

EVS: Patterns Condensed

Remoting Patterns (3)

Basic Remoting Patterns (9)

Identification Patterns (3)

Lifecycle Management Patterns (7)

Extension Patterns (3)

Extended Infrastructure Patterns (5)

Invocation Asynchrony Patterns (4)

Remoting Patterns

1. Broker
2. Remote Object
3. Server Application

Basic Remoting Patterns

1. Interface Description
2. Client Proxy
3. Remote Object
4. Requestor
5. Marshaller
6. Remoting Error
7. Invoker
8. Client Request Handler
9. Server Request Handler

Identification Patterns

1. Object ID
2. Absolute Object Reference
3. Lookup

Lifecycle Management Patterns

1. Static Instance
2. Per-Request Instance
3. Client-Dependent Instance
4. Lazy Acquisition
5. Pooling
6. Leasing
7. Passivation

Extension Patterns

1. Invocation Interceptor
2. Invocation Context
3. Protocol Plug-In

Extended Infrastructure Patterns

1. Lifecycle Manager
2. Configuration Group
3. Local Object
4. QoS Observer
5. Location Forwarder

Invocation Asynchrony Patterns

1. Fire and Forget
2. Sync with Server
3. Poll Object
4. Result Callback