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CLIENT/SERVER PROGRAMMING WITH JAVA AND CORBA, 2ND ED (With CD) - Robert Orfali & Dan Harkay 2007-05 Market_Desc: Programmers, Developers. Students in Graduate level Object and Java Courses Special Features: · Authors--Proven track record on the topic; they have published themselves as leaders in this area. · A lot of new technology about JAVA and CORBA is hitting at the end of 1997--perfect timing for an update of the book. The book has been thoroughly updated--2nd edition features new chapters and expanded coverage of ORB and CORBA. The book is still considered the definitive source on CORBA and Java. The first edition of this book was the bestseller at the conference. Most of the new tools and products discussed in the book will be Java-based. This book is intended to ship by year's end. Tools for PC servers are also expected to ship by year's end. It's a perfect time to update one of our most successful programming books for these new products.

Our authors are in the thick of everyone's development plans for Java and CORBA, and they will keep you informed of the current status of the industry. They will provide the latest information on CORBA and Java, including tools, standards, and the current state of the market. The book will provide an introduction to CORBA and Java and cover the basics of the technology. It will also provide an overview of the various products and services available for CORBA and Java.

Introduction to CORBA and Java

Java and CORBA are technologies that are rapidly changing the landscape of software development. Java is a platform-independent language that allows developers to write programs that can run on any platform, while CORBA (Common Object Request Broker Architecture) is a distributed object computing framework that enables interoperability between different systems.

Java technology is built on a set of libraries that provide support for various aspects of programming, such as networking, I/O, and graphics. CORBA, on the other hand, is a set of protocols and services that enable communication between different systems.

Java and CORBA are often used together in client-server applications, where one system acts as the server and another as the client. The server provides resources that the client can access, and the client requests those resources. In this way, CORBA provides the infrastructure for distributed computing, while Java provides the programming language.

The book provides a comprehensive introduction to both Java and CORBA, covering topics such as: installation and configuration, basic concepts, interoperability, basic CORBA concepts, Java and CORBA, and advanced CORBA concepts.

Java Programming Fundamentals

Java is a platform-independent language that allows developers to write programs that can run on any platform. It is based on the concept of objects, which are self-contained units of functionality that can interact with each other through the use of interfaces.

Java technology is built on a set of libraries that provide support for various aspects of programming, such as networking, I/O, and graphics. The book provides a comprehensive introduction to these libraries, covering topics such as: installation and configuration, basic concepts, interoperability, basic CORBA concepts, Java and CORBA, and advanced CORBA concepts.

Client/Server Programming

Client/Server Programming is a term used to describe a programming model where a client application makes requests to a server application, which then processes those requests and returns responses. This model is commonly used in distributed systems, where different applications are running on separate machines.

The book provides a comprehensive introduction to client/server programming, covering topics such as: installation and configuration, basic concepts, interoperability, basic CORBA concepts, Java and CORBA, and advanced CORBA concepts.

Network Programming

Network Programming is the practice of writing software that can communicate with other software running on different machines. It involves understanding the underlying protocols and mechanisms used to transport data over a network.

The book provides a comprehensive introduction to network programming, covering topics such as: installation and configuration, basic concepts, interoperability, basic CORBA concepts, Java and CORBA, and advanced CORBA concepts.

Web Programming

Web Programming is the practice of writing software that can communicate with other software running on the World Wide Web. It involves understanding the underlying protocols and mechanisms used to transport data over the web.

The book provides a comprehensive introduction to web programming, covering topics such as: installation and configuration, basic concepts, interoperability, basic CORBA concepts, Java and CORBA, and advanced CORBA concepts.

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