

Component programming environments Using ProActive/fractal components

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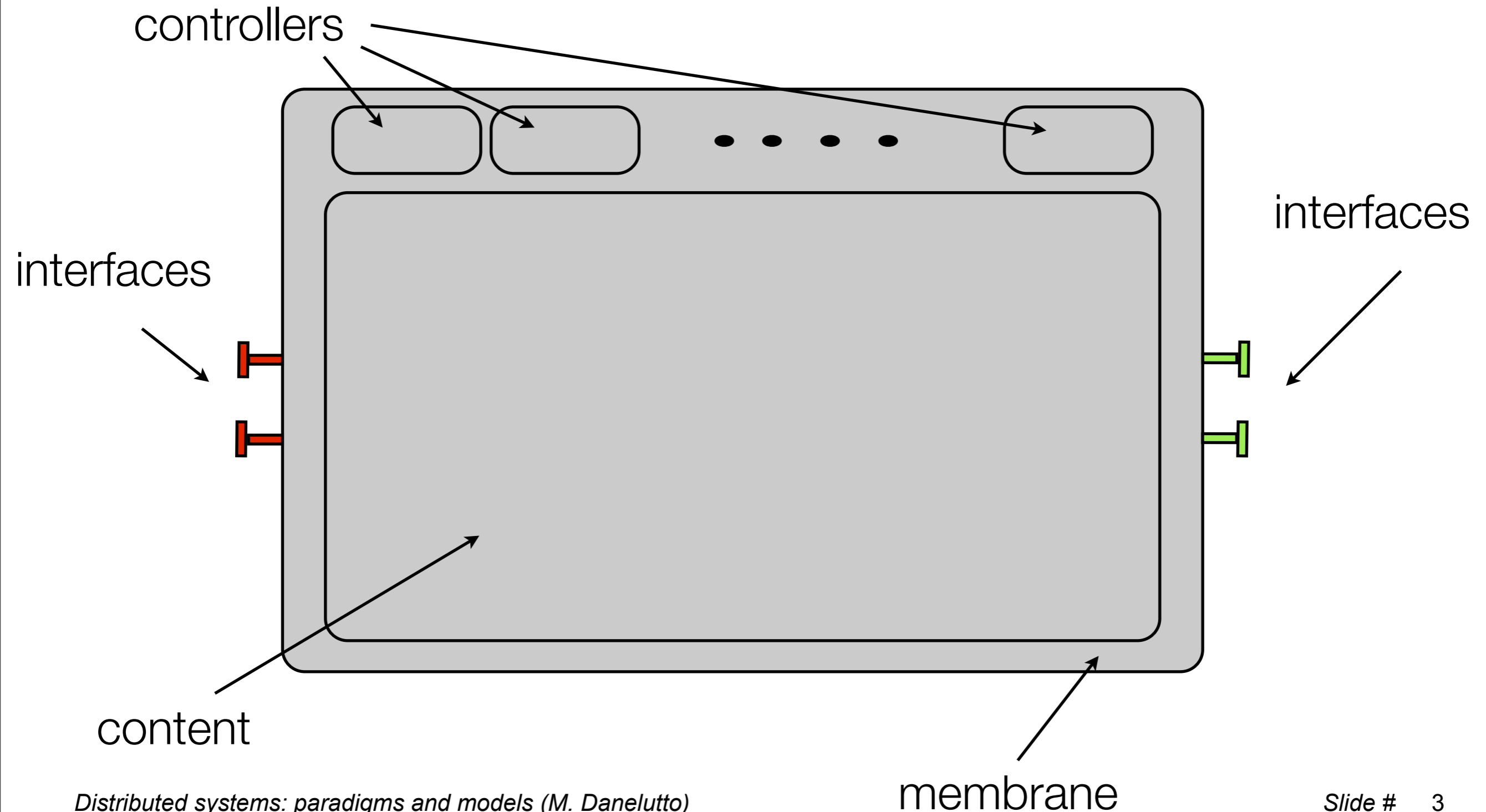




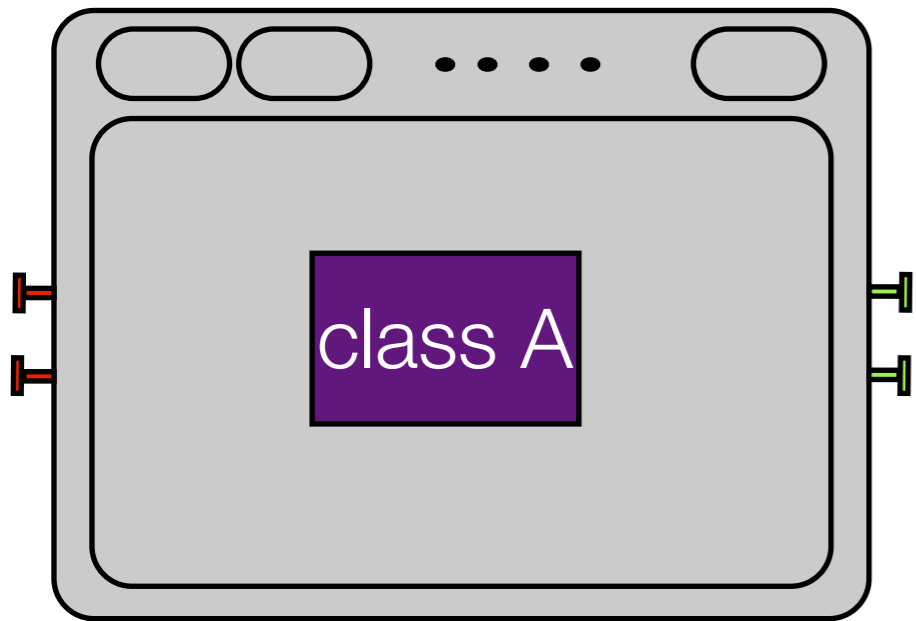
Outline

- **ProActive/fractal components**
 - *Structure*
 - *Main Elements*
- **Helloworld App**
- **Helloworlddual App**
- **Pipeline App**
- **PipelineWithMulticast App**

ProActive/fractal Components

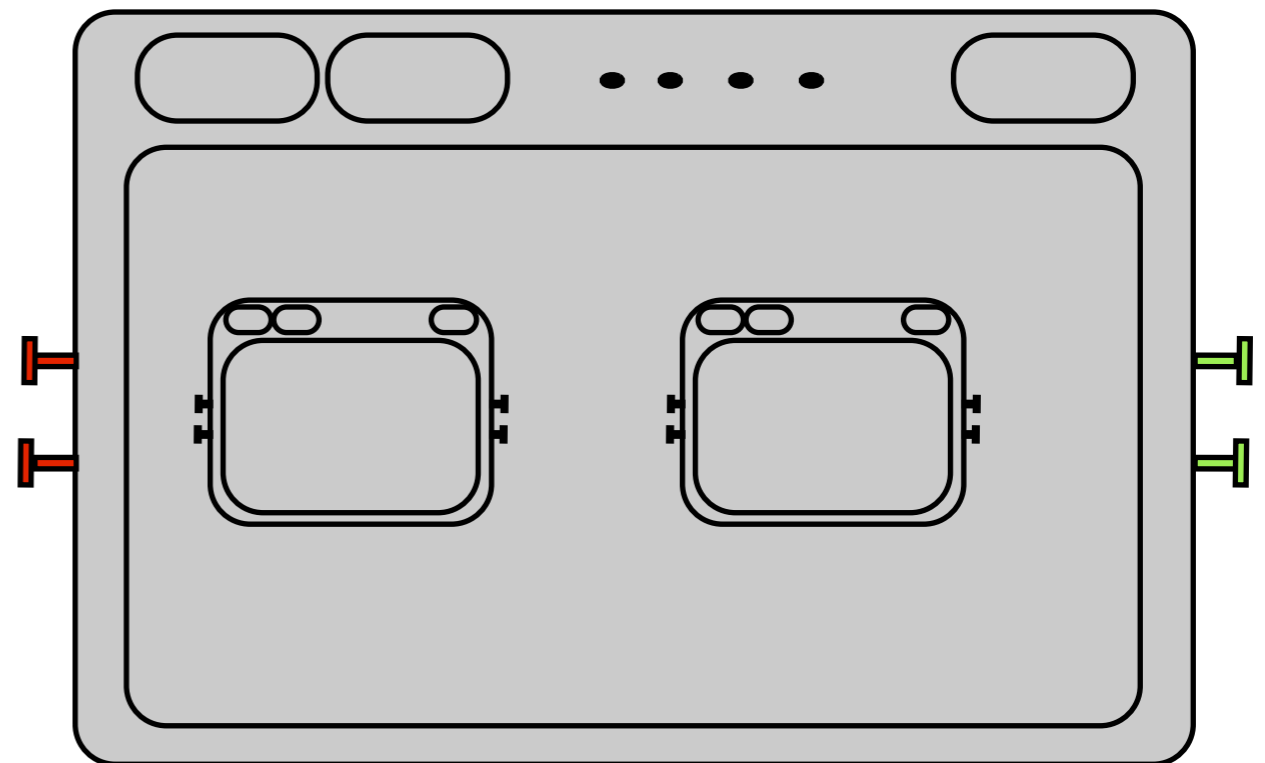


Component content



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*

Let's start with helloworld app

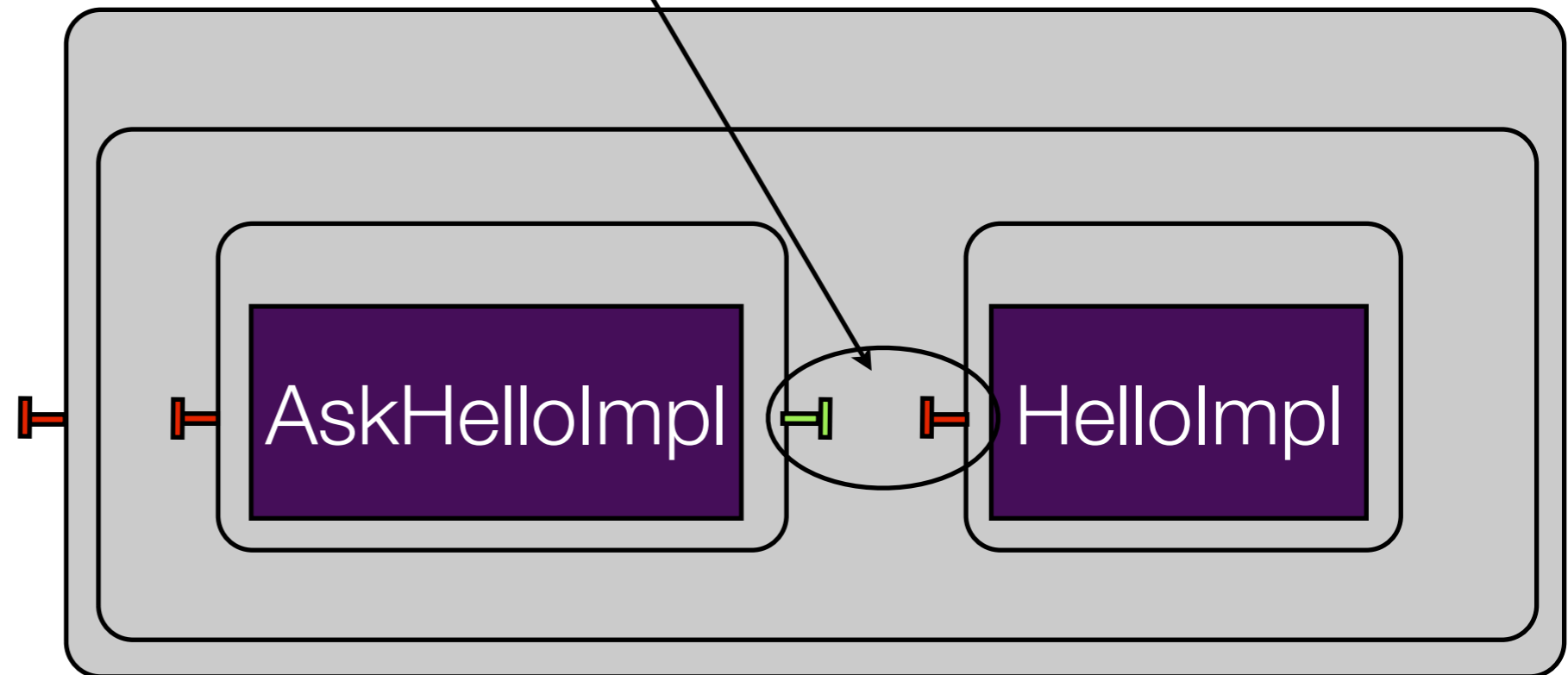
- **Just one server interface**
- **Very simple application: takes a string and returns the same string in an uppercase fashion**
- **Let me show it to you live!**



Now we move to helloworlddual app

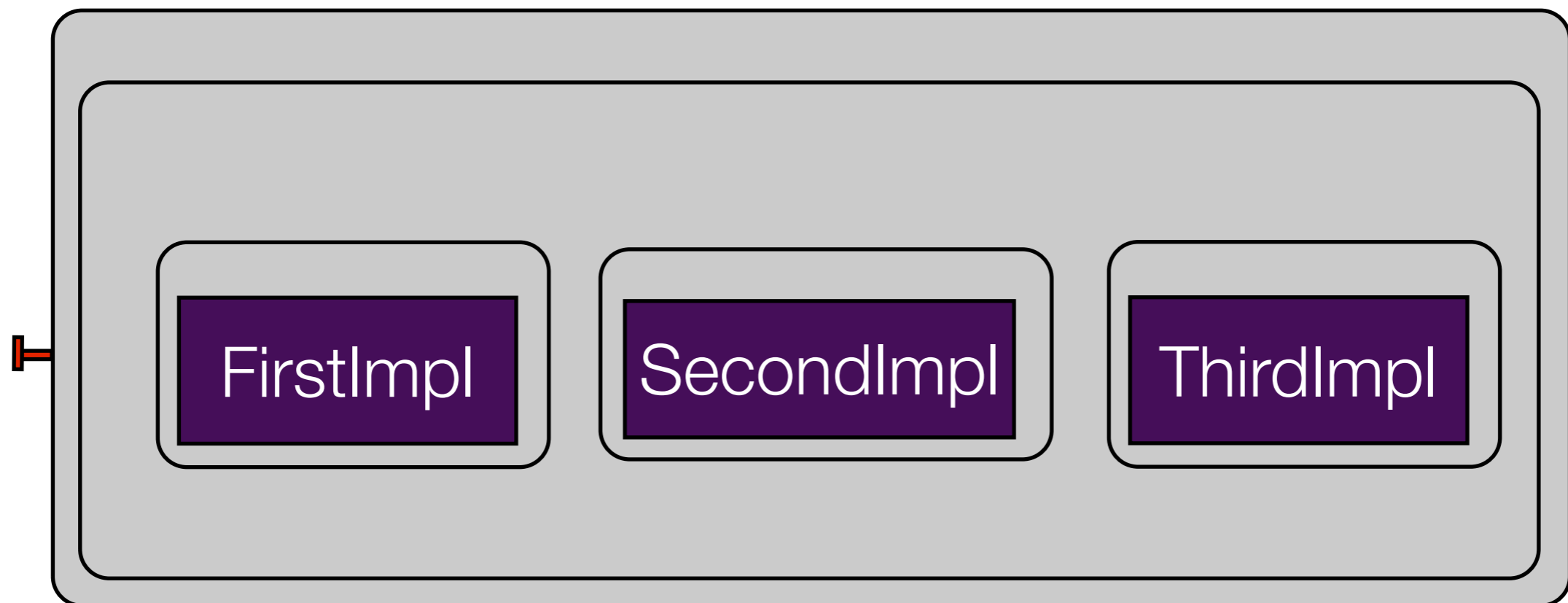
- **Two components**

- *now we have to manage their bindings*



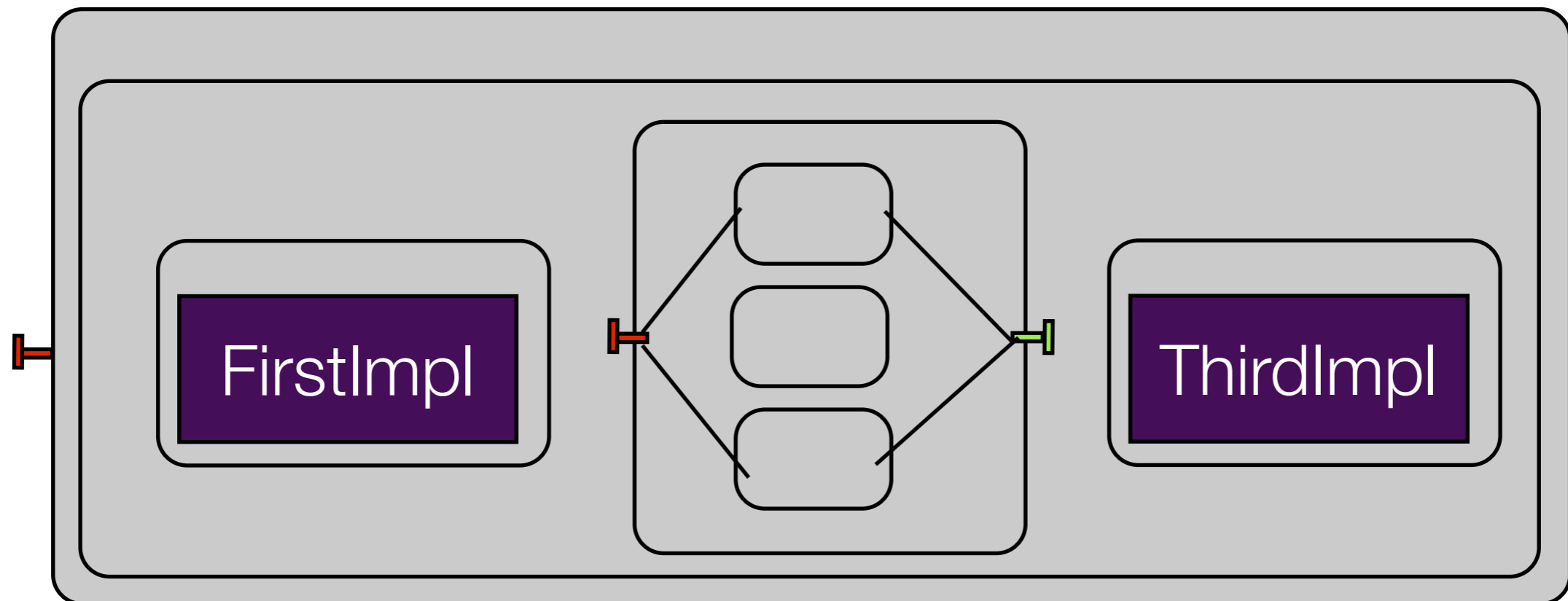
Pipeline App

- **Three components**
 - *three interfaces*
 - *two bindings*



PipelineWithMulticast App

Now we have a component in the middle for handling multicast communications



Questions ?

