

From Object-Oriented Programming to Component Software

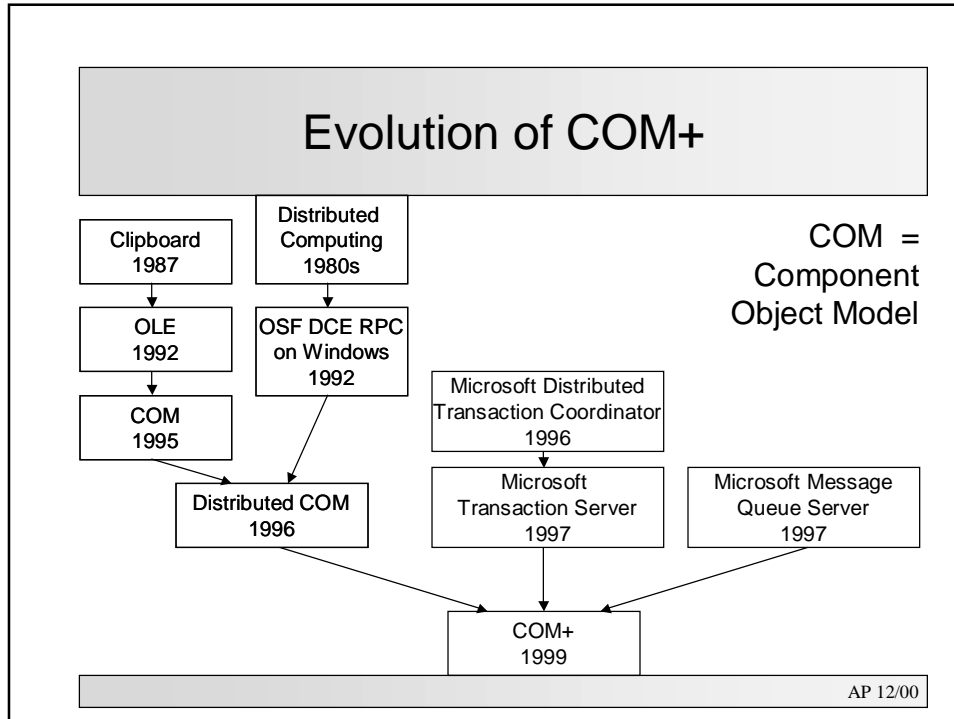
- OO Languages:
 - Ada, Smalltalk, Java, C++
- Class versus Object:
 - Express existence of objects directly in code
 - Code is more expressive, easier to develop, less costly to maintain
- Main Concepts:
 - Encapsulation – hiding of implementation details
 - Inheritance – reuse existing objects in creation of new objects
 - Polymorphism – exhibit multiple behavior depending on object used
- Reuse:
 - Code must be written in a general enough manner
 - Language-independent

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Component Software

- Object-Oriented Analysis and Design:
 - Breakdown of a project in its logical components
- Components:
 - Reusable pieces of software in binary form
 - Interoperability
- Interfaces;
 - Semantically related set of methods
 - Strongly typed contract between software component and its clients
 - Articulation of expected behavior
 - Reusable in a variety of contexts

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Problems of Complex Software

- Apps are large and complex:
 - Time consuming to develop, difficult and costly to maintain,
 - Risky to extend with additional functionality
- Monolithic style:
 - Prepackaged with a range of static features
 - Add/remove/upgrade/replace features is difficult (impossible)
- Apps do not lend themselves to integration:
 - Neither data nor functionality is available to another program
- Programming models reflect provider's upbringing:
 - No location-transparency

COM Software can better meet these challenges.

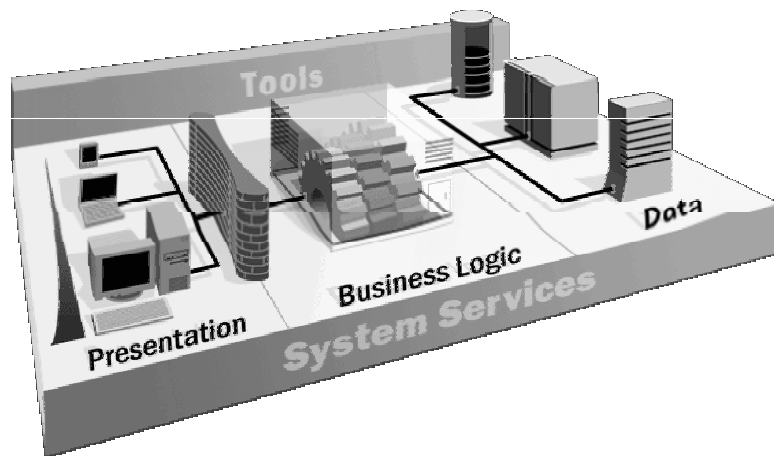
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COM and COM+

- **COM:** Fundamental programming architecture for building software components
 - Unconfigured components
- **Plus (+)** an integrated suite of component services with an associated runtime environment
 - Configured components
- **Support for robust server-size systems**
 - Threading, concurrency, security
 - Administration, robustness
 - Example: Microsoft SQL server

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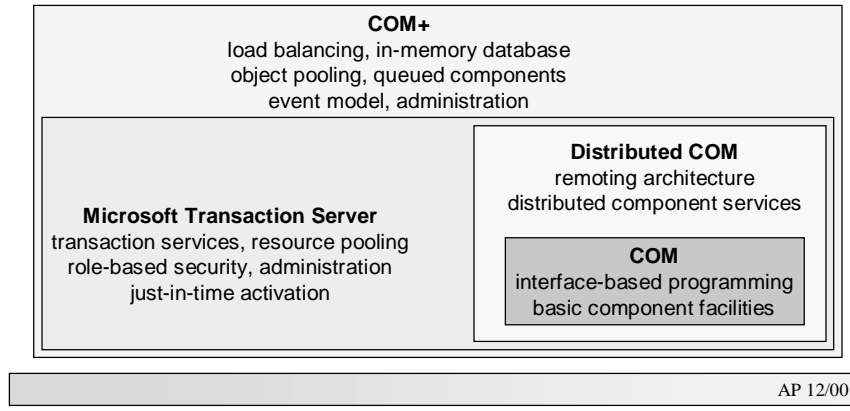
Windows DNA: a COM+-based three-tier architecture



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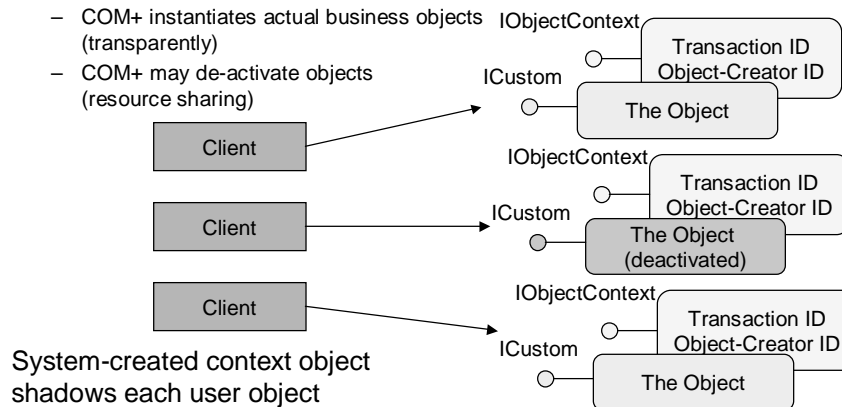
Evolution of Component Services

- Standard implementation of services that are frequently needed by component developers



Just-in-time activation

- Scalability of middle-tier components
 - Clients obtain references to context objects
 - COM+ instantiates actual business objects (transparently)
 - COM+ may de-activate objects (resource sharing)



Scalability Enhancements

Object Pooling

- COM+ may recycle objects for later reuse
 - Automatic instantiation of new objects when pools is empty
 - Useful technique when object creation is very expensive (time)

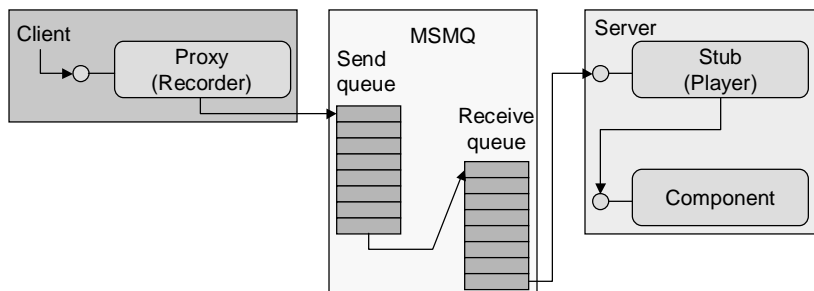
Load Balancing

- Client workload can be distributed among multiple servers in a network
 - Load balancing at component level
 - Clients contact load balancing router first
 - COM+ uses response-time analysis algorithm to determine server
 - Windows 2000 clustering service can be used to eliminate balancing router as single-point-of-failure

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Queued Components

- Execute method calls against unavailable components
 - Based on Microsoft Message Queue Server (MSMQ – Windows 2000)



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Transactions

- COM+ components may automatically participate in distributed transactions
- Implemented by Distributed Transaction Coordinator:
 - Object-oriented two-phase commit protocol based on COM (OLE Transaction specification: *ITransaction*, *ITransactionDispenser*, *ITransactionOptions*, *ITransactionOutcomeEvents* interfaces)
 - Support of the X/OPEN DTP XA standard (two-phase commit)
 - Originally bundled with SQL Server
- ACID properties of transactions:
 - Atomic, Consistent, Isolated, Durable
- Four levels of transaction support for components:
 - Requires/requires new/supports/does not support transactions

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Security & Events

- Role-based Security:
 - Leverage Windows 2000 security model
 - Declarative and programmatic security
 - Security settings on component and interface basis
- Events:
 - Publisher/subscriber style of communication
 - External event model: publisher/subscriber do not need to execute simultaneously
 - Subscriptions are maintained outside of publisher/subscriber: *persistent subscriptions*
 - Subscriber is any component that implements a given class interface

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