

Zeus-Framework

Lesson 1 X-Objects

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- Framework of classes
- Concept of Module Object Model (MOM)
- Implementation of MOM
- X-Objects

Framework of Classes

The framework includes following classes:

- Data types
 - Lists (queues, stacks, linked lists and array lists)
 - Maps (Set)
 - Strings
 - File and directory classes
 - Streaming classes

Framework of Classes

- API classes
 - Threading
 - Networking
 - Messaging
- Implementation of various concepts
 - MOM with X-Objects
 - Cell Computing Model
 - Serializing of Objects
 - RMI for C++

Framework of Classes

- Classes for artificial intelligence:
 - Genetic algorithms
 - Fuzzy logic

MOM

- High reusability
- Decentralized software development
- Stepwise development.
- Extensible software components.
- Flexible configuration
- Fast maintenance of complex systems.

MOM (Basic)

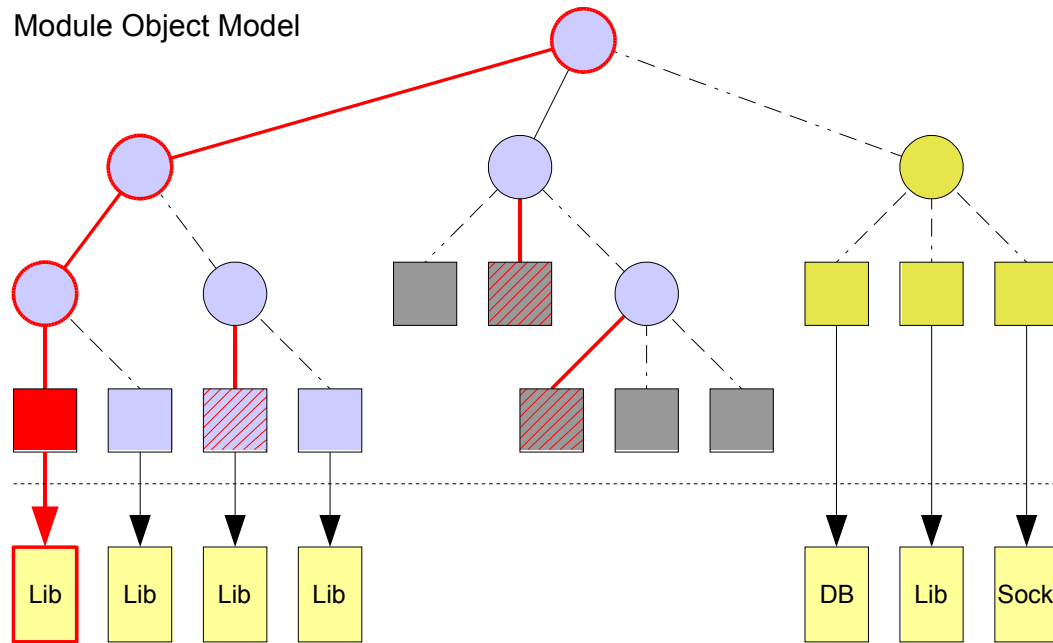
- X-Objects can be leaf nodes. They provide a service inside the software system.
- X-Objects can be nodes to group other X-Objects to logic units.
- X-Objects are either frozen or unfrozen. They can be switched to both states by other components.
- Freezing an X-Object, all owned references are released. Frozen objects don't respond any more.
- While unfreezing an object, it can estimate all references needed.
- The MOM defines the communication interface from X-Objects.
- An X-Object might load its children delayed. This technique is used to create child objects as late as possible. This saves time starting up the system.

MOM (Ext.)

- Modules are being activated or deactivated.
- Modules are able to load resources.
- Managers are modules and able to manage modules and group them to logic units.
- Are modules used inside an object tree, its important that each module is owned by a manager. This guarantees the whole functionality of the extended MOM specification.

MOM (Ext.)

Module Object Model

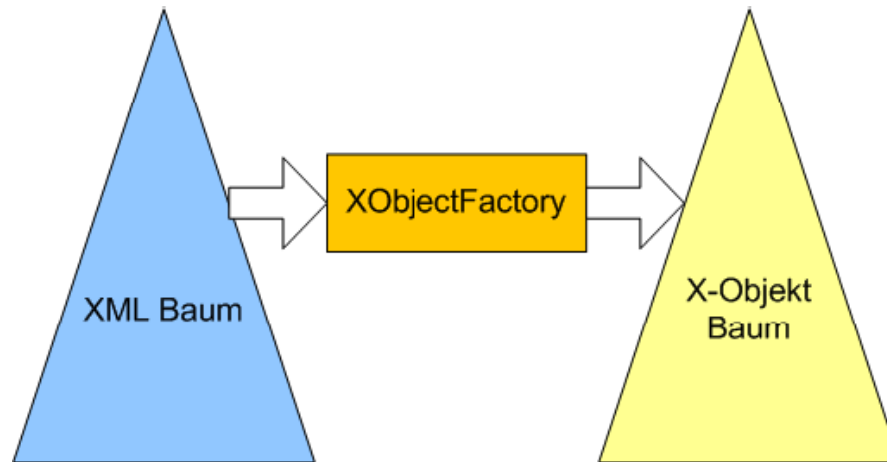


Ressourcen

- System Module und Dienstleistungen.
- Geladene, nicht aktive Module
- Nicht geladene Module
- Aktives Modul
- Anwärter für „aktives Modul“
- lib Ressource eines Moduls

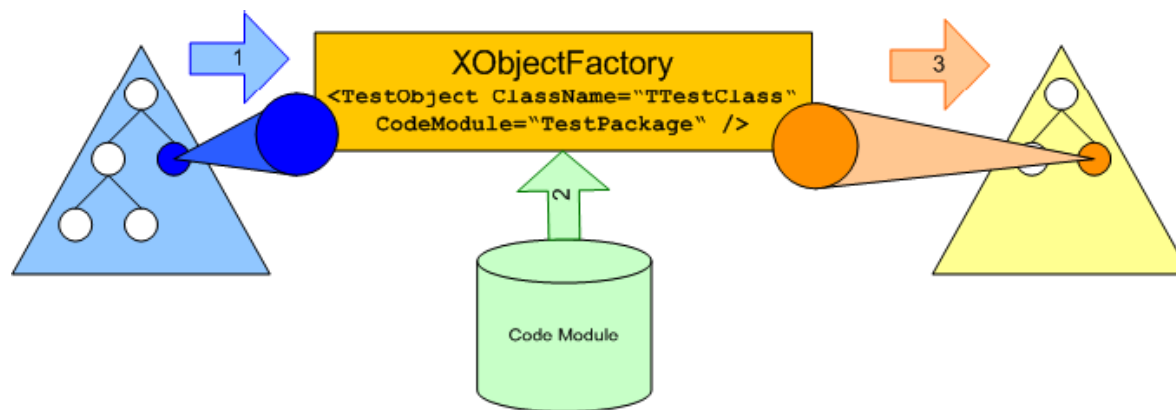
X-Objects

- Creates objects out of an XML structure
- Tree oriented.
- Persistence layer

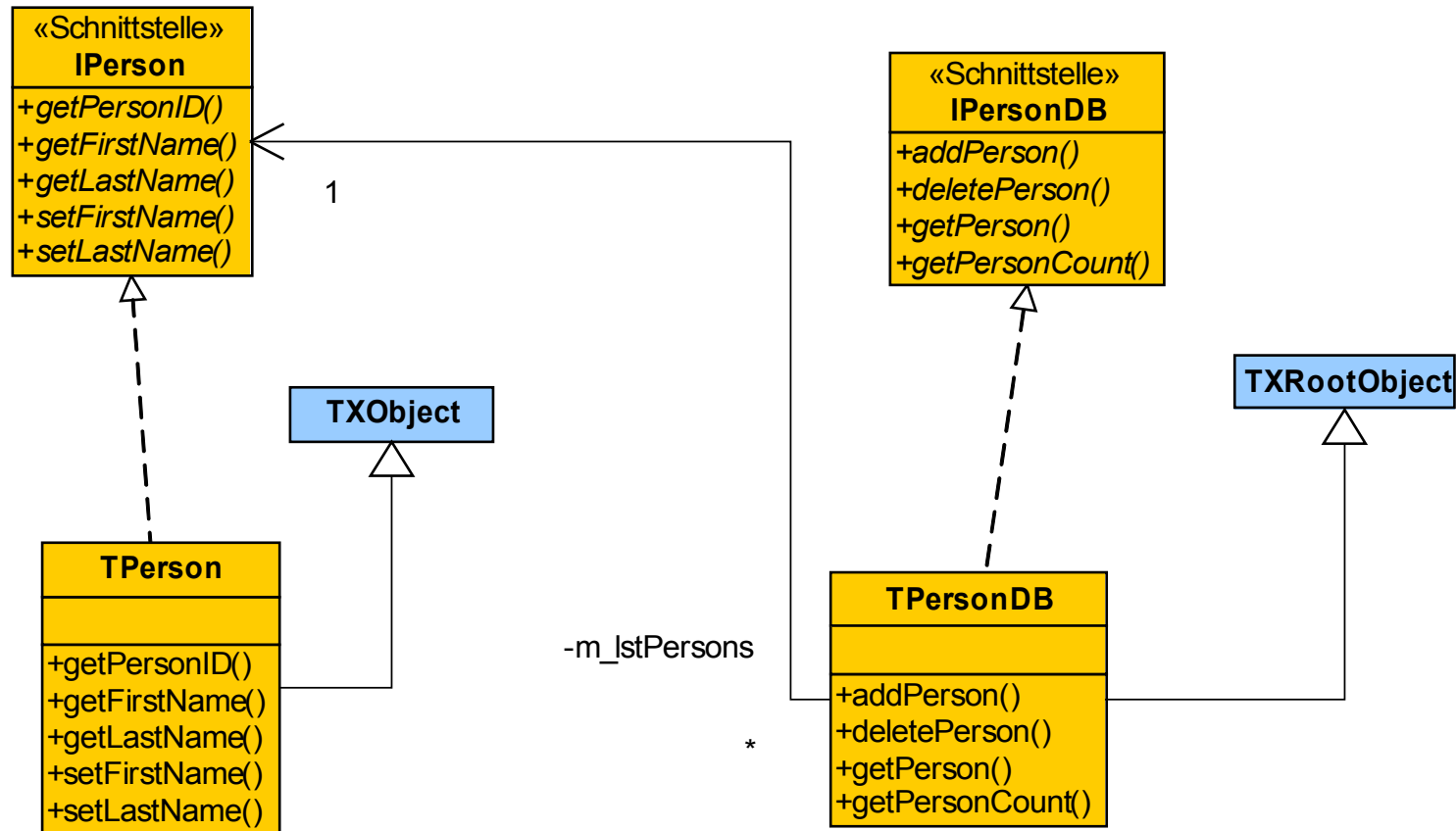


X-Objects

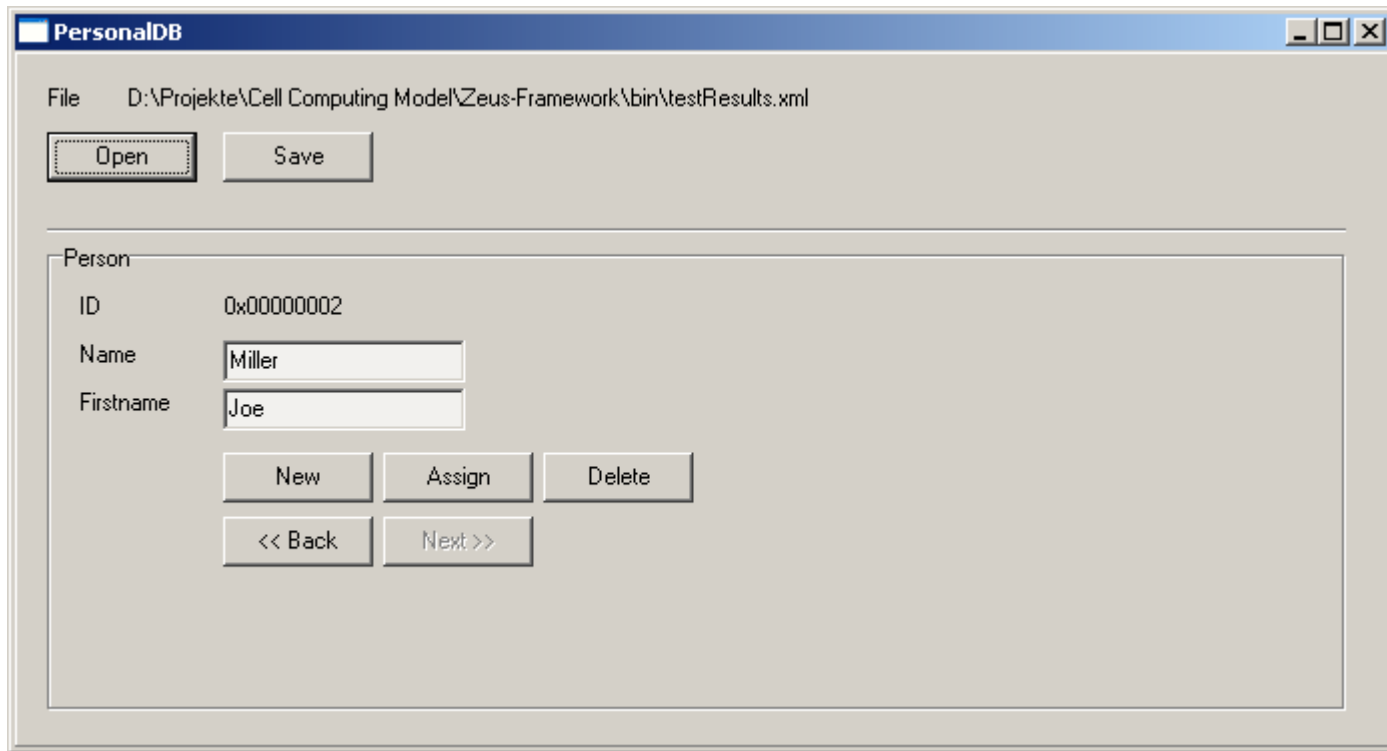
- Each XML node represents a X-Object
- Classes are loaded on demand.
- Name, ID, name of class and code module (library)



Example of X-Objects



Example of X-Objects



- Graphic Layout of Personal Database

Example of X-Objects

- XML data file:

```
<?xml version="1.0" encoding="ISO-8859-1" standalone="yes" ?>
<DB ClassName="TPersonDB" MaxID="2">
  <Person ClassName="TPerson"
    ID="1"
    LastName="Benjamin"
    Name="Hadorn" />
  <Person ClassName="TPerson"
    ID="2"
    LastName="Miller"
    Name="Joe" />
</DB>
```

Questions

- Questions?

