

Component programming environments Using ProActive/fractal components (2)

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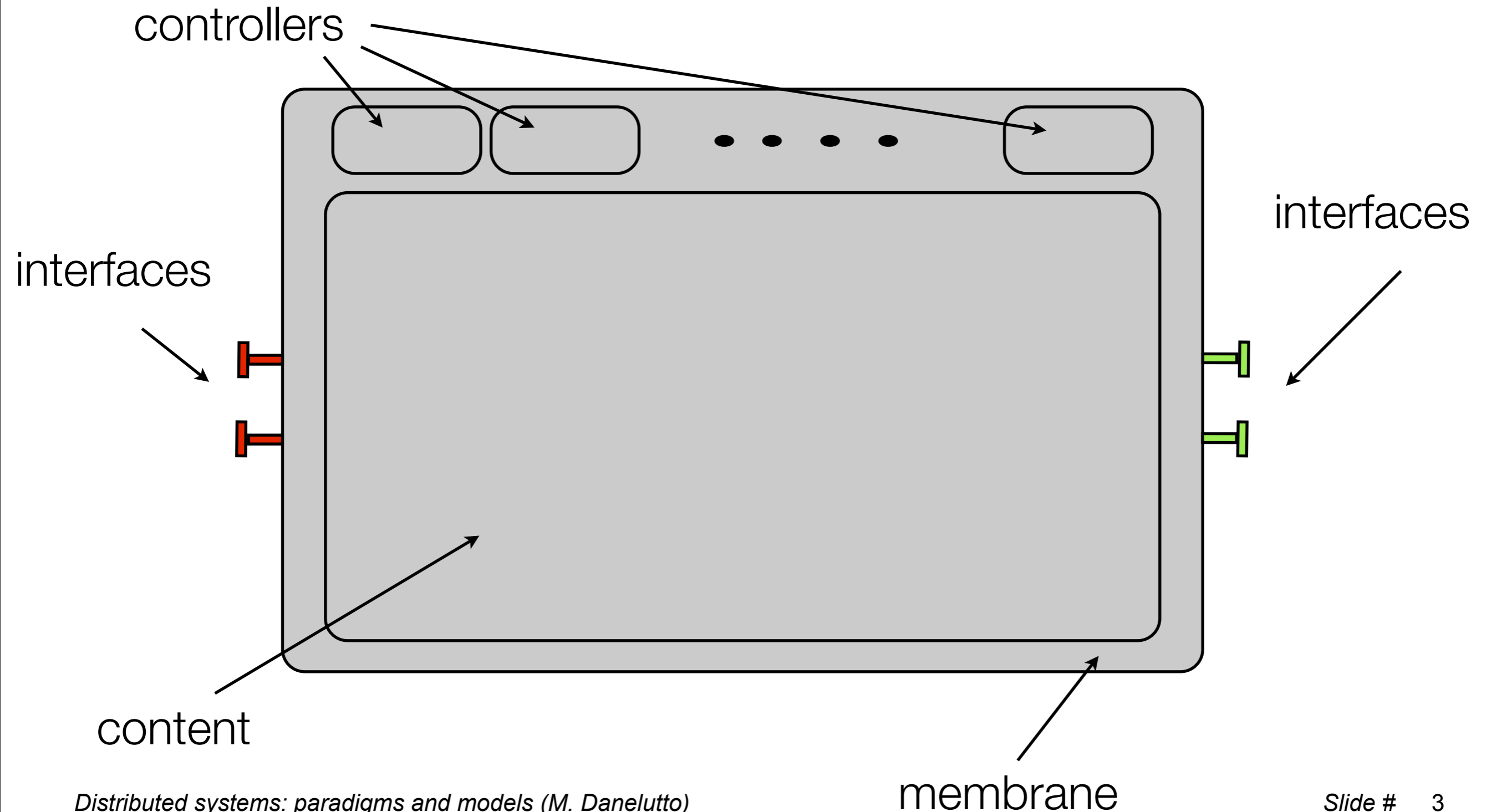
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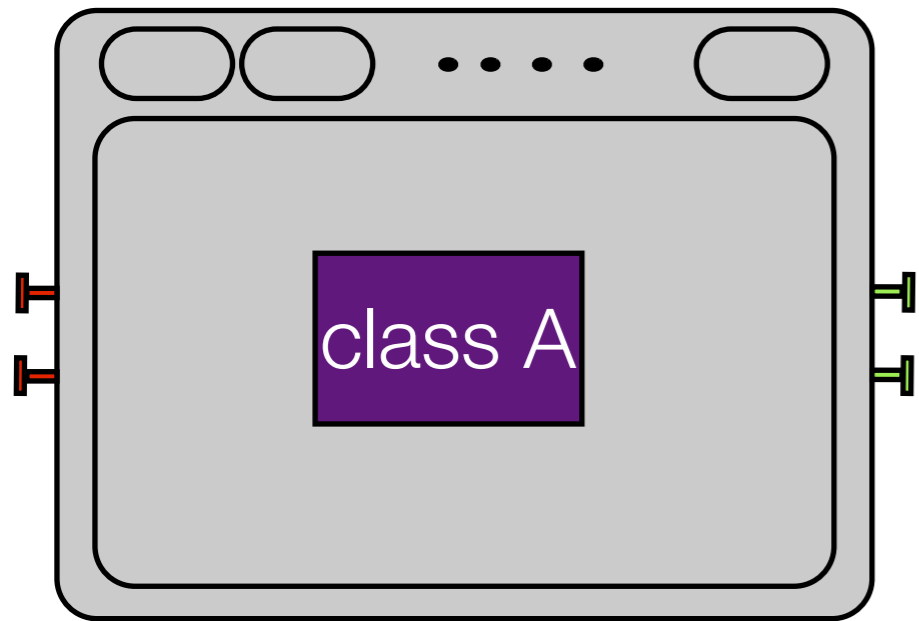
Outline

- **Recapping ProActive/fractal components**
 - *Structure*
 - *Main Elements*
- **How to make distributed a component based application**
 - *Concept of virtual nodes*
 - *Deployment descriptors*
 - structure
 - tips

ProActive/fractal Components

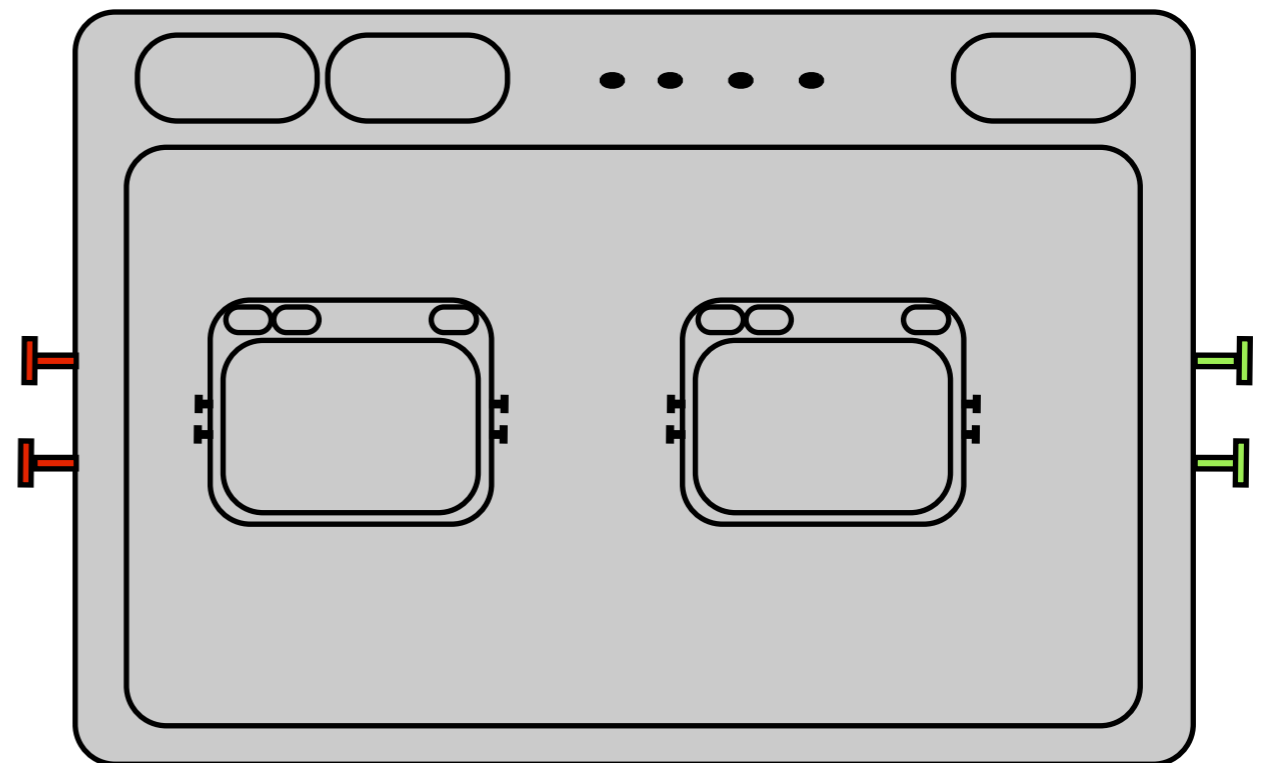


Component content



primitive component

composite component



Main Elements from a developer POV

- **Interfaces have to be defined**
 - *when a component exposes a server interface T1 it provides the functions defined in T1*
 - *when a component exposes a client interface T2 it makes use of (a subset of) functions defined in T2*
- **Application Structure has to be designed**
- **Primitive Components code has to be developed**
 - *taking care of component interfaces types*
 - *taking care of controllers*



Virtual Nodes

- **Virtual place**
- **Associated with a component**
- **same name in adl and in deployment descriptor**



Deployment descriptors

- **Written in XML**
- **Nodes, infrastructure, jvms**
- **Describe where:**
 - *to run the application*
 - *to find classes and resources*



Let's transform an application

- **Let's see a transformed application**
- **Let's see how to transform an existing application**

Questions ?

