Réunion deux jeudi 17/04/02

<u>Lundi résume</u>

Tutorial on CORBA
IDL
Web services at the CDS
Basic client server principles
SOAP

<u>Mardi/ Mercredi</u>

Aprés le e-mail

Demain tu peux passer la journée à installer twiki sur ta machine.
Le plus important est de déterminer si cela s'installe facilement et si
cela tourne sur une autre plateforme que Linux.

J'ai passé tout la journée essayant d'installer Twiki mais sans beaucoup de sucess, mais j'ai appris beaucoup au sujet de UNIX et perl.

En plus j'appris les elements et characteristiques de twiki

Mercredi apés l'echec de twiki

J'ai fait des recherches en Standalone applets et Web services.

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Corba

CORBA is the acronym for Common Object Request Broker Architecture,

OMG's open, vendor-independent architecture and infrastructure that computer applications use to work together over networks.

Using the standard protocol IIOP, a CORBA-based program from any vendor, on almost any computer, operating system, programming language, and network, can interoperate with a CORBA-based program from the same or another vendor, on almost any other computer, operating system, programming language, and network.

Corba products provide a framework for the development and execution of distributed applications.

"OMG" Object Management Group

IavaTM IDL adds CORBA (Common Object Request Broker Architecture) capability to the Java platform,
 providing standards-based interoperability and connectivity.

Java IDL enables distributed Web-enabled Java applications to transparently invoke operations on remote network services using the industry standard OMG IDL (Object Management Group Interface

Definition Language) and IIOP (Internet Inter-ORB Protocol) defined by the Object Management Group.

Runtime components include an Object Request Broker (ORB) for distributed computing using IIOP communication.

IDL interfaces are programing langage neutral. IDL defines langage bindings for many different programming langages.

This allows an object implementor to choose the appropriate programming langage for the object.

Similarly, it allows the developer of the client to choose the appropriate and possibly different programming langage for the client . Currently, the OMG had standardised on langage bindings for C, C++, Java, Ada, COBOL, Smalltalk, Objective C and Lisp programming languages.

Existing Web services at the CDS

Basic tutorials on Web services and Soap

The name resolver:
Alows you to resolve a name to be searched in Simbad and vizieR

The GLU tag resolver:
Implement it and you will be able to get a URL from a GLU tag.

Basic client server principles:
What Is Client/Server?

 The most basic definition of client/server comes from the corresponding Usenet

Client/server is a computational architecture that involves client processes requesting service from server processes.

In general, client/server maintains a distinction between processes and network devices. Usually a client computer and a server computer are two separate devices, each customized for their designed purpose. For example, a Web server will often contain large amounts of memory and disk space, whereas Web clients often include features to support the graphic user interface of the browser such as high-end video cards and large-screen displays.

Client/server networking, however, focuses primarily on the applications rather than the hardware. The same device may function as both client and server; for example, Web server hardware functions as both client and server when local browser sessions are run there. Likewise, a device that is a server at one moment can reverse roles and become a client to a different server (either for the same application or for a different application).

Client/Server Applications

 Some of the most popular applications on the Internet follow the client/server design:

Email clients
FTP (File transfer) clients
Web browsers