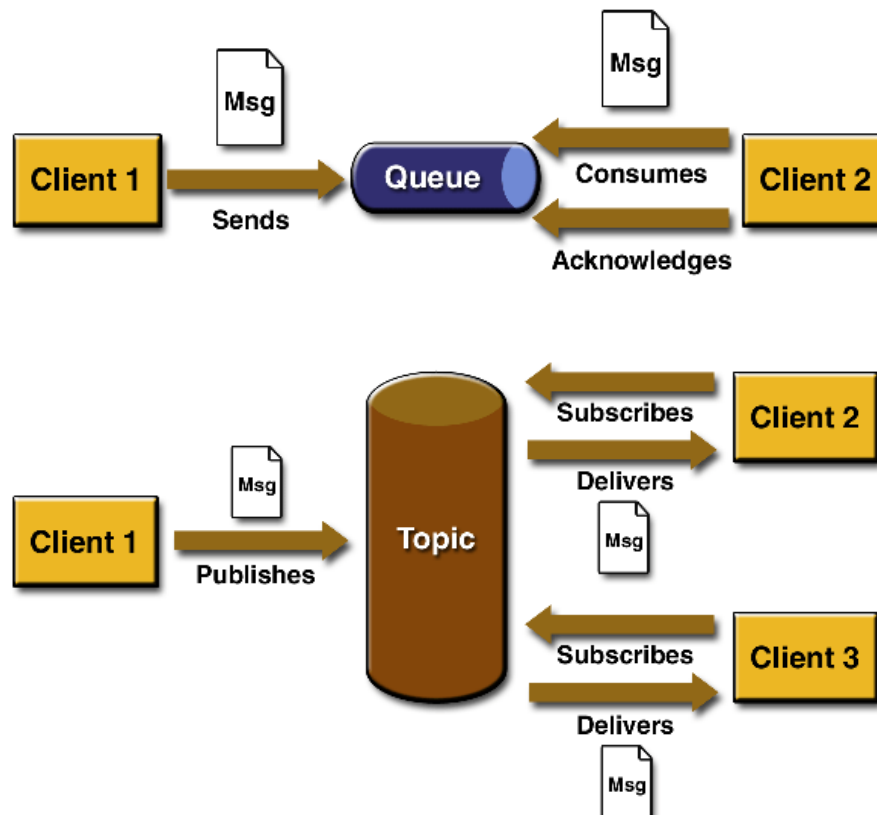
- Java Transaction Service
- Distributed Transaction Service



# JMS

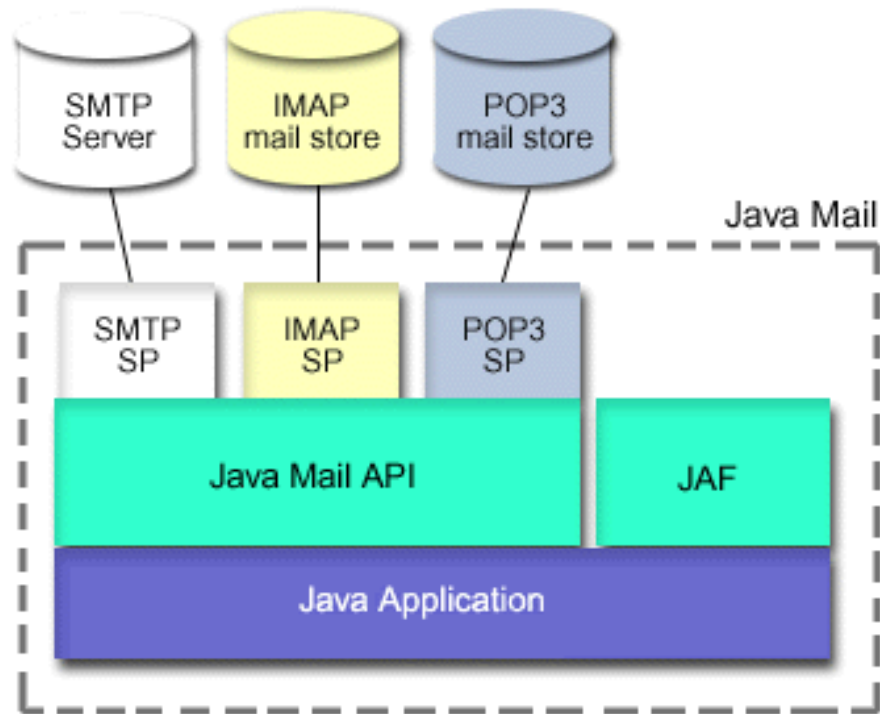


- Java Messaging Service
- Messaging Middleware



# Java Mail

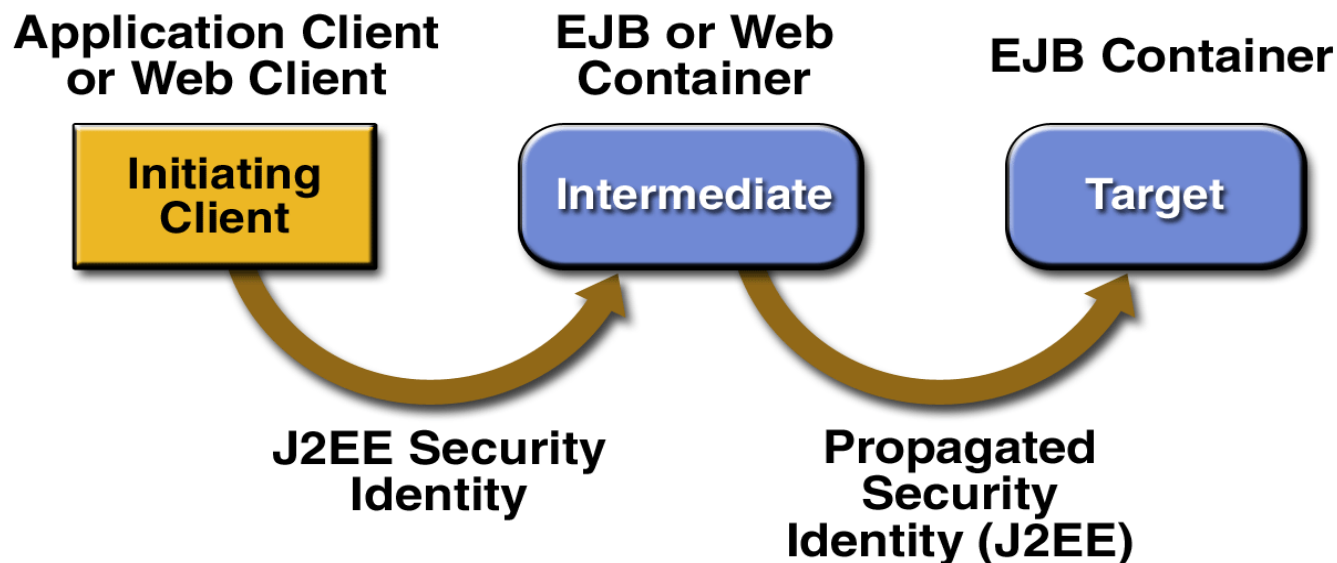
- Email Management Service



# JASPIC and JACC



- Java™ Authentication Service Provider Interface for Containers
- Java Authorization Service Provider Contract for Containers
- Complement JAAS (from Java SE)



# JPA

- Persistence Service

```
@Entity
public class Person {
    @Id protected String ssn;
    protected String name;
    protected Date birthDate;
    ...
    @ElementCollection
    protected Set<String> nickNames;
    ...
}
```

# The future of Java EE

- CF Java One 2016