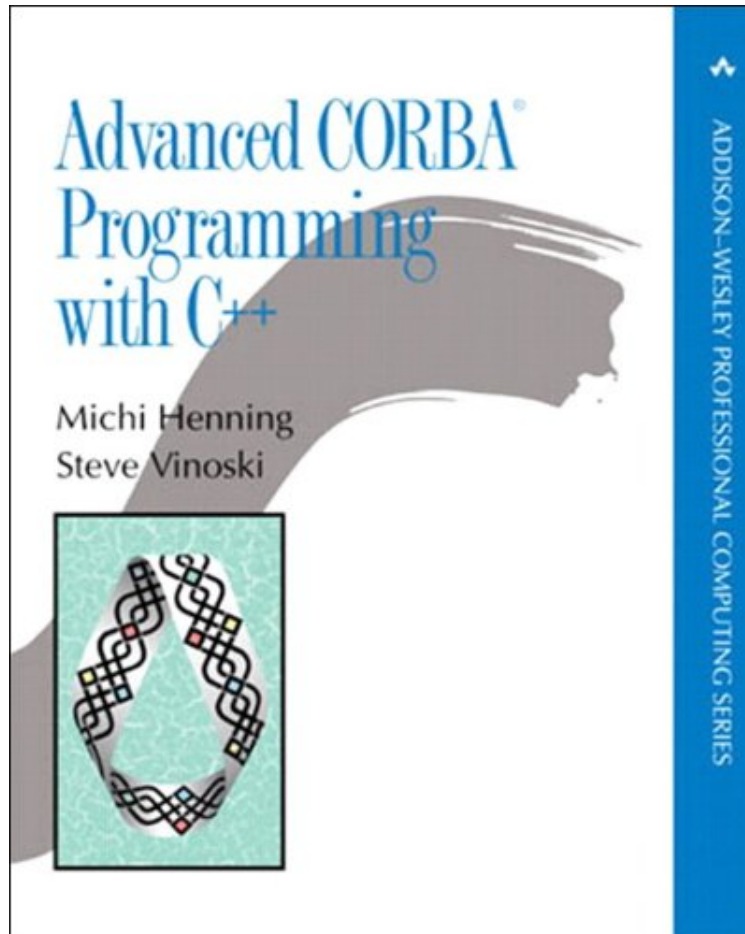


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Advanced CORBA Programming with C++ (Addison-Wesley Professional Computing Series)

Von Michi Henning, Steve Vinoski
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Von Michi Henning, Steve Vinoski : Advanced CORBA Programming with C++ (Addison-Wesley Professional Computing Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Advanced CORBA Programming with C++ (Addison-Wesley Professional Computing Series):

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. The only alternative is to read the CORBA specVon Willie the ShakeI have worked extensively on ORB development, and I can honestly say that this is the only book I have seen that I refer to regularly other than the CORBA spec. It is the only text that is (mostly) current with the spec, and it provides real insights into many frequently asked CORBA questions, such as object reference identity and persistence, memory management, and the POA.Most ORBs don't have the POA yet; they will by mid-2000. It was an important and correct decision by the authors to include it instead of the BOA, most of the details of which are vendor-specific anyway (that's why the POA exists). Note to BOA lovers: sorry, the

BOA is no longer part of the spec. ORB vendors are free to keep it around, and many do, but it's only because they're nice. The POA is so vastly superior that the only reason you would use the BOA is if you have an existing code base to maintain. This is not a book for beginners, grazers, or wanna-bes; it is a book for serious, working practitioners, and it works best as a reference (although you can read it cover to cover). It is also C++-specific; it is the best CORBA book available for any language, but programmers who don't know the CORBA interface language mappings in both C++ and another language will not know which parts are C++-specific and may be confused or frustrated. The CORBA C++ mapping is by far the most complex, so it makes sense to do this one, but be forewarned that the early chapters on the C++ language mapping will be of marginal use if you are not a C++ programmer. The POA section makes the POA sound harder than it is for most applications, and does not provide complete detail on POA policies and architecture, but it is close. Your alternative is to read the CORBA spec (a horrifying prospect for most people), or your ORB vendor's documentation (sometimes adequate, sometimes not). Flaws? Yes. Alternatives? No. If you are a CORBA programmer and you don't like reading the CORBA spec, BUY THIS BOOK. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Thorough, well organized Von Hongcho I cannot believe that some people gave such poor review just because they couldn't get it. The book is titled as advanced so it's not supposed to be a book for novices. I don't have much knowledge of CORBA but find this books not so hard to follow. If you know C++ and want to learn CORBA, I think that this is a great book to read. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Well planned, focussed presentation of the topics - Very good Von Ein Kunde The book by Michi Henning and Steve Vinosky has hit the market at the right time. There is no other book that describes the programming aspects of Corba in such an elegant manner. In brief, this book is Very good, A must have kind of book, Targeted at intermediate level CORBA programmer (though I feel a beginner can certainly read it as far as that person has some good background in C++) The topic "Advanced programming..." may be a bit misleading because, this book talks much about the basic stuff of CORBA rather than on the advanced, and not frequently used features like DII, DSI etc. I see this book as the one with a very down-to-earth approach that gives a lot of precious details about CORBA programming, rather than some thing that talks about very advanced stuff. IMHO, all that one needs is just a good grasp of C++ in order to follow this book. The plus points of this book are: a) The presentation is very clear and focussed b) Explains the nitty-gritty details of CORBA programming c) Describes the latest POA in good detail - in fact this book deals only with POA based approach d) Not based on any single vendor's product There are no negative points as far as I could see. Topics like DII and DSI are not discussed. However, the authors clearly mentioned that they are not discussing DII etc in this book. On the whole, this book is very good and a must for any corba programmer. Well deserves all the five stars in the rating. Hope the authors include the other topics also (like DII, DSI etc) in the future editions

Kurzbeschreibung Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed, portable, and vendor-independent source code .de Written for the experienced C++ developer facing real-world CORBA for the first time, Advanced CORBA Programming with C++ is a useful guide to today's most popular standard for distributed computing. After a quick tour of CORBA basics, the authors jump right in with a minimum skeleton application written in C++. From there, they provide truly extensive coverage of CORBA IDL, along with many tips for using IDL data types in C++. (They cover advanced features such as any, TypeCode, and DynAny later in the book.) Next the book unveils its sample application--a distributed climate control system. Material on the Portable Object Adapter and the Object Life Cycle, including garbage collection strategies, rounds out this section. Additional chapters examine the details of Object Request Brokers (ORBs), including Internet Inter-ORB Protocol (IIOP), repositories, and binding. The authors also present CORBA's built-in

APIs for Naming, Trading, and Event Services (including asynchronous event handling), which is most useful as reference material. Final sections examine strategies for better scalability, including multithreading and optimizing network traffic for CORBA objects. The authors provide numerous short excerpts of C++ code, though it must be said that much of this book is reference material rather than a hands-on programming tutorial. --Richard

Dragan Kurzbeschreibung Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights

- In-depth coverage of IDL, including common idioms and design trade-offs
- Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services
- Discussion of IIOP and implementation repositories
- Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces
- Advice on selecting appropriate application architectures and designs
- Detailed, portable, and vendor-independent source code