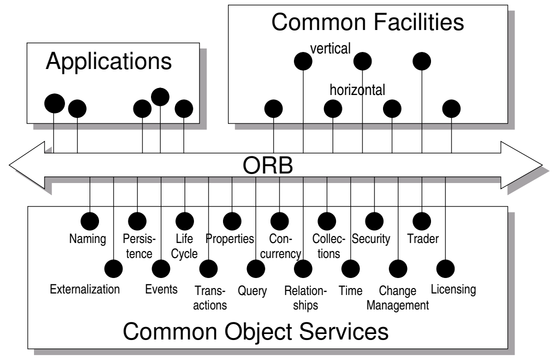
OOA and OOD

- ❏ OOA: analysis of requirements
- ❏ OOD: modeling the solution
- ❏ OOAD methodologies: Booch, OMT, and UML
  - (Graphical) notation and process
- ❏ UML: class diagrams, collaboration diagrams
- ❏ Design patterns

OOP and Distributed Programming

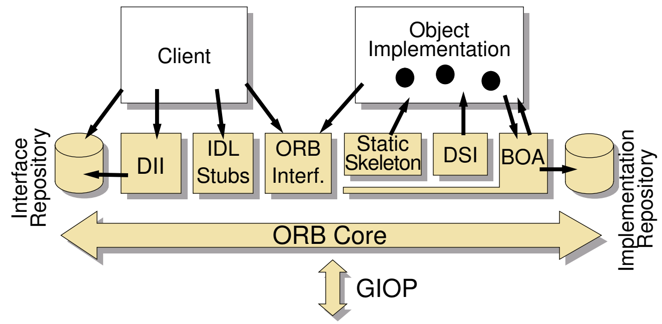
- ❏ Object interaction between distributed entities
- ❏ Stub principle
  - Stubs on each side: client and server stub
- ❏ Requirements:
  - Interoperability
  - Common services
- ❏ Middleware for object-oriented distributed programming: CORBA

CORBA Overview



- ❏ OMA – Object Management Architecture

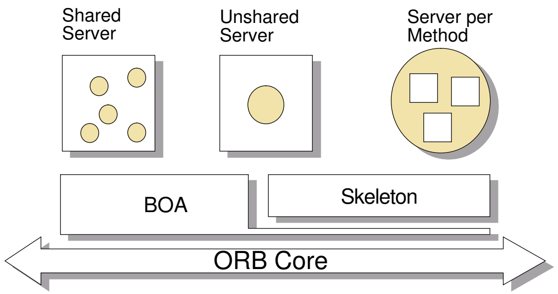
The Object Request Broker



- ❏ ORB and its components

The Basic Object Adaptor

❑ Activation strategies of the BOA



Corba Services

❑ Naming Service

- Naming of objects
- Interfaces for context (directory) objects: NamingContext

❑ Life Cycle Service

- Modelling the life cycle of an object
- Interfaces for creating, moving, copying, and destroying objects