

OrbixNames Programmer's and Administrator's Guide

Orbix is a Registered Trademark of IONA Technologies PLC.

OrbixNames is a Trademark of IONA Technologies PLC.

While the information in this publication is believed to be accurate, IONA Technologies PLC makes no warranty of any kind to this material including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. IONA Technologies PLC shall not be liable for errors contained herein, or for incidental or consequential damages in connection with the furnishing, performance or use of this material.

Java is a trademark of Sun Microsystems, Inc.

COPYRIGHT NOTICE

No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, photocopying, recording or otherwise, without prior written consent of IONA Technologies PLC. No third party intellectual property right liability is assumed with respect to the use of the information contained herein. IONA Technologies PLC assumes no responsibility for errors or omissions contained in this book. This publication and features described herein are subject to change without notice.

© 1991-1999 IONA Technologies PLC. All rights reserved.

All products or services mentioned in this manual are covered by the trademarks, service marks, or product names as designated by the companies that market those products.

M 2 2 8 4

Contents

Preface	ix
Audience	ix
Organization of this Guide	ix
Document Conventions	x

Part I Introduction

Chapter 1 Introduction to the CORBA Naming Service	3
The Interface to the Naming Service	4
Format of Names in the Naming Service	4
IDL Interfaces to the Naming Service	5
Using the Naming Service	6
Associating a Name with an Object	6
Using Names to Find Objects	6
Associating a Compound Name with an Object	7
Removing Bindings from the Naming Service	8
Convention for String Format of Names	9

Part II OrbixNames C++ Programmer's Guide

Chapter 2 C++ Programming with OrbixNames	13
Developing an OrbixNames Application	14
Making Initial Contact with the Naming Service	15
Binding Names to Objects	16
Resolving Object Names in Clients	19
Iterating through Context Bindings	20
Finding Unreachable Context Objects	23
Compiling and Running an Application	24
Configuring OrbixNames	25
Registering the OrbixNames Server	25
Options to the OrbixNames Server	26

Running OrbixNames in a Secure System	28
Configuring SSL Support in OrbixNames	28
Writing the OrbixNames IOR to a File	30
Configuring Clients to Read the OrbixNames IOR	31
Running the OrbixNames Server	31
Running the OrbixNames Utilities	32
Federation of Name Spaces	32
 Chapter 3 Load Balancing with OrbixNames Using C++	 37
The Need for Load Balancing	37
Introduction to Load Balancing in OrbixNames	39
The Interface to Object Groups in OrbixNames	40
Using Object Groups in OrbixNames	41
Example of Load Balancing with Object Groups	44
Defining the IDL for the Application	44
Creating an Object Group and Adding Objects	46
Creating Replicated Objects	55
Accessing the Objects from a Client	58

Part III OrbixNames Java Programmer's Guide

Chapter 4 Java Programming with OrbixNames	63
Developing an OrbixNames Application	64
Making Initial Contact with the Naming Service	65
Binding Names to Objects	66
Resolving Object Names in Clients	69
Iterating through Context Bindings	71
Finding Unreachable Context Objects	73
Compiling and Running an Application	74
Compiling and Running the demo Application	75
Configuring OrbixNames	76
Registering the OrbixNames Server	76
Options to the OrbixNames Server	76
Running OrbixNames in a Secure System	78
Configuring SSL Support in OrbixNames	79
Writing the OrbixNames IOR to a File	81
Configuring Clients to Read the OrbixNames IOR	81

Running the OrbixNames Server	82
Running the OrbixNames Utilities	83
Federation of Name Spaces	83

Chapter 5 Load Balancing with OrbixNames Using Java	85
The Need for Load Balancing	85
Introduction to Load Balancing in OrbixNames	87
The Interface to Object Groups in OrbixNames	88
Using Object Groups in OrbixNames	89
Example of Load Balancing with Object Groups	92
Defining the IDL for the Application	92
Creating an Object Group and Adding Objects	94
Creating Replicated Objects	103
Accessing the Objects from a Client	106

Part IV OrbixNames Administrator's Guide

Chapter 6 Using the OrbixNames Utilities	113
Managing Name Bindings	114
Using the Name Utilities	115
Syntax of the Name Management Utilities	120
Managing Object Groups	122
Using the Object Group Utilities	122
Syntax of the Object Group Utilities	124
Chapter 7 The OrbixNames Browser	127
Starting the OrbixNames Browser	128
Connecting to an OrbixNames Server	129
Connecting to a Secure OrbixNames Server	130
Disconnecting from an OrbixNames Server	133
Managing Naming Contexts	134
Creating a Naming Context	134
Modifying a Naming Context	134
Removing a Naming Context	136
Managing Object Names	136
Binding a Name to an Object	137

Modifying an Object Binding	139
Removing an Object Name	139
Navigating the OrbixNames Browser Button Bar	140

Part V OrbixNames Programmer's Reference

CosNaming	143
CosNaming::BindingIterator	149
CosNaming::NamingContext	151
LoadBalancing	165
LoadBalancing::ObjectGroup	171
LoadBalancing::ObjectGroupFactory	175
LoadBalancing::RandomObjectGroup	179
LoadBalancing::RoundRobinObjectGroup	181

Part VI

Appendices

Appendix A	
Configuration Variables	185
Index	189

Preface

OrbixNames is IONA Technologies' implementation of the CORBA Naming Service. This service allows you to associate abstract names with CORBA objects and to locate objects using those names.

Audience

This guide is intended for use by application programmers who wish to familiarize themselves with the Naming Service, and OrbixNames in particular. Before reading this guide, you should be familiar with either the C++ or the Java programming language and Orbix application programming.

Organization of this Guide

This guide is divided into the following parts:

Part I, “Introduction”

This part introduces the CORBA Naming Service and describes the features of the Naming Service specification.

Part II, “OrbixNames C++ Programmer’s Guide”

Part II describes how C++ programmers can use OrbixNames to take advantage of the CORBA Naming Service in their applications. It also describes OrbixNames extensions to this service that facilitate the implementation of load balancing in CORBA servers.

Part III, “OrbixNames Java Programmer’s Guide”

Part III describes how Java programmers can use OrbixNames to take advantage of the CORBA Naming Service in their applications. It also describes OrbixNames extensions to this service that facilitate the implementation of load balancing in CORBA servers.

Part IV, “OrbixNames Administrator's Guide”

Part IV describes the OrbixNames command-line utilities and graphical browser. This allow administrators to access the CORBA Naming Service without writing applications.

Part V, “OrbixNames Programmer's Reference”

Part V provides a complete reference for the programming interface to OrbixNames, defined in the CORBA Interface Definition Language (IDL).

Part VI, “Appendices”

Part VI describes the configuration options available for OrbixNames.

Document Conventions

This guide uses the following typographical conventions:

Constant width Constant width in normal text represents portions of code and literal names of items such as classes, functions, variables, and data structures. For example, text might refer to the CORBA: :Object class.

Constant width paragraphs represent code examples or information a system displays on screen. For example:

```
#include <stdio.h>
```

Italic Italic words in normal text represent emphasis and new terms.

Italic words or characters in code and commands represent variable values you must supply, such as arguments to commands or path names for your particular system. For example:

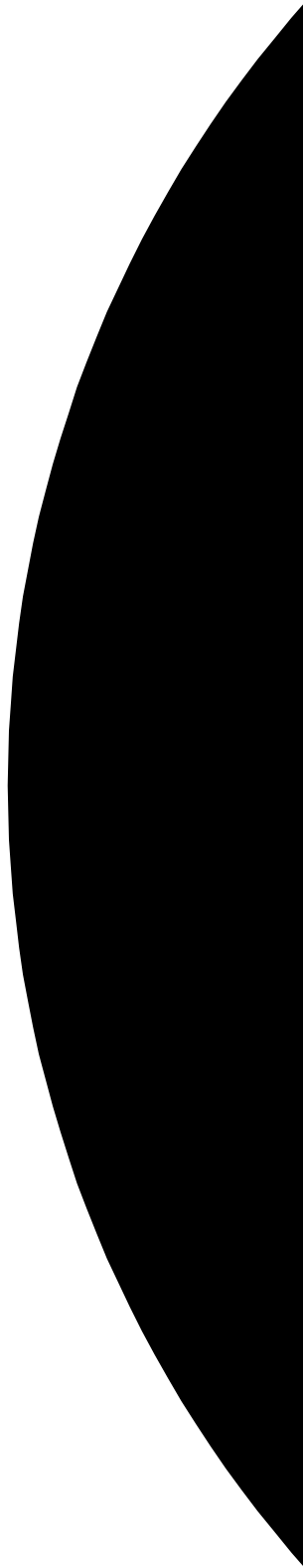
```
% cd /users/your_name
```

This guide may use the following keying conventions:

- < > Some command examples use angle brackets to represent variable values you must supply. This is an older convention.
- ...
⋮ Horizontal or vertical ellipses in format and syntax descriptions indicate that material has been eliminated to simplify the discussion.
- [] Brackets enclose optional items in format and syntax descriptions.
- { } Braces enclose a list from which you must choose an item in format and syntax descriptions.
- | A vertical bar separates items in a list of choices enclosed in { } (braces) in format and syntax descriptions.

Part I

Introduction



1

Introduction to the CORBA Naming Service

OrbixNames is IONA Technologies' implementation of the CORBA Naming Service, a service that allows you to associate abstract names with CORBA objects in your applications. This chapter describes the features of the CORBA Naming Service.

The Naming Service is a standard service for CORBA applications, defined in the Object Management Group's (OMG) CORBAServices specification. The Naming Service allows you to associate abstract names with CORBA objects and allows clients to find those objects by looking up the corresponding names. This service is both very simple and very useful.

A server that holds a CORBA object *binds* a name to the object by contacting the Naming Service. To obtain a reference to the object, a client requests the Naming Service to look up the object associated with a specified name. This is known as *resolving* the object name. The Naming Service provides interfaces defined in IDL that allow servers to bind names to objects and clients to resolve those names.

Most CORBA applications make some use of the Naming Service. Locating a particular object is a common requirement in distributed systems and the Naming Service provides a simple, standard way to do this.

The Interface to the Naming Service

The Naming Service maintains a database of names and the objects associated with them. An association between a name and an object is called a *binding*. The IDL interfaces to the Naming Service provide operations to access the database of bindings. For example, you can create new bindings, resolve names, and delete existing bindings.

OrbixNames is implemented as a normal Orbix server. This server contains objects which support the standard IDL interfaces to the Naming Service. These interfaces are defined in the IDL module `CosNaming`:

```
// IDL
module CosNaming {
    // Naming Service IDL definitions.
    ...
};
```

Part V of this guide on page 145 provides a full reference for the definitions in this module. The remainder of this chapter provides a brief overview of the most commonly used definitions.

Format of Names in the Naming Service

In the CORBA Naming Service, names can be associated with two types of object: a *naming context* or an application object. A naming context is an object in the Naming Service within which you can resolve the names of other objects.

Naming contexts are organized into a naming graph, which may form a naming hierarchy much like that of a filing system. Using this analogy, a name bound to a naming context would correspond to a directory and a name bound to an application object would correspond to a file.

The full name of an object, including all the associated naming contexts, is known as a *compound name*. The first component of a compound name gives the name of a naming context, in which the second component is accessed. This process continues until the last component of the compound name has been reached.

The notion of a compound name is common in filing systems. For example, in UNIX, compound names take the form `/aaa/bbb/cc`; in Windows they take the form `C:\aaa\bbb\ccc`. A compound name in the Naming Service takes a more abstract form: an IDL sequence of name components.

Name components are not simple strings. Instead, a name component is defined as an IDL structure, of type `CosNaming::NameComponent`, that holds two strings:

```
// IDL
// In module CosNaming.
typedef string Istring;

struct NameComponent {
    Istring id;
    Istring kind;
};
```

A name is a sequence of these structures:

```
typedef sequence<NameComponent> Name;
```

The `id` member of a `NameComponent` is a simple identifier for the object; the `kind` member is a secondary way to differentiate objects and is intended to be used by the application layer. For example, you could use the `kind` member to distinguish the type of the object being referred to. The semantics you choose for this member are not interpreted by `OrbixNames`.

Both the `id` and `kind` members of a `NameComponent` are used in name resolution. Two names that differ only in the `kind` member of one `NameComponent` are considered to be different names.

IDL Interfaces to the Naming Service

The IDL module `CosNaming` contains two interfaces that allow your applications to access the Naming Service:

<code>NamingContext</code>	Provides the operations that allow you to access the main features of the Naming Service, such as binding and resolving names.
<code>BindingIterator</code>	Allows you to read each element in a list of bindings. Such a list may be returned by operations of the <code>NamingContext</code> interface.

The remainder of this chapter describes how you use the `NamingContext` interface to do simple Naming Service operations, such as binding names to your application objects and resolving those names in your clients.

Using the Naming Service

The first step in using the Naming Service is to get a reference to the *root naming context*. The root naming context is an object, of type `CosNaming::NamingContext`, which acts as an entry point to all the bindings in the Naming Service.

This section describes some of the operations you can call on the root naming context, or other naming contexts created by you, to do basic Naming Service tasks.

Associating a Name with an Object

The operation `CosNaming::NamingContext::bind()` allows you to bind a name to an object in your application. This operation is defined as:

```
void bind (in Name n, in Object o)
    raises (NotFound, CannotProceed,
           InvalidName, AlreadyBound);
```

To use this operation, you first create a `CosNaming::Name` structure containing the name you want to bind to your object. You then pass this structure and the corresponding object reference as parameters to `bind()`.

Using Names to Find Objects

Given an abstract name for an object, you can retrieve a reference to the object by calling `CosNaming::NamingContext::resolve()`. This operation is defined as:

```
Object resolve (in Name n)
    raises (NotFound, CannotProceed, InvalidName);
```

When you call `resolve()`, the Naming Service retrieves the object reference associated with the specified `CosNaming::Name` value and returns it to your application.

Associating a Compound Name with an Object

Figure 1.1 shows an example of a simple compound name.

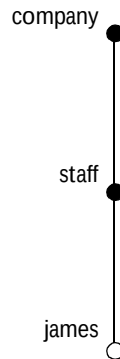


Figure 1.1: *Example of a Compound Name*

In this figure, a name with identifier `company` (and no kind value) is bound to a naming context in the Naming Service. This naming context contains one binding: between the name `staff` and another naming context. The `staff` naming context contains a binding between the name `james` and an application object.

If you want to associate a compound name with an object, you must first create the naming contexts that will allow you to build the compound name. For example, to create the compound name shown in Figure 1.1:

1. Get a reference to the root naming context.
2. Use the root naming context to create a new naming context and bind the name `company` to it. To do this, call the operation `CosNaming::NamingContext::bind_new_context()`, passing the name `company` as a parameter. This operation returns a reference to the newly created naming context.

3. Call `CosNaming::NamingContext::bind_new_context()` on the company naming context object, passing the name `staff` as a parameter. This returns a reference to the new `staff` naming context.
4. Call `CosNaming::NamingContext::bind()` on the `staff` naming context, to bind the name `james` to your application object.

The operation `CosNaming::NamingContext::bind_new_context()` is defined as:

```
NamingContext bind_new_context (in Name n)
    raises (NotFound, CannotProceed,
           InvalidName, AlreadyBound);
```

To create a new naming context and bind a name to it, create a `CosNaming::Name` structure for the context name and pass it to `bind_new_context()`. If the call is successful, the operation returns a reference to your newly created naming context.

Removing Bindings from the Naming Service

If you want to remove the association between a name and an object in the Naming Service, call the operation `CosNaming::NamingContext::unbind()`. This operation is defined as:

```
void unbind (in Name n)
    raises (NotFound, CannotProceed, InvalidName);
```

This operation takes a single parameter that indicates the name to be removed from the Naming Service.

The name passed as a parameter to `unbind()` may be associated with a naming context or an application object. If you unbind the name of a context and your applications have no further use for that context, you should delete the corresponding naming context object. To do this, call `CosNaming::NamingContext::destroy()` on a reference to the naming context. This operation is defined as:

```
void destroy ()
    raises (NotEmpty);
```

Before calling `destroy()` on a naming context object, remove any bindings contained in the context.

Convention for String Format of Names

To make it easier to describe examples, this guide uses a string representation of Naming Service names. This convention is specific to OrbixNames and is illustrated by the following example¹:

```
documents-dir.reports-dir.april97-txt
```

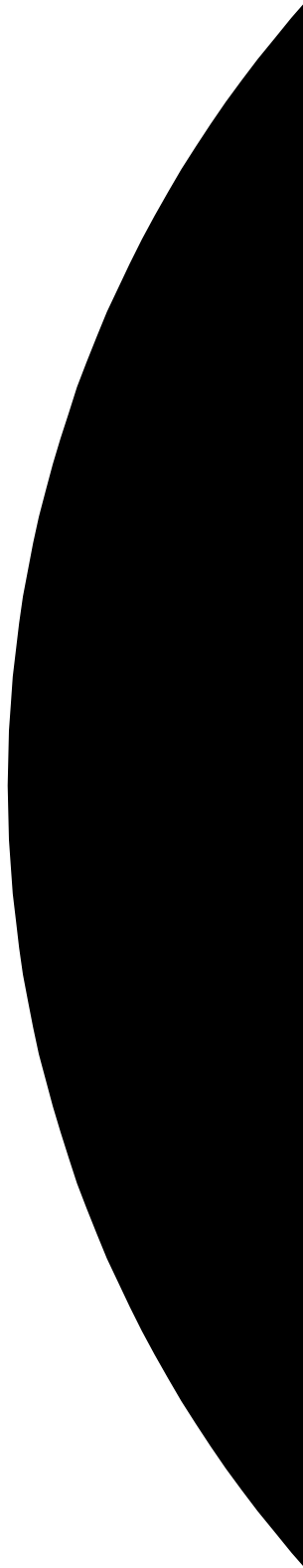
In this example, the ID value of the first name component is `documents` and the kind value is `dir`. The next component has ID `reports` and kind `dir`, followed by a component with ID `april97` and kind `txt`. This string format is used throughout the rest of this guide and is understood by the OrbixNames utilities described in Chapter 6 on page 113.

Note: If the dash '-' character is omitted from a name component, the kind field is a zero length string. The forward slash character '/' may be used to escape the characters '-' (dash), '.' (period), and '/' (forward slash).

1. The Object Management Group (OMG) is expected to introduce a standard string format for Naming Service names. This standard will be adopted in a future release of OrbixNames.

Part II

OrbixNames C++ Programmer's Guide



2

C++ Programming with OrbixNames

This chapter describes how you can use OrbixNames to make objects available in CORBA servers and to locate those objects in clients. The examples in this chapter use a C++ programming interface to the Naming Service introduced in Chapter 1.

OrbixNames implements the CORBA Naming Service. To develop applications that access the Naming Service, you must use two components of OrbixNames:

- The *OrbixNames IDL files* contain the IDL definitions for the interfaces to the CORBA Naming Service and the load balancing features of OrbixNames.
- The *OrbixNames server* is a normal Orbix server, provided by IONA Technologies, that implements the functionality of the CORBA Naming Service.

When you write a CORBA program that uses the Naming Service, this program contacts the OrbixNames server using the OrbixNames IDL definitions. In this way, any CORBA client or server that uses the Naming Service simply acts as a client to the OrbixNames server. The examples in this chapter show how to develop, compile, and run such programs.

Developing an OrbixNames Application

Consider a software engineering company that maintains an administrative database of personnel records which includes details of names, login names, addresses, salaries, and holiday entitlements. These records are used for various administrative purposes, and it is convenient to use the Naming Service to locate an employee record by name. Figure 2.1 shows part of a naming context graph designed for this purpose.

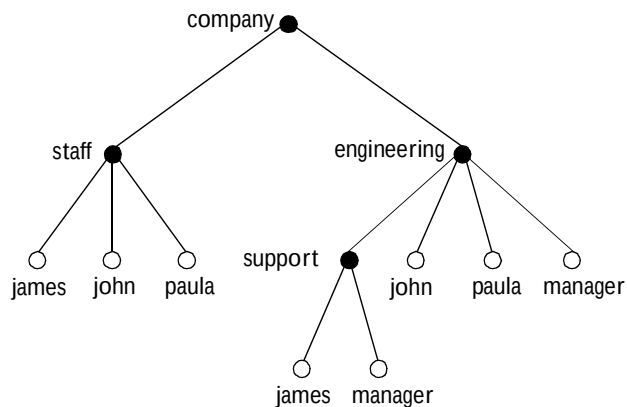


Figure 2.1: *A Naming Context Graph*

The nodes `company`, `staff`, `engineering`, and `support` represent naming contexts. A name such as `company.staff.paula` names an application object. The same object may have more than one name; for example, each person is listed in the generic `company.staff` context and is also listed in a particular division such as `company.engineering` or `company.sales`.

In addition, it is convenient to use abstract names so that, for example, the engineering manager can be found by looking up the name `company.engineering.manager`.

Allowing different paths to the same object facilitates the many uses that might be made of the Naming Service. For example, a payroll system might be interested only in the `company.staff` context; the engineering manager might want the holiday records for all of the employees with entries in the `company.engineering` context to be written to a spreadsheet, and so on.

The remainder of this section shows some sample code based on the naming context graph in Figure 2.1. The full source code for this example is available in the directory `demo/naming/staff` of your OrbixNames installation.

Making Initial Contact with the Naming Service

Whether you are writing a client or server application, the first step in communicating with the Naming Service is to obtain a reference to the root naming context. There are two ways for an application to do this:

- The recommended way is to use the CORBA Initialization Service. This approach is fully CORBA compliant. To use the Initialization Service, pass the string `NameService` to the following C++ function call on the ORB:

```
// C++
// In class CORBA::ORB.
Object_ptr resolve_initial_references(
    const char* identifier)
```

The result must be narrowed using the function `CosNaming::NamingContext::_narrow()` to obtain a reference to the naming context.

The call to `resolve_initial_references()` succeeds if an OrbixNames server is running on the local host or the locator is appropriately configured as described in “Compiling and Running an Application” on page 24.

The name of the OrbixNames server as registered in the Implementation Repository is assumed to be `NS` by default. To contact an OrbixNames server registered with a different name, the configuration entry `IT_NAMES_SERVER` must identify that name, as described in “Configuring OrbixNames” on page 25.

- The second approach is to read the root naming context IOR from a shared file. To do this, use the `-I` switch to specify a file name when running the OrbixNames server, `NS`:

```
ns -I /sharedIORS/ns.ior
```

When you run the server in this way, it stores the root naming context IOR in the specified file. You can use this file later to get the initial naming context:

```
// C++
#include <Naming.hh>
...

char *rootIOR;
CORBA::Object_var objVar;
CORBA::ORB_var orbVar;

// Read the contents of file /sharedIORS/ns.ior
// into the string rootIOR.
...

try {
    orbVar =
        CORBA::ORB_init (argc, argv, "Orbix");
    objVar = orbVar->string_to_object (rootIOR);
}
...
```

The resulting object reference must subsequently be narrowed using the following call:

```
CosNaming::NamingContext::_narrow().
```

Once you get a reference to the root naming context, you can look up names in contexts held by the corresponding OrbixNames server. This allows you to obtain a reference to a particular context or to an application object.

Binding Names to Objects

The following sample server code shows how to build the company and company.staff naming contexts shown in Figure 2.1 on page 14. It then shows how to bind the name company.staff.john-person to the object referenced by the variable johnVar (which supports the IDL interface Person implemented by class PersonImpl).

```
// C++
```

```
// An Orbix server.
#include <Naming.hh>
...

int main () {
    Person_var johnVar = new PersonImpl
                        ("John", "Engineer");
    CORBA::ORB_var orbVar;
    CORBA::Object_var objVar;
    CosNaming::NamingContext_var rootContext,
                                companyContext, staffContext;
    CosNaming::Name_var name;
    ...

    try {
        orbVar =
            CORBA::ORB_init (argc, argv, "Orbix");

        // Find the initial naming context:
1       objVar = orbVar->
            resolve_initial_references("NameService");
        if (rootContext=CosNaming::
            NamingContext::_narrow(objVar)) {
            // A CosNaming::Name is simply a sequence
            // of structs.
2       name = new CosNaming::Name(1);
            name->length(1);
            name[0].id =CORBA::string_dup("company");
            name[0].kind =
CORBA::string_dup("company");

            // (In one step) create a new context, and
            // bind it relative to the initial
            // context:
3       companyContext =
            rootContext->bind_new_context(name);

4       name[0].id = CORBA::string_dup("staff");
            name[0].kind = CORBA::string_dup("staff");

            // (In one step) create a new context, and
            // bind it relative to the company
            // context:
```

```
5          staffContext =
            companyContext->bind_new_context(name);

6          name[0].id = CORBA::string_dup("john");
          name[0].kind=CORBA::string_dup("person");

          // Bind name to object johnVar in context
          // company.staff:
7          staffContext->bind(name,johnVar);
        } else { ... }
          // Deal with failure to _narrow().
        } // catch clauses not shown here.
        ...
    }
```

This code is explained as follows:

1. The server calls `CORBA::ORB::resolve_initial_references()` to get a reference to the root naming context.
2. The server creates a `CosNaming::Name` structure that contains a single component with ID `company` and `company` kind value.
3. A call to `bind_new_context()` on the root context binds the newly created name to a new context object. The new context object is directly within the scope of the root naming context.
4. The server modifies the `CosNaming::Name` structure, assigning ID `staff` and an empty kind value to the single name component.
5. The server calls `bind_new_context()` on a reference to the company context object created in step 3. The Naming Service creates a new context object and binds the name `company.staff` to it.
6. The server again modifies the `CosNaming::Name` structure, assigning ID `john` and kind `person` to the single name component.
7. A call to `bind()` on the `company.staff` naming context associates the name `company.staff.john-person` with the application object `johnVar`.

The server code builds up a naming graph by creating individual naming contexts and then binding a name to the application object within the scope of those contexts.

Resolving Object Names in Clients

For a client, a typical use of the Naming Service is to find the initial naming context and then to resolve a name to obtain an object reference. The following code sample illustrates this. It finds the object named `company.engineering.manager-person` and then prints the manager's name.

The following IDL definition is assumed:

```
// IDL
interface Person {
    readonly attribute name;
    ...
};
```

The client is written as:

```
// C++
// An Orbix client.
#include <Naming.hh>
...
int main (int argc, char** argv) {
    CosNaming::NamingContext_var rootContext;
    CosNaming::Name_var name;
    Person_var personVar;
    CORBA::Object_var objVar;
    CORBA::ORB_var orbVar;

    try {
        orbVar =
            CORBA::ORB_init (argc, argv, "Orbix");

        // Find the initial naming context:
1       objVar = orbVar->
            resolve_initial_references("NameService");
        if (rootContext = CosNaming::
            NamingContext::_narrow(objVar)) {

2           name = new CosNaming::Name(3);
            name->length(3);
            name[0].id = CORBA::string_dup("company");
            name[0].kind = CORBA::string_dup("");
            name[1].id = CORBA::string_dup
                ("engineering");
```

```
        name[1].kind = CORBA::string_dup("");
        name[2].id = CORBA::string_dup("manager");
        name[2].kind = CORBA::string_dup
            ("person");

3         objVar = rootContext->resolve(name);
4         if (personVar = Person::_narrow(objVar)) {
            cout << personVar->name()
                << " is the engineering manager."
                << endl;
        } else { ... }
        // Deal with failure to _narrow().
    } else { ... }
        // Deal with failure to _narrow().

    } // catch clauses not shown here.
    ...
}
```

This code is explained as follows:

1. The client calls `CORBA::ORB::resolve_initial_references()` to get a reference to the root naming context.
2. The client creates a `CosNaming::Name` structure that contains three name components. The client assigns this structure to represent the compound name `company.engineering.manager-person`.
3. A call to `resolve()` on the root naming context returns the object associated with the name `company.engineering.manager-person`. The client resolves the entire compound name with a single call to the Naming Service.
4. The object returned in step 3 is an application object that implements the IDL interface `Person`. The client now narrows the returned object to type `Person`.

Iterating through Context Bindings

The following code sample shows a simple example of using the `BindingIterator` interface to list the bindings in a context. This code lists the bindings in the context `company.staff`:

```
// C++
CosNaming::NamingContext_var rootContext,
staffContext;
CosNaming::BindingList_var bList;
CosNaming::BindingIterator_var bIter;
CosNaming::Name_var name;
CORBA::Object_var objVar;
CORBA::ORB_var orbVar;

try {
    orbVar =
        CORBA::ORB_init (argc, argv, "Orbix");

    // Find the initial naming context:
1    objVar = orbVar->
        resolve_initial_references("NameService");
    rootContext =
        CosNaming::NamingContext::_narrow(objVar);
    if (!CORBA::is_nil (rootContext)) {
2        name = new CosNaming::Name(2);
        name->length(2);
        name[0].id = CORBA::string_dup("company");
        name[0].kind = CORBA::string_dup("");
        name[1].id = CORBA::string_dup("staff");
        name[1].kind = CORBA::string_dup("");
3        objVar = rootContext->resolve(name);
        staffContext = CosNaming::
            NamingContext::_narrow(objVar);

        if (!CORBA::is_nil (staffContext)) {
            const CORBA::ULong batchSize = 10;

4            staffContext->list(batchSize,bList,bIter);
            CORBA::ULong i;
5            for (i = 0; i < bList.length(); i++) {
                cout << bList[i].binding_name[0].id
                    << "-";
                cout << bList[i].binding_name[0].kind
                    << endl;
            }

            // If more than batchSize bindings in
            // context, obtain them using next_n().
```

```
6         if ( !CORBA::is_nil(bIter) ) {
            while(bIter->next_n(batchSize, bList) {
                for (i=0; i < bList.length(); i++) {
                    cout << bList[i].
                        binding_name[0].id << "-"
                    cout << bList[i].
                        binding_name[0].kind
                        << endl;
                }
            }
        } else { ... }
        // Deal with failure to _narrow().
    } else { ... }
    // Deal with failure to _narrow().
} // catch clauses not shown.
```

The information retrieved by this code may be useful to either a client or a server. The functionality of this code is:

1. The application calls `CORBA::ORB::resolve_initial_references()` to get a reference to the root naming context.
2. It then creates a `CosNaming::Name` structure that contains two name components. The client assigns this structure to represent the compound name `company.staff`, which is bound to a naming context.
3. The application calls `resolve()` on the root naming context to obtain a reference to the `company.staff` context object.
4. A call to `list()` on this context object returns a list of at most ten bindings contained in this context.
5. The application examines each element in the list of bindings returned in step 4.
6. If more than ten bindings are available in context `company.staff`, the `CosNaming::BindingIterator` object `bIter` contains all the bindings not returned in step 4. The application calls the operation `next_n()` to retrieve a list of these additional bindings.

For more information about operation `CosNaming::NamingContext::list()`, refer to “`CosNaming::NamingContext::list()`” on page 157. For more information about the interface `CosNaming::BindingIterator`, refer to “`CosNaming::BindingIterator`” on page 149.

Finding Unreachable Context Objects

Applications can create naming contexts with no associated name binding. If such an application exits without destroying these contexts, the context objects remain in the Naming Service but are unreachable and cannot be deleted. For example, an application could do this by calling the operation `CosNaming::NamingContext::unbind()` to unbind a context name, without calling `CosNaming::NamingContext::destroy()` to destroy the corresponding context object.

On start-up, OrbixNames automatically creates a naming context to handle this problem. This context is named `lost+found`. If you create a context without binding a name to it, or unbind a context name without destroying the context object, OrbixNames gives the context a special name within the `lost+found` context. The format of this name is as follows:

NC_number time

The `number` value is a random number assigned by OrbixNames. The `time` value indicates the date and time at which the name was created in the `lost+found` context. The combination of the number and time values uniquely identifies the naming context in `lost+found`.

Of course, this naming format makes it almost impossible to determine which context in `lost+found` came from which application. However, this is not important because the `lost+found` context simply allows you to ensure that the Bindings Repository does not become cluttered with unreachable context objects. For example, you might want to destroy all contexts in `lost+found` created before a certain date. This is quite straightforward. First, list the contents of `lost+found` using the OrbixNames `lsns` utility and then delete the appropriate contexts using the OrbixNames `rmns` utility. These utilities are described in Chapter 6.

For example, the following command deletes the context object associated with the name `"NC_9Thu Dec 10 11-09-02 GMT+00-00 1998"` in the `lost+found` context:

```
rmns -x lost+found.NC_9Thu Dec 10 11-09-02 GMT+00-00 1998
```

Before you delete a context in `lost+found`, ensure that the context is no longer required by your applications. For example, if an application uses `CosNaming::NamingContext::new_context()` to create a context that it intends to name later, the context is stored temporarily in `lost+found` until the

application binds a name to it. You should take care to avoid deleting such contexts. Deleting contexts created before a given date is one way to achieve this.

The `lost+found` context is most useful during application testing, because leaving unreachable contexts in the Naming Service is bad application behavior. When coding your applications, try to ensure that they avoid doing this.

Compiling and Running an Application

This section describes how to build an application that uses OrbixNames, the configuration variables that are required, how to register an OrbixNames server in the Implementation Repository, and the options that are available on the server executable.

The following steps are required to build an application that uses OrbixNames:

1. Generate stub code for the OrbixNames server by passing the OrbixNames IDL file, `NamingService.idl`, through your IDL compiler. Link your application with the client stub code. For example, you can run the Orbix IDL compiler as follows:

```
idl NamingService.idl
```

This generates three files: `NamingService.hh`, `NamingServiceC.cc`, and `NamingServiceS.cc`. Include the header file `NamingService.hh` in your application code and link your application with the object code for `NamingServiceC.cc`. Discard `NamingServiceS.cc`.

If your application uses the load balancing features of OrbixNames, described in Chapter 3 on page 37, you must also pass the other OrbixNames IDL file, `LoadBalancing.idl`, through your IDL compiler, for example:

```
idl LoadBalancing.idl
```

Again, this generates three files: `LoadBalancing.hh`, `LoadBalancingC.cc`, and `LoadBalancingS.cc`. Include the header file `LoadBalancing.hh` in your application code and link your application with the object code for `LoadBalancingC.cc`. Discard `LoadBalancingS.cc`.

2. Register the OrbixNames server in the Implementation Repository as described in “Registering the OrbixNames Server” on page 25.

3. Configure the Orbix locator to make the OrbixNames server known to `CORBA::ORB::resolve_initial_references()`. Assuming that the OrbixNames server is registered in the Implementation Repository with the name `NS` on host `alpha`, this can be achieved by adding the following line to the `Orbix.hosts` or `orbix.hst` file:

`NS:alpha:`

Configuring OrbixNames

When you install OrbixNames, the configuration file `orbixnames3.cfg` is added to your system, in the OrbixNames config directory. This file contains the configuration variables that relate to OrbixNames and it is included in the Orbix configuration file `iona.cfg`, as described in the *Orbix C++ Administrator's Guide*.

On UNIX, you can set the OrbixNames configuration variables in the `orbixnames3.cfg` configuration file using the Orbix Configuration Explorer described in the *Orbix C++ Administrator's Guide*. They may also be set as environment variables. On Windows NT these values are set in either the configuration file or the system registry.

When setting the values of these variables in the file `orbixnames3.cfg`, define each variable in the OrbixNames scope, that is `OrbixNames.IT_NAMES_SERVER`, `OrbixNames.IT_NS_HOSTNAME`, `OrbixNames.IT_NAMES_PATH`, and so on.

For a comprehensive description of OrbixNames and common configuration variables, refer to Appendix A, "Configuration Variables".

Registering the OrbixNames Server

As a normal Orbix server, the OrbixNames server must be registered with the Orbix Implementation Repository.

As usual, the server is registered using either the Graphical Server Manager utility or the `putit` utility. Using `putit`, a typical command to register an OrbixNames server is:

```
putit NS "/orbix/bin/ns"
```

Once registered with the Implementation Repository, the server can be activated by the Orbix daemon or launched manually.

You can terminate the OrbixNames server in the same way as any Orbix server; that is, by using the `killit` utility on UNIX, or the Graphical Server Manager utility.

Options to the OrbixNames Server

The OrbixNames server executable is named `ns`; it takes the following options:

```
ns [-v] [-r <repository path>] \
  [-I <ns ior file>] [-l] [-h <hashtable size>] \
  [-p <thread pool size>] [-e <cache size>] [-j]
  [-semisecure] [-secure]
```

The options are

- | | |
|----------------------|--|
| -v | Outputs version information. Specifying -v does not cause the OrbixNames server to run. |
| -r | Specifies the directory to be used as the Bindings Repository. This overrides the value of <code>IT_NAMES_PATH</code> , as set in <code>Orbix.cfg</code> (or the system registry on Windows NT). |
| -I <ns ior file> | Specifies a file where the server will store the root context IOR as it starts up. |
| -l | Starts the OrbixNames server in load balancing mode. If you wish to use object groups, you must start the server with this option. |
| -h <hash table size> | In OrbixNames, each naming context has an associated hash table. A naming context uses this table to store references to bindings the context contains. The -h switch allows you to specify the size of this hash table.

The default hash table size is 23. If you expect your naming contexts to contain more than this number of bindings, increase the hash table size to reduce the number of times the hash table resizes. If you expect less than this number, decrease the hash table size to improve performance. |

- `-p <thread pool size>` The OrbixNames server is a multithreaded application. The `-p` switch sets the size of the thread pool used to handle incoming requests. The default value is 10.
- `-e <cache size>` The OrbixNames server caches naming contexts in memory to improve performance. The `-e` switch specifies how many contexts should be cached. The default value is 10.
- `-j` The OrbixNames server is a Java application. On platforms other than Solaris, you can instruct the server to pass command-line switches directly to the Java interpreter. To do this, use the `-j` switch to the OrbixNames server.
- For example, to increase the virtual memory used by the interpreter when running OrbixNames, start the server as follows:
- ```
ns -j -mx90000000
```
- `-semisecure` The default OrbixNames server possesses no security. This switch forces the server to accept both secure (SSL) and insecure (non-SSL) connections. You will be prompted for a password that should correspond to the SSL certificates referenced in the OrbixNames section of the `orbixssl.cfg` configuration file.
- `-secure` The default OrbixNames server possesses no security. This switch forces the server to accept Secure Sockets Layer (SSL) connections only. You will be prompted for a password that should correspond to the SSL certificates referenced in the OrbixNames section of the `orbixssl.cfg` configuration file.

# Running OrbixNames in a Secure System

OrbixSSL enables you to create Orbix and OrbixWeb applications that communicate using Secure Sockets Layer (SSL) security. If you run secure applications that use OrbixNames, the OrbixNames server must also communicate using SSL.

When running OrbixNames with OrbixSSL, you must:

1. Configure SSL support in OrbixNames.
2. Write the OrbixNames Interoperable Object Reference (IOR) to a file.
3. Configure clients to read the OrbixNames IOR from a file.
4. Run the OrbixNames server.
5. If required, run the OrbixNames utilities.

This section briefly describes each of these steps. Refer to the OrbixSSL documentation for more information about OrbixSSL and SSL security.

## Configuring SSL Support in OrbixNames

As described in the OrbixSSL documentation, the OrbixSSL configuration file, `orbixssl.cfg`, controls how a program uses SSL. To configure the use of SSL in OrbixNames, you must add several configuration values to `orbixssl.cfg`.

### Adding SSL Security to OrbixNames

First, you must instruct OrbixNames to use SSL. To do this, add the following text to the OrbixSSL configuration file:

```
OrbixNames {
 Server {
 IT_SECURITY_POLICY = "SECURE";
 };
};
```

The configuration variable `OrbixNames.IT_SECURITY_POLICY` can take one of the following values:

|        |                                                           |
|--------|-----------------------------------------------------------|
| SECURE | The OrbixNames server accepts only secure communications. |
|--------|-----------------------------------------------------------|

|             |                                                                        |
|-------------|------------------------------------------------------------------------|
| INSECURE    | The OrbixNames server accepts only insecure communications.            |
| SEMI_SECURE | The OrbixNames server accepts both secure and insecure communications. |

If you do not set this variable in the configuration file, OrbixNames does not use SSL security. If you set the value to `SECURE`, you must then configure SSL *authentication*.

### Configuring SSL Authentication in OrbixNames

SSL authentication allows one SSL program to verify the identity of another. Each authenticated program has an associated *certificate* and a *private key* that it uses to prove its identity. Each certificate is signed by a *Certification Authority* (CA) that guarantees that the certificate is valid. By default, only OrbixSSL server programs are authenticated.

To ensure that the OrbixNames server can prove its identity during authentication, you must specify the location of the OrbixNames certificate and private key files in the OrbixSSL configuration file. By default, OrbixNames uses the certificate file `orbix_names` and the private key file `orbix_names.jpk`, both located in the OrbixSSL `certificates/services` directory.

To configure OrbixNames to use these files, add the following settings to the OrbixSSL configuration file:

```
OrbixNames {
 Server {
 IT_CERTIFICATE_FILE = "OrbixSSL directory/
 certs/services/orbix_names";
 IT_PRIVATEKEY_FILE = "OrbixSSL directory/
 certs/services/orbix_names.jpk"
 };
};
```

Replace the *OrbixSSL directory* value with the actual directory in which OrbixSSL is installed. In a fully secure system, where you do not use the OrbixSSL demonstration certificates, you must change these settings to associate your chosen certificate and private key with OrbixNames.

### Adding Client Authentication to OrbixNames

If required, OrbixNames can authenticate programs that connect to it. In this case, the communicating program must have an associated certificate and the certificate must be signed by a trusted CA.

If you want to enable client authentication by OrbixNames, add the following setting to the OrbixSSL configuration file:

```
OrbixNames {
 Server {
 IT_AUTHENTICATE_CLIENTS = "TRUE";
 };
};
```

To specify the file that contains the list of trusted CAs, add the following:

```
OrbixNames {
 Server {
 IT_CA_LIST_FILE = "OrbixSSL directory/
 /ca_lists/demo_ca_list_1";
 };
};
```

In a fully secure system, change this setting to your actual certificate list file.

### Configuring the SSL Port for the OrbixNames Server

When the OrbixNames server is SSL-enabled, it requires an additional port on which it listens for incoming secure communications. To set this port value, add the following variable to the OrbixNames configuration file:

```
OrbixNames {
 IT_SSL_IIOP_LISTEN_PORT = "portnumber";
};
```

Replace the *portnumber* value with any available port number.

## Writing the OrbixNames IOR to a File

Before running the OrbixNames server with OrbixSSL, you must instruct the server to publish its IOR to a file. To do this, use the `-I` switch as follows:

```
ns -I filename
```

This causes the server to write its IOR to the file specified in *filename*.

### Configuring Clients to Read the OrbixNames IOR

After the OrbixNames server writes its IOR to a file, you must configure your clients to read this IOR when making contact with the CORBA Naming Service.

For Orbix clients, add the following setting to the OrbixNames configuration file:

```
Common {
 Services {
 NameService = "IOR";
 };
};
```

In this case, *IOR* is the OrbixNames IOR copied from file. For OrbixWeb clients, add the following to the OrbixNames configuration file:

```
OrbixWeb {
 IT_INITIAL_REFERENCES = "NameService IOR";
};
```

When the client calls `resolve_initial_references()` to obtain a reference to the OrbixNames server, these settings ensure that it uses the correct IOR. The only way that clients can contact a secure OrbixNames server is by using `resolve_initial_references()` in this manner.

### Running the OrbixNames Server

To use security with OrbixNames, you must launch the OrbixNames server manually. It cannot be launched automatically. For example, run the server as follows:

```
ns
```

To gain access to its private key, OrbixNames must supply the pass phrase that was used to encrypt the key. When you start the server, it instructs you to enter this pass phrase. If you use the OrbixSSL demonstration certificates and private keys, enter the pass phrase `demopassword`. Otherwise, enter the correct pass phrase for the private key specified in the `OrbixNames.Server.IT_PRIVATEKEY_FILE` configuration value in `orbixssl.cfg`.

When running the OrbixNames server, you can override the security setting specified by the `OrbixNames.Server.IT_SECURITY_POLICY` variable in `orbixssl.cfg`.

To do this, use the `-secure` switch or `-insecure` switch, for example:

```
ns -insecure
```

## Running the OrbixNames Utilities

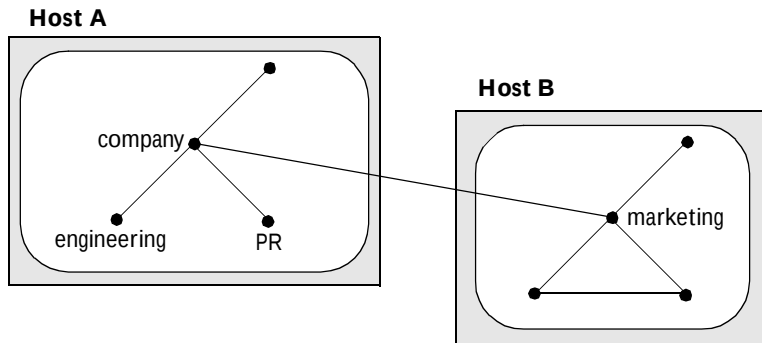
Using a secure OrbixNames server, you can run only the C++ OrbixNames utilities, for example `lsns`. You cannot run the Java utilities. For example, `lsnsj` cannot use SSL security.

If the OrbixNames server uses client authentication, the utilities must be able to supply a certificate and gain access to a private key. During installation, each utility is configured to use the orbix demonstration certificate from the `OrbixSSL/certificates/services` directory. The *OrbixSSL C++ Programmer's and Administrator's Guide* describes how to replace this certificate and update the utilities with a new private key pass phrase.

## Federation of Name Spaces

The collection of all valid names recognized by the Naming Service is called a *name space*. A name space is not necessarily located on a single OrbixNames server, because a context in one OrbixNames server can be bound to a context in another OrbixNames server on the same host or on a different host. The name space provided by a Naming Service is the association or *federation* of the name spaces of each individual OrbixNames server that comprises the Naming Service.

Figure 2.2 shows a Naming Service federation that comprises two OrbixNames servers running on different hosts. In this example, names relating to the company's engineering and PR divisions are served by one server, and names relating to the company's marketing division are served by a separate server. A request to resolve a name starts in one OrbixNames server, but may continue in another server's database. Clients do not have to be aware that more than one server is involved in the resolution of a name, and they do not need to know which server interprets which part of a compound name.



**Figure 2.2:** Naming Graph Spanning Two OrbixNames Servers

The following code sample shows how to create the naming context `company` on host A and the naming context `marketing`, which is a sub-context of `company`, on host B:

```

// C++
#include <Naming.hh>
...
int main (int argc, char** argv) {
 const char* hostA = "A";
 const char* hostB = "B";
 char* ior;
 CORBA::Object_var objVar;
 CosNaming::NamingContext_var hostAContext,
 hostBContext, companyContext,
 marketingContext;
 CosNaming::Name_var name;
 CORBA::ORB_var orbVar;

 try {
 orbVar =
 CORBA::ORB_init (argc, argv, "Orbix");

1 // Read IOR for root context on host B
 // from a file into the string ior.
 // (Not shown.)
 ...
 objVar = orbVar->string_to_object (ior);

```

```
 hostBContext =
 CosNaming::NamingContext::_narrow
 (objVar);

2 name = new CosNaming::Name(1);
 name->length(1);
 name[0].id = CORBA::string_dup("marketing");
 name[0].kind = CORBA::string_dup("");
3 marketingContext =
 hostBContext->bind_new_context (name);

4 // Read IOR for root context on host A
 // from a file into the string ior.
 // (Not shown.)
 ...
 objVar = orbVar->string_to_object (ior);

 hostAContext =
 CosNaming::NamingContext::_narrow
 (objVar);

5 name[0].id = CORBA::string_dup("company");
 name[0].kind = CORBA::string_dup("");

6 companyContext =
 hostAContext->bind_new_context (name);

7 name[0].id = CORBA::string_dup("marketing");
 name[0].kind = CORBA::string_dup("");

8 companyContext->bind_context (
 name, marketingContext);
 ...
 } // catch clauses not shown here.
 ...
}
```

This code is explained as follows:

1. The application assumes that the IORs for the root naming contexts on hosts A and B have been written to files, as described in “Making Initial Contact with the Naming Service” on page 15. The application then obtains a reference to the root naming context associated with the OrbixNames server on host B.
2. The application creates a name structure with a single element. This structure represents the name of the marketing context on host B.
3. A call to `bind_new_context()` creates a new context on host B and binds the name marketing to it.
4. The application gets a reference to the root naming context associated with the OrbixNames server on host A.
5. The application modifies the name structure to contain the name of the company context.
6. A call to `bind_new_context()` creates a new context on host A and binds the name company to it.
7. The application modifies the name structure to contain the name of the marketing context, which is a sub-context of company on host A.
8. The operation `bind_context()`, called on the company context, binds the name company-marketing to the object reference associated with the marketing context on host B. If a client contacts the OrbixNames server on host A and resolves a name in the company-marketing context, the server on host B completes the name resolution.

You can also create a federated name space using the OrbixNames utilities. These utilities are described in detail in Chapter 6. To achieve the same result as the code above, first use the `putnewncns` command to create the company naming context on host A and the marketing naming context on host B:

```
putnewncns -h A company
putnewncns -h B marketing
```

Next, instruct OrbixNames to copy the object reference for the marketing context object to the file `marketing.ior`:

```
catns -h B marketing > marketing.ior
```

Finally, associate the name of this context with the object reference of the marketing context on host B:

```
putncns -h A company.marketing -f marketing.ior
```



# 3

## Load Balancing with OrbixNames Using C++

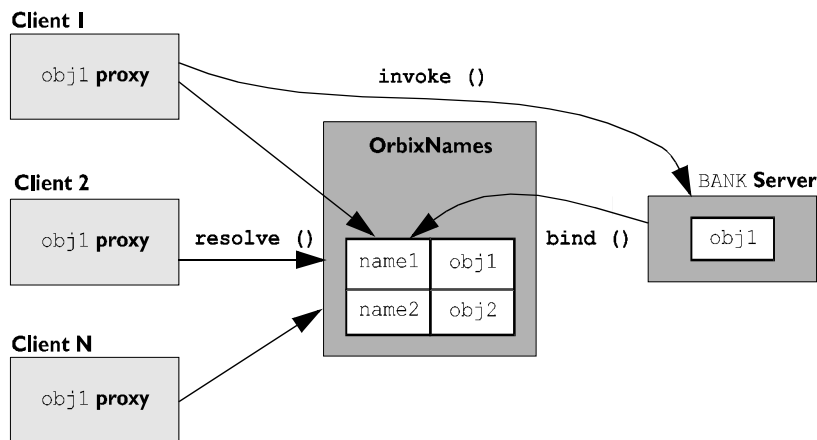
*Load balancing is a crucial requirement for many distributed applications. This chapter describes the powerful, but easy-to-use OrbixNames approach to load balancing in CORBA applications.*

### The Need for Load Balancing

The role of the CORBA Naming Service is critical in large-scale distributed applications. The Naming Service acts as a central repository of objects, which clients use to locate server applications. Administrators can relocate or upgrade server applications by modifying the contents of the Naming Service. This requires no coding modifications on the client side.

Figure 3.1 on page 38 shows a typical OrbixNames environment:

- The Bank server binds an object `obj1`, to a name `name1`, in the Naming Service.
- Clients `1...N` resolve this name by obtaining a proxy for `obj1`.
- Clients `1...N` then invoke `obj1` directly.



**Figure 3.1:** Example of Typical OrbixNames Usage

As the number of deployed clients increases, the load on an individual server may become excessive. To redress this problem, server load balancing through replication may be required.

In the example shown in Figure 3.1, replication involves creating a new server `Bank_replica`, which contains an object `obj1_replica`. This is an object offering an identical service to `obj1`. The new server registers the replica object in the Naming Service under the name `name1_replica`. Clients can choose to resolve either `name1` or `name1_replica`, to access either `obj1` or `obj1_replica` respectively. This approach is simple and practical, but requires a significant amount of application-specific coding.

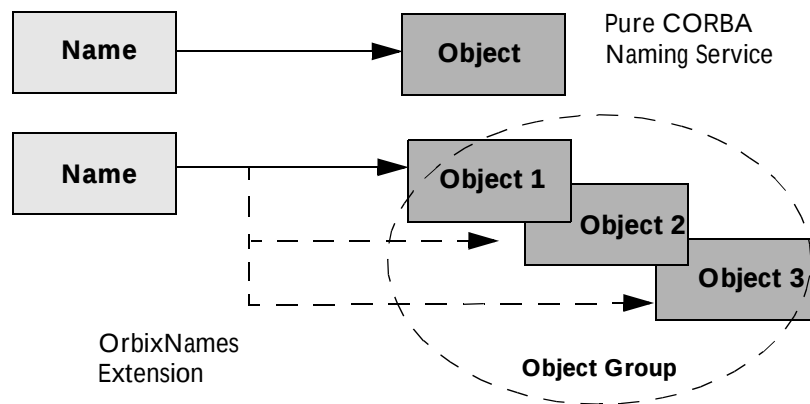
Code changes on the client side are especially problematic. For example, if the clients are installed extensively in an enterprise, each installation will need to be upgraded when clients are modified to select different replica objects. Similarly, if two servers are insufficient, another server `Bank_replica_2` will be required, necessitating further code modifications.

This simple approach to replication does not scale very well because, unlike upgrading or relocating servers, it involves code changes on the client side. However, the Naming Service is a useful candidate for handling server replication and OrbixNames provides a solution to the scalability problem.

## Introduction to Load Balancing in OrbixNames

The CORBA Naming Service defines a repository of names that map to objects. A name maps to one object only. OrbixNames extends the CORBA Naming Service model to allow a name to map to a group of objects. An *object group* is a collection of objects that can increase or decrease in size dynamically. For example, {obj1, obj1\_replica, obj1\_replica\_2} would constitute an object group.

Each object group has a selection algorithm. This algorithm is applied when a client resolves the name associated with the object group. Two algorithms are supported: round-robin selection and random selection.



**Figure 3.2:** Associating a Name with an Object Group

OrbixNames supports object groups by introducing new IDL interfaces to the Naming Service. These interfaces enable you to create object groups, add objects to and remove objects from groups, and to find out which objects are members of a particular group. If you want to take advantage of object groups, you can use these interfaces in your servers to create and manipulate groups. Your client code can remain unchanged.

Figure 3.2 illustrates the concept of binding a name to multiple objects using an object group.

### The Interface to Object Groups in OrbixNames

The IDL module LoadBalancing, defined in the IDL file LoadBalancing.idl, provides access to the load balancing features of OrbixNames:

```
module LoadBalancing {
 exception no_such_member{};
 exception duplicate_member{};
 exception duplicate_group{};
 exception no_such_group{};
 typedef string memberId;
 typedef sequence<memberId> memberIdList;
 typedef string groupId;
 typedef sequence<groupId> groupIdList;

 struct member {
 Object obj;
 memberId id;
 };

 interface ObjectGroup;
 interface RoundRobinObjectGroup;
 interface RandomObjectGroup;

 interface ObjectGroupFactory {
 RoundRobinObjectGroup createRoundRobin(in groupId id)
 raises (duplicate_group);
 RandomObjectGroup createRandom(in groupId id)
 raises (duplicate_group);
 ObjectGroup findGroup(in groupId id) raises (no_such_group);
 groupIdList rr_groups();
 groupIdList random_groups();
 };
 interface ObjectGroup {
 readonly attribute string id;

 Object pick();
 void addMember(in member mem) raises (duplicate_member);
 void removeMember(in memberId id) raises (no_such_member);
 Object getMember(in memberId id) raises (no_such_member);
 memberIdList members();
 void destroy();
 };
};
```

```
interface RandomObjectGroup : ObjectGroup {};
interface RoundRobinObjectGroup : ObjectGroup {};
};
```

Part IV of this guide provides a complete reference for these definitions.

## Using Object Groups in OrbixNames

Because object groups are designed to be transparent to clients, you generally use the LoadBalancing module when writing servers. There are four common tasks for which servers use this module:

- Creating a new object group and adding objects to it.
- Adding objects to an existing object group.
- Removing objects from an object group.
- Removing an object group.

The remainder of this section describes how to do each of these operations.

### Creating a New Object Group

To create a new object group and add objects to it:

1. Get a reference to a naming context, for example the root naming context.
2. On the naming context object, call the operation `CosNaming::NamingContext::OBfactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
3. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::createRandom()` or `LoadBalancing::ObjectGroupFactory::createRoundRobin()` to create an object group that uses the selection algorithm you want. Each of these operations returns a reference to an object that inherits interface `LoadBalancing::ObjectGroup`.
4. Use the operation `LoadBalancing::ObjectGroup::addMember()` to add your application objects to the newly created object group.
5. Use the operation `CosNaming::NamingContext::bind()` to bind a name to the `LoadBalancing::ObjectGroup` object in the usual way.

When creating the object group in step 3, you must specify a *group identifier*. This identifier is a string value unique to that object group.

Similarly, when adding a member to the object group, you must provide a reference to the object and a corresponding *member identifier*. This identifier is a string value that must be unique within the object group.

In both cases, you decide the format of the identifier string. OrbixNames does not interpret these identifiers.

### Adding Objects to an Existing Object Group

Before adding objects to an existing object group, you must get a reference to the corresponding `LoadBalancing::ObjectGroup` object. You can do this using the group identifier or the name bound to the object group. This section uses the group identifier.

To add objects to an existing object group:

1. Get a reference to a naming context, for example the root naming context.
2. On the naming context object, call the operation `CosNaming::NamingContext::OBFactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
3. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::findGroup()`, passing the identifier for the group as a parameter. This operation returns a reference to the `LoadBalancing::ObjectGroup` object associated with the object group.
4. Use the operation `LoadBalancing::ObjectGroup::addMember()` to add your application objects to the object group.

### Removing Objects from an Object Group

Removing an object from a group is quite straightforward if you know the object group identifier and the member identifier for the object:

1. Get a reference to a naming context, for example the root naming context.

2. On the naming context object, call the operation `CosNaming::NamingContext::OBfactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
3. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::findGroup()`, passing the identifier for the group as a parameter. This operation returns a reference to the `LoadBalancing::ObjectGroup` object associated with the object group.
4. On the object group, call the operation `LoadBalancing::ObjectGroup::removeMember()` to remove the required object from the group. You must specify the member identifier for the object as a parameter to this operation.

If you already have a reference to the `LoadBalancing::ObjectGroup` object associated with the object group, steps 1 to 3 are unnecessary.

### Removing an Object Group

If you do not have a reference to the object group you want to remove, do the following:

1. Get a reference to the root naming context.
2. Use the root naming context to unbind the name associated with the object group, by calling `CosNaming::NamingContext::unbind()` in the usual way.
3. On the root naming context object, call the operation `CosNaming::NamingContext::OBfactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
4. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::findGroup()`, passing the identifier for the group as a parameter. This operation returns a reference to the `LoadBalancing::ObjectGroup` object associated with the object group.
5. On the object group, call the operation `LoadBalancing::ObjectGroup::destroy()` to remove the group from the Naming Service.

If you already have a reference to the target `LoadBalancing::ObjectGroup` object, steps 3 and 4 are unnecessary.

### Finding an Object Group without the Group Identifier

The procedures described in the previous sections assume that your application gets a reference to an object group using the group identifier. You can also get a reference to an object group if you know the name bound to the group in the Naming Service. To do this, call the operation

`CosNaming::NamingContext::resolve_object_group()`. This operation is described in detail on page 163.

## Example of Load Balancing with Object Groups

This section uses sample code to show how you can take advantage of object groups in your CORBA applications. The example described here is a very simple stock market system. In this example, a CORBA object has access to all current stock prices. Clients request stock prices from this CORBA object and display those prices to the user of the application.

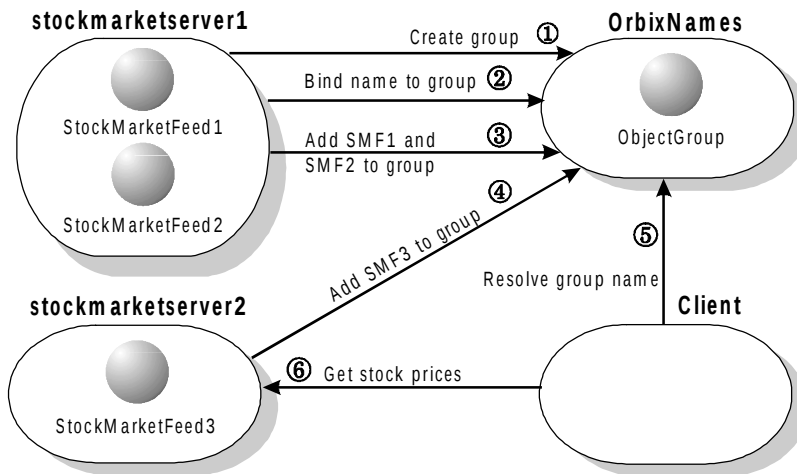
In any realistic stock market application, there are potentially many stock prices available and many clients that require price updates without delay. Given such a high processing load, a single CORBA object may not be able to satisfy client requirements. A simple solution to this problem is to replicate the CORBA object, invisibly to the client, using object groups.

Sample code for the application described in this section is available in the `load_balancing` demonstration directory of your OrbixNames installation. This sample code may differ slightly from the code described in this section.

## Defining the IDL for the Application

The architecture for the stock market system is shown in Figure 3.3 on page 45. Two servers process client requests for stock price information. The server `stockmarketserver1` creates two CORBA objects for this purpose. Server `stockmarketserver2` creates an additional CORBA object which, from a client perspective, provides exactly the same service as the objects in `stockmarketserver1`.

The IDL for this application requires only a single interface definition. This interface, called `StockMarketFeed`, is implemented by each of the three CORBA objects.



**Figure 3.3:** Architecture of the Stock Market Example

Interface `StockMarketFeed` is defined in the module `ObjectGroupDemo`:

```
// IDL
module ObjectGroupDemo {
 interface StockMarketFeed {
 enum feedFailureDetails {
 service_interruption, stock_feed_terminated};

 exception stock_unavailable {};
 exception stock_feed_failure {
 feedFailureDetails reason;
 };

 long read_stock (in string stock_name)
 raises (stock_unavailable, stock_feed_failure);
 };
};
```

The interface `StockMarketFeed` includes a single operation, `read_stock()`, which returns the current price of the stock associated with a specified stock name. A name is a string identifier unique to each stock. This operation can raise the following exceptions:

|                                 |                                                                                                                                         |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| <code>stock_unavailable</code>  | This exception is raised by <code>read_stock()</code> to indicate that the specified stock name is not valid.                           |
| <code>stock_feed_failure</code> | A <code>stock_feed_failure</code> indicates that an error occurred in communications between the server and the source of stock prices. |

## Creating an Object Group and Adding Objects

After you define your IDL, the next step in developing an application is to implement your interfaces. Using object groups has no effect on how you do this, therefore this section assumes that you have defined a C++ class, `StockMarketFeedImpl`, which implements the interface `StockMarketFeed`.

When you have implemented your IDL interfaces, you must develop a server program that contains and manages your implementation objects. In our application, we have two servers. The first, `stockmarketserver1`, creates two `StockMarketFeed` implementation objects, creates an object group in the Naming Service, and adds the implementation objects to this group. The second server, `stockmarketserver2`, creates an additional `StockMarketFeed` implementation object and adds this to the existing object group.

The source code for the `main()` routine of `stockmarketserver1` is:

```
// C++
#include <stdlib.h>
#include <iostream.h>
#include "NamingService.hh"
#include "StockMarketFeedImpl.h"
#include "common.h"

int main () {
 CosNaming::NamingContext_var root_context_var;
 LoadBalancing::ObjectGroupFactory_var ogfactory_var;
 LoadBalancing::ObjectGroup_var object_group_var;
 ObjectGroupDemo::StockMarketFeed_var stock_market_feed1;
 ObjectGroupDemo::StockMarketFeed_var stock_market_feed2;
```

```
CORBA::Object_var object_var;

CORBA::ORB_ptr orb_p;
CORBA::BOA_ptr boa_p;
CORBA::ORB_var orb_var;
CORBA::BOA_var boa_var;

// Initialize the ORB and BOA.
orb_var = CORBA::ORB_init (argc, argv, "Orbix");
boa_var = orb_var->BOA_init (argc, argv, "Orbix_BOA");
orb_p = orb_var;
boa_p = boa_var;

// Initialize the server name. (Not shown here.)
...

// Create implementation objects.
1 stock_market_feed1 = new StockMarketFeedImpl ();
 stock_market_feed2 = new StockMarketFeedImpl ();

 try {
 // Get root context.
 2 root_context_var = get_root_context ();
 if (CORBA::is_nil (root_context_var))
 return 1;

 // Get object group factory from root context.
 3 object_var = root_context_var->OBfactory ();
 ogfactory_var =
 LoadBalancing::ObjectGroupFactory::_narrow (object_var);

 if (CORBA::is_nil ((LoadBalancing::ObjectGroupFactory_ptr)
 ogfactory_var)) {
 cerr << "Failed to get object group factory." << endl;
 return 1;
 }

 // Create a group and bind a name to it.
 LoadBalancing::groupId_var sms_group_identifier =
 CORBA::string_dup ("StockMarketServices");
 CORBA::String_var sms_object_group_name =
 CORBA::string_dup ("stockmarketgroupserver");
 if (!(object_group_var =
```

```
4 create_group (ogfactory_var, sms_group_identifier,
 sms_object_group_name, root_context_var)))
 return 1;

 // Add two stock market feed objects to the group.
5 if (!add_object_to_group (stock_market_feed1,
 "StockMarketFeed1", object_group_var)) {
 cerr << "Failed to add object to group." << endl;
 return 1;
 }

 // Add two stock market feed objects to the group.
 if (!add_object_to_group (stock_market_feed2,
 "StockMarketFeed2", object_group_var)) {
 cerr << "Failed to add object to group." << endl;
 return 1;
 }

 // Handle client requests.
6 boa_var->impl_is_ready ("stockmarketserver1");
 }
 catch (CORBA::SystemException &se) {
 cerr << "Unexpected exception:" << endl;
 cerr << &se;
 return 1;
 }
 catch (...) {
 cerr << "Unknown exception." << endl;
 return 1;
 }
 return 0;
}
```

The functionality of this code is as follows:

1. The server creates two implementation objects of type `StockMarketFeedImpl`.
2. The function `get_root_context()` returns a reference to the root naming context in the Naming Service. The implementation of this function is shown in “Getting the Root Naming Context”.
3. The server calls the operation `OBFactory()` on the root naming context. This operation is implemented by the Naming Service and returns a factory object, of type `LoadBalancing::ObjectGroupFactory`, which the server can use to create object groups.
4. The server calls the function `create_group()`. This function uses the object group factory to create a new group with the specified identifier. It then binds a specified Naming Service name to this group. The implementation of `create_group()` is shown in “Creating an Object Group” on page 50.
5. The function `add_object_to_group()` adds the `StockMarketFeedImpl` objects to the object group created in step 4. The implementation of this function is shown in “Adding an Object to an Object Group” on page 53.
6. Finally, the server prepares to receive client requests by calling `CORBA::BOA::impl_is_ready()` as usual.

### Getting the Root Naming Context

The programs in this chapter use the following simple function to get a reference to the root naming context:

```
// C++
#include <stdlib.h>
#include <iostream.h>
#include "NamingService.hh"

CosNaming::NamingContext_ptr get_root_context () {
 CORBA::Object_var object_var;
 CosNaming::NamingContext_ptr root_context_p;
 CORBA::ORB_var orb_var;

 try {
 orb_var =
```

```
 CORBA::ORB_init (argc, argv, "Orbix");
 object_var =
 orb_var->resolve_initial_references ("NameService");

 root_context_p =
 CosNaming::NamingContext::_narrow (object_var);
}
catch (CORBA::SystemException &se) {
 cerr << "Unexpected system exception:" << endl;
 cerr << &se;
 return CosNaming::NamingContext::_nil ();
}
catch (...) {
 cerr << "Unknown exception." << endl;
 return CosNaming::NamingContext::_nil ();
}

if (CORBA::is_nil (root_context_p)) {
 cerr << "Narrow to root context failed." << endl;
 return CosNaming::NamingContext::_nil ();
}

return root_context_p;
}
```

### Creating an Object Group

In this example, the server calls the function `create_group()` to create an object group and bind a Naming Service name to it. You can implement this function as follows:

```
// C++
#include <stdlib.h>
#include <iostream.h>
#include "NamingService.hh"
#include "StockMarketFeedImpl.h"
...

LoadBalancing::ObjectGroup_ptr create_group (
 LoadBalancing::ObjectGroupFactory_ptr factory_p,
 LoadBalancing::groupId_var id,
 CORBA::String_var name,
 CosNaming::NamingContext_ptr context_p) {
```

```
LoadBalancing::ObjectGroup_ptr group_p;
try {
1 group_p = factory_p->createRoundRobin (id);
2 if (!bind_name_to_group (name, group_p, context_p))
 return 0;
}
catch (LoadBalancing::duplicate_group& dg) {
 cout << "Group already exists." << endl;

 try {
 group_p = factory_p->findGroup (id);
 }
 catch (LoadBalancing::no_such_group& nsg) {
 cerr << "Failed to find group." << endl;
 return 0;
 }
}

return group_p;
}
```

The function `create_group()` takes four parameters: a reference to the object group factory, a string value used to identify the new group, a string value used to create the name associated with all objects in the group, and a reference to the naming context in which this name should be bound.

The function `create_group()` makes two important calls:

1. It calls the operation `createRoundRobin()` on the object group factory in the Naming Service. This operation returns a new object group in which objects are selected on a round-robin basis.
2. Function `create_group()` then calls `bind_name_to_group()`, a local function that binds a Naming Service name to the newly created group.

### Binding a Name to an Object Group

The function `create_group()` calls the function `bind_name_to_group()` to bind a name to the object group. When a client resolves this name, it receives a reference to one of the group's member objects, selected by the Naming Service in accordance with the group selection algorithm. The client does not know that the name is actually bound to a group of objects.

You can code `bind_name_to_group()` as follows:

```
// C++
int bind_name_to_group (
 const char *name_str,
 CORBA::Object_ptr object_p,
 CosNaming::NamingContext_ptr context_p) {
 CosNaming::Name_var group_name = new CosNaming::Name (2);
 group_name->length (2);

 // Bind name in context LoadBalancingDemo.
 // Assume this context already exists.
 group_name[0].id = CORBA::string_dup ("LoadBalancingDemo");
 group_name[0].kind = CORBA::string_dup ("");
 group_name[1].id = CORBA::string_dup (name_str);
 group_name[1].kind = CORBA::string_dup ("");

 try {
 context_p->bind (group_name, object_p);
 }
 catch (CosNaming::NamingContext::NotFound) {
 cerr << "NotFound exception." << endl;
 return 0;
 }
 catch (CosNaming::NamingContext::CannotProceed) {
 cerr << "CannotProceed exception." << endl;
 return 0;
 }
 catch (CosNaming::NamingContext::InvalidName) {
 cerr << "InvalidName exception." << endl;
 return 0;
 }
 catch (CosNaming::NamingContext::AlreadyBound) {
 cerr << "AlreadyBound exception." << endl;
 return 0;
 }
}
```

```
 }
 catch (CORBA::SystemException &se){
 cerr << "Unexpected exception:" << endl;
 cerr << &se << endl;
 return 0;
 }
 return 1;
}
```

The functionality of `bind_name_to_group()` is quite straightforward. This function simply calls `bind()` on a naming context to associate a Naming Service name with an object. In this case, the object's true type is `LoadBalancing::ObjectGroup`, so the name is associated with an object group.

In this example, the object group name is bound in the context `LoadBalancingDemo`. The code assumes that this naming context already exists. For example, you could create this context in the initialization code for `stockmarketserver1`. Alternatively, you could use the `OrbixNames` `putnewncns` or `putnewncnsj` utilities, described in Chapter 6 on page 113.

### Adding an Object to an Object Group

After creating the object group, `stockmarketserver1` adds its `StockMarketFeed` implementation objects to the group. To do this, the server calls the function `add_object_to_group()`:

```
// C++
#include <stdlib.h>
#include <iostream.h>
#include "NamingService.hh"
#include "StockMarketFeedImpl.h"

int add_object_to_group (
 ObjectGroupDemo::StockMarketFeed_ptr object_p,
 const char* id,
 LoadBalancing::ObjectGroup_ptr objectGroup_p) {

 LoadBalancing::member memberDetails;

 try {
1 memberDetails.obj =
 ObjectGroupDemo::StockMarketFeed::_duplicate (object_p);
 memberDetails.id = CORBA::string_dup (id);
```

```
2 objectGroup_p->addMember (memberDetails);
 }
3 catch (LoadBalancing::duplicate_member& dm) {
 cerr << "Member with id " << memberDetails.id
 << " already exists." << endl;
 return 0;
 }
 catch (CORBA::SystemException& se) {
 cerr << "Unexpected exception:" << endl;
 cerr << &se << endl;
 return 0;
 }
 return 1;
}
```

The function `add_object_to_group()` takes three parameters: the object to be added to the object group, a string that uniquely identifies the object within the group, and a reference to the object group itself. The member identifier has no effect on the naming of the object within the Naming Service. To obtain a reference to the object, a client resolves the name bound to the object group.

The functionality of `add_object_to_group()` is as follows:

1. The server creates an IDL struct of type `LoadBalancing::member` which contains two items: a reference to the `StockMarketFeedImpl` object, and a string that identifies the object within the group.
2. The server adds the new member to the object group in the Naming Service by calling the operation `addMember()` on the corresponding `LoadBalancing::ObjectGroup` object.
3. If the string identifier of the new member clashes with an existing member identifier, the operation `addMember()` throws an exception of type `LoadBalancing::duplicate_member` to indicate this. In this case `addMember()` does not update the contents of the object group in the Naming Service.

### Creating Replicated Objects

In this example, the server `stockmarketserver2` replicates the behavior of `stockmarketserver1`. To do this, it creates a new `StockMarketFeed` implementation object that provides the same service to clients as the object in `stockmarketserver1`. It then adds this object to the existing object group, which is associated with the group identifier `StockMarketServices` and the name `LoadBalancingDemo-stockmarketgroupserver` in the Naming Service.

The source code for the `main()` routine of `stockmarketserver2` is:

```
// C++
#include <stdlib.h>
#include <iostream.h>
#include "NamingService.hh"
#include "StockMarketFeedImpl.h"
#include "common.h"

int main () {
 CosNaming::NamingContext_var root_context_var;
 LoadBalancing::ObjectGroup_var group_var;
 CORBA::Object_var object_var;
 CORBA::String_var group_id;
 ObjectGroupDemo::StockMarketFeed_var feed_object;

 CORBA::ORB_ptr orb_p;
 CORBA::BOA_ptr boa_p;
 CORBA::ORB_var orb_var;
 CORBA::BOA_var boa_var;

 // Initialize the ORB and BOA.
 orb_var = CORBA::ORB_init (argc, argv, "Orbix");
 boa_var = orb_var->BOA_init (argc, argv, "Orbix_BOA");
 orb_p = orb_var;
 boa_p = boa_var;

 // Initialize the server name. (Not shown here.)
 ...

 group_id = CORBA::string_dup ("ObjectDemoGroup");
 feed_object = new StockMarketFeedImpl ();

 try {
```

```
1 group_var = find_group (group_id);

 if (CORBA::is_nil (group_var)) {
 cerr << "Failed to get object group." << endl;
 return 1;
 }
 // Add stock market feed object to the group.
2 if (!add_object_to_group (
 feed_object, "StockMarketFeed3", group_var)) {
 cerr << "Failed to add object to group." << endl;
 return 1;
 }

 // Handle client requests.
3 boa_var->impl_is_ready ("stockmarketserver2");
 }
 catch (CORBA::SystemException &se) {
 cerr << "Unexpected exception:" << endl;
 cerr << &se;
 return 1;
 }
 catch (...) {
 cerr << "Unknown exception." << endl;
 return 1;
 }

 return 0;
}
```

The functionality of this code is as follows:

1. The server calls the function `find_group()`, which contacts the Naming Service to get a reference to the required object group. This function is described in detail in “Finding an Existing Object Group” on page 57.
2. The server calls `add_object_to_group()` to make the object a member of the existing object group.
3. The server prepares to receive client requests by calling `CORBA::BOA::impl_is_ready()` as usual.

### Finding an Existing Object Group

The most important part of stockmarketserver2 is the function `find_group()`, which retrieves a reference to an existing object group. One way to do this is as follows:

```
// C++
#include <stdlib.h>
#include <iostream.h>
#include "NamingService.hh"
#include "StockMarketFeedImpl.h"
...

LoadBalancing::ObjectGroup_ptr find_group (
 CORBA::String_var group_id) {

 CosNaming::NamingContext_var root_context_var;
 LoadBalancing::ObjectGroupFactory_var factory_var;
 LoadBalancing::ObjectGroup_var group_var;
 CORBA::Object_var object_var;

 try {
 // Get root context.
1 if (!(root_context_var = get_root_context ()))
 return LoadBalancing::ObjectGroup::_nil ();

 // Get object group factory from root context.
2 object_var = root_context_var->OBfactory ();

 factory_var =
 LoadBalancing::ObjectGroupFactory::_narrow (object_var);

 if (CORBA::is_nil ((LoadBalancing::ObjectGroupFactory_ptr)
 factory_var)) {
 cerr << "Failed to get object group factory." << endl;
 return LoadBalancing::ObjectGroup::_nil ();
 }

3 group_var = factory_var->findGroup (group_id);
 }
}
```

```
 catch (LoadBalancing::no_such_group &nsg) {
 cerr << "no_such_group exception." << endl;
 return LoadBalancing::ObjectGroup::_nil ();
 }
 catch (CORBA::SystemException &se) {
 cerr << "Unexpected exception:" << endl;
 cerr << &se;
 return LoadBalancing::ObjectGroup::_nil ();
 }
 return LoadBalancing::ObjectGroup::_duplicate (group_var);
}
```

The functionality of this code is as follows:

1. A call to `get_root_context()` returns a reference to the root naming context.
2. The server calls `OBfactory()` on the root naming context to get a reference to an object group factory.
3. The server calls the operation `findGroup()` on the object group factory. The operation `findGroup()` is defined on the interface `LoadBalancing::ObjectGroupFactory`. Given a group identifier, this operation returns a reference to the corresponding `LoadBalancing::ObjectGroup` object.

## Accessing the Objects from a Client

All objects in an object group provide the same service to clients. A client that resolves a name in the Naming Service does not know if the name is bound to an object group or a single object. The client receives a reference to one object only. A client program resolves an object group name in exactly the same way as it resolves a name bound to just one object.

For example, the `main()` routine of the stock market example client could look like this:

```
// C++
#include <iostream.h>
#include <stdlib.h>
#include "ObjectGroupDemo.hh"
#include "NamingService.hh"
```

```
int main () {
 CosNaming::NamingContext_var root_context_var;
 ObjectGroupDemo::StockMarketFeed_var feed_var;
 CORBA::Object_var object_var;
 CosNaming::Name_var name;

 // Create name to be resolved.
 name = new CosNaming::Name(2);
 name->length (2);
 name[0].id = CORBA::string_dup ("LoadBalancingDemo");
 name[0].kind = CORBA::string_dup ("");
 name[1].id = CORBA::string_dup ("stockmarketgroupserver");
 name[1].kind = CORBA::string_dup ("");

 try {
 // Get root context.
 root_context_var = get_root_context ();

 // Resolve name.
 object_var = root_context_var->resolve (name);

 if (CORBA::is_nil (object_var)) {
 cerr << "Failed to resolve name." << endl;
 return 1;
 }

 feed_var
 = ObjectGroupDemo::StockMarketFeed::_narrow (object_var);

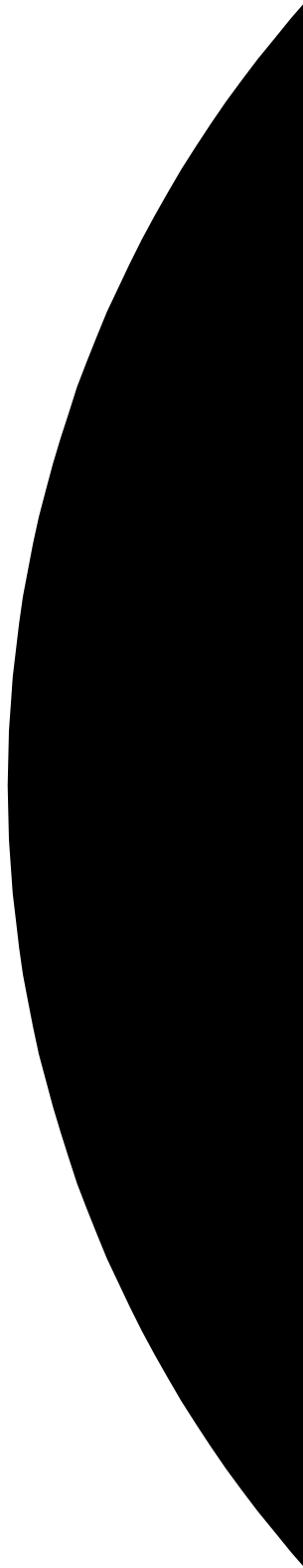
 // Use stock market feed object. (Not shown.)
 ...
 }

 catch (CosNaming::NamingContext::NotFound) {
 cerr << "NotFound exception." << endl;
 return 1;
 }
 catch (CosNaming::NamingContext::CannotProceed) {
 cerr << "CannotProceed exception." << endl;
 return 1;
 }
}
```

```
 catch (CosNaming::NamingContext::InvalidName) {
 cerr << "InvalidName exception." << endl;
 return 1;
 }
 catch (CORBA::SystemException &se){
 cerr << "Unexpected exception:" << endl;
 cerr << &se;
 return 1;
 }
 return 0;
 }
```

## Part III

# OrbixNames Java Programmer's Guide





# 4

## Java Programming with OrbixNames

*This chapter describes how you can use OrbixNames to make objects available in CORBA servers and to locate those objects in clients. The examples in this chapter use a Java programming interface to the Naming Service introduced in Chapter 1.*

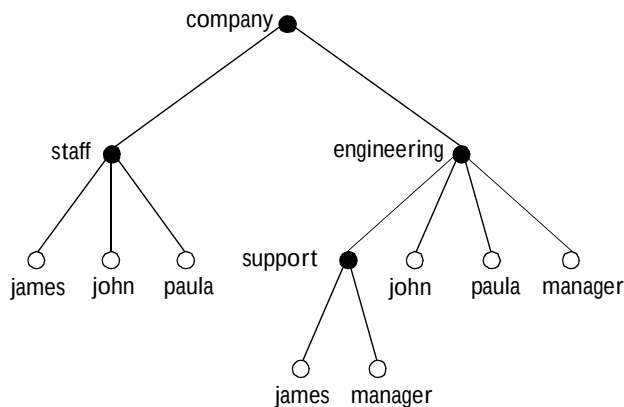
OrbixNames implements the CORBA Naming Service. To develop applications that access the Naming Service, you must use two components of OrbixNames:

- The *OrbixNames IDL files* contain the IDL definitions for the interfaces to the CORBA Naming Service and the load balancing features of OrbixNames.
- The *OrbixNames server* is a normal Orbix server, provided by IONA Technologies, that implements the functionality of the CORBA Naming Service.

When you write a CORBA program that uses the Naming Service, this program contacts the OrbixNames server using the OrbixNames IDL definitions. In this way, any CORBA client or server that uses the Naming Service simply acts as a client to the OrbixNames server. The examples in this chapter show how to develop, compile, and run such programs.

# Developing an OrbixNames Application

Consider a software engineering company that maintains an administrative database of personnel records which includes details of names, login names, addresses, salaries, and holiday entitlements. These records are used for various administrative purposes, and it is convenient to use the Naming Service to locate an employee record by name. Figure 4.1 shows part of a naming context graph designed for this purpose.



**Figure 4.1:** A Naming Context Graph

The nodes `company`, `staff`, `engineering`, and `support` represent naming contexts. A name such as `company.staff.paula` names an application object. The same object may have more than one name; for example, each person is listed in the generic `company.staff` context and is also listed in a particular division such as `company.engineering` or `company.sales`.

In addition, it is convenient to use abstract names so that, for example, the engineering manager can be found by looking up the name `company.engineering.manager`.

Allowing different paths to the same object facilitates the many uses that might be made of the Naming Service. For example, a payroll system might be interested only in the `company.staff` context; the engineering manager might want the holiday records for all of the employees with entries in the `company.engineering` context to be written to a spreadsheet, and so on.

The remainder of this section shows some sample code based on the naming context graph in Figure 4.1. The full source code for this example is available in the directory `demo/naming/staff` of your OrbixNames installation.

### Making Initial Contact with the Naming Service

Whether you are writing a client or server application, the first step in communicating with the Naming Service is to obtain a reference to the root naming context. There are two ways for an application to do this:

- The recommended way is to use the CORBA Initialization Service. This approach is fully CORBA compliant. To use the Initialization Service, pass the string `NameService` to the following Java function call on the ORB:

```
// Java
// In class org.omg.CORBA.ORB
org.omg.CORBA.Object resolve_initial_references
 (String identifier)
```

The result must be narrowed using `CosNaming.NamingContextHelper.narrow()` to obtain a reference to the naming context.

The call to `resolve_initial_references()` succeeds if an OrbixNames server is running on the local host or the locator is appropriately configured as described in “Compiling and Running an Application” on page 74.

The name of the OrbixNames server as registered in the Implementation Repository is assumed to be `NS` by default. To contact an OrbixNames server registered with a different name, the configuration entry `IT_NAMES_SERVER` must identify that name, as described in “Configuring OrbixNames” on page 76.

- The second approach is to read the root naming context IOR from a shared file. To do this, use the `-I` switch to specify a file name when running the OrbixNames server, `NS`:

```
ns -I /sharedIORS/ns.ior
```

When you run the server in this way, it stores the root naming context IOR in the specified file. You can use this file later to get the initial naming context:

```
// Java
import org.omg.CORBA.ORB;
...
String rootIOR;
org.omg.CORBA.Object objRef;

// Read the contents of file /sharedIORS/ns.ior
// into the string rootIOR...
...
try {
 ORB orb = ORB.init(args, null);
 objRef = orb.string_to_object(rootIOR);
}
...
```

The resulting object reference must subsequently be narrowed using the following call:

```
CosNaming.NamingContextHelper.narrow().
```

Once you get a reference to the root naming context, you can look up names in contexts held by the corresponding OrbixNames server. This allows you to obtain a reference to a particular context or to an application object.

## Binding Names to Objects

The following sample server code shows how to build the company and company.staff naming contexts shown in Figure 4.1 on page 64. It then shows how to bind the name company.staff.john-person to the object referenced by the variable johnVar (which supports the IDL interface Person implemented by class PersonImpl).

```
// Java
// An OrbixWeb server

import org.omg.CORBA.ORB;
import org.omg.CosNaming.*
...
```

```
public class javaserver1 {

 static NamingContext rootContext = null;
 static NamingContext companyContext = null;
 static NamingContext staffContext = null;
 static org.omg.CORBA.ORB orb = null;
 public static void main (String args[]) {

 orb = ORB.init (args,null);
 ...

 // find the initial naming context
 try {
1 org.omg.CORBA.Object initNCREf =
 orb.resolve_initial_references ("NameService");
 rootContext = NamingContextHelper.narrow
 (initNCREf);
 }
 catch() {}
 // catch clause not implemented here

 PersonImplementation john = null;
 PersonImplementation colm = null;
 PersonImplementation john = null;

 try {
 john = new PersonImplementation
 ("John", "Engineer");
 }
 catch() {}
 // catch clause not implemented here

 // A NameComponent[] is an array of structs
2 NameComponent[] name = new NameComponent[1];
 name[1] = new NameComponent
 ("company", "company");

 // Try to resolve the "company" context
 // in the root context
 try {
 rootContext.resolve (name);
 }
 catch() {}
 }
}
```

```
 // catch clause not implemented here

 ...
 // If company context does not exist, then
 // create a new context.
 // Bind it relative to the initial context
 try {
3 companyContext =
 rootContext.bind_new_context(name);
 }

 // Modify name, assign "staff"
4 name[1] = new NameComponent ("staff","staff");
 try {
 // Create a new context, and bind it
 // relative to the initial context
5 staffContext =
 companyContext.bind_new_context(name);
 }

6 name[1] = new NameComponent ("john","person");

 // Bind name to john object
 // in context company.staff
 try {
7 staffContext.bind (name, john);
 }

 ...
```

This code is explained as follows:

1. The server calls `org.omg.CORBA.Object resolve_initial_references()` to get a reference to the root naming context.
2. The server creates a `NameComponent[]` structure that contains a single component with ID company and company kind value.
3. A call to `bind_new_context()` on the root context binds the newly created name to a new context object. The new context object is directly within the scope of the root naming context.

4. The server modifies the `NameComponent[]` structure, assigning ID `staff` and a `staff kind` value to the single name component.
5. The server calls `bind_new_context()` on a reference to the company context object created in step 3. The Naming Service creates a new context object and binds the name `company.staff` to it.
6. The server again modifies the `NameComponent[]` structure, assigning ID `john` and kind `person` to the single name component.
7. A call to `bind()` on the `company.staff` naming context associates the name `company.staff.john-person` with the application object `john`.

The server code builds up a naming graph by creating individual naming contexts and then binding a name to the application object within the scope of those contexts.

## Resolving Object Names in Clients

For a client, a typical use of the Naming Service is to find the initial naming context and then to resolve a name to obtain an object reference. The following code sample illustrates this. It finds the object named `company.engineering.manager-person` and then prints the manager's name.

The following IDL definition is assumed:

```
// IDL
interface Person {
 readonly attribute name;
 ...
};
```

The client is written as:

```
// Java
// An OrbixWeb client

import org.omg.CORBA.ORB;
import IE.Iona.OrbixWeb.CosNaming.*;
...

public class javaclient1 {

 static NamingContext rootContext = null;
```

```
static namesStaff.Person personRef = null;
static org.omg.CORBA.ORB orb = null;

public static void main(String[] args) {

 NamingContext rootContext = null;

 orb = ORB.init (args,null);

 // find initial naming context
 try {
1 org.omg.CORBA.Object initNCREf =
orb.resolve_initial_references ("NameService");
 rootContext = NamingContextHelper.narrow
 (initNCREf);
 }
 catch() {}
 // catch clause not implemented here

2 NameComponent[] name = new NameComponent[3];
 org.omg.CORBA.Object objRef = null;

 name[0] = new NameComponent
 ("company","company");
 name[1] = new NameComponent
 ("engineering","engineering");
 name[2] = new NameComponent
 ("manager","person");

3 objRef = rootContext.resolve (name);

4 personRef = namesStaff.PersonHelper.narrow
 (objRef);
 // Haven't dealt with failures to narrow()
 printDetails (personRef);
 ...
}
```

This code is explained as follows:

1. The client calls `org.omg.CORBA.Object resolve_initial_references()` to get a reference to the root naming context.

2. The client creates a `NameComponent[]` structure that contains three name components. The client assigns this structure to represent the compound name `company.engineering.manager-person`.
3. A call to `resolve()` on the root naming context returns the object associated with the name `company.engineering.manager-person`. The client resolves the entire compound name with a single call to the Naming Service.
4. The object returned in step 3 is an application object that implements the IDL interface `Person`. The client now narrows the returned object to type `Person`.

### Iterating through Context Bindings

The following code sample shows a simple example of using the `BindingIterator` interface to list the bindings in a context. This code lists the bindings in the context `company.staff`:

```
// Java
// Client code extract
// List all the staff context:
...
BindingListHolder bList=new BindingListHolder ();
BindingIteratorHolder biterHolder
 = new BindingIteratorHolder ();
BindingHolder binding = new BindingHolder ();

1 NameComponent[] name = new NameComponent[2];
 name[0] = new NameComponent
 ("Company", "Company");
 name[1] = new NameComponent ("Staff", "Staff");

2 objRef = rootContext.resolve (name);

 staffContext = NamingContextHelper.narrow
 (objRef);

3 staffContext.list (3,bList,biterHolder);

 System.out.println
 ("\nContents of staff context:");
```

```
 System.out.println
 ("The length of the list is "
 + bList.value.length);
4 System.out.println
 (bList.value[0].binding_name[0].id);
 System.out.println
 (bList.value[1].binding_name[0].id);
 System.out.println
 (bList.value[2].binding_name[0].id);
 System.out.println
 ("\nPrint the remaining objects");

 // print the remaining objects
5 if (biterHolder.value != null) {
 while (biterHolder.value.next_one (binding))
 System.out.println
 (binding.value.binding_name[0].id);
 ...
 }
```

The information retrieved by this code may be useful to either a client or a server. The functionality of this code is:

1. The application creates a `CosNaming::Name` structure that contains two name components. The client assigns this structure to represent the compound name `company.staff`, which is bound to a naming context.
2. The application calls `resolve()` on the root naming context to obtain a reference to the `company.staff` context object.
3. A call to `list()` on this context object returns a list of at most three bindings contained in this context.
4. The application begins to output each element in the list of bindings returned in step 3.
5. If more than three bindings are available in context `company.staff`, the `BindingIteratorHolder` object `biterHolder` contains all the bindings not returned in step 3. While `biterHolder.value` is not null, the application calls the operation `biterHolder.value.next_one` to retrieve a list of these additional bindings.

For more information about operation `CosNaming::NamingContext::list()`, refer to “`CosNaming::NamingContext::list()`” on page 157. For more information about the interface `CosNaming::BindingIterator`, refer to “`CosNaming::BindingIterator`” on page 149.

## Finding Unreachable Context Objects

Applications can create naming contexts with no associated name binding. If such an application exits without destroying these contexts, the context objects remain in the Naming Service but are unreachable and cannot be deleted. For example, an application could do this by calling the operation `CosNaming::NamingContext::unbind()` to unbind a context name, without calling `CosNaming::NamingContext::destroy()` to destroy the corresponding context object.

On start-up, OrbixNames automatically creates a naming context to handle this problem. This context is named `lost+found`. If you create a context without binding a name to it, or unbind a context name without destroying the context object, OrbixNames gives the context a special name within the `lost+found` context. The format of this name is as follows:

*NC\_number time*

The *number* value is a random number assigned by OrbixNames. The *time* value indicates the date and time at which the name was created in the `lost+found` context. The combination of the number and time values uniquely identifies the naming context in `lost+found`.

Of course, this naming format makes it almost impossible to determine which context in `lost+found` came from which application. However, this is not important because the `lost+found` context simply allows you to ensure that the Bindings Repository does not become cluttered with unreachable context objects. For example, you might want to destroy all contexts in `lost+found` created before a certain date. This is quite straightforward. First, list the contents of `lost+found` using the OrbixNames `lsns` utility and then delete the appropriate contexts using the OrbixNames `rmns` utility. These utilities are described in Chapter 6.

For example, the following command deletes the context object associated with the name `"NC_9Thu Dec 10 11-09-02 GMT+00-00 1998"` in the `lost+found` context:

```
rmns -x lost+found.NC_9Thu Dec 10 11-09-02 GMT+00-00 1998
```

Before you delete a context in `lost+found`, ensure that the context is no longer required by your applications. For example, if an application uses `CosNaming::NamingContext::new_context()` to create a context that it intends to name later, the context is stored temporarily in `lost+found` until the

application binds a name to it. You should take care to avoid deleting such contexts. Deleting contexts created before a given date is one way to achieve this.

The `lost+found` context is most useful during application testing, because leaving unreachable contexts in the Naming Service is bad application behavior. When coding your applications, try to ensure that they avoid doing this.

## Compiling and Running an Application

This section describes how to build an application that uses OrbixNames, the configuration variables that are required, how to register an OrbixNames server in the Implementation Repository, and the options that are available on the server executable.

The following steps are required to build an application that uses OrbixNames:

1. Generate stub code for the OrbixNames server by passing the OrbixNames IDL file, `NamingService.idl`, through your IDL compiler. Link your application with the client stub code. For example, you can run the Orbix IDL compiler as follows:

```
idl NamingService.idl
```

This generates several Java constructs that implement Java classes and interfaces to serve specific roles. You may choose to use either the TIE or the ImplBase approach. For further details, refer to *“OrbixWeb IDL Compilation”* in the *OrbixWeb Programmer's Guide*.

If your application uses the load balancing features of OrbixNames, described in Chapter 3 on page 37, you must also pass the other OrbixNames IDL file, `LoadBalancing.idl`, through your IDL compiler, for example:

```
idl LoadBalancing.idl
```

Again, this generates several Java constructs for use during application implementation. Refer to *“OrbixWeb IDL Compilation”* in the *OrbixWeb Programmer's Guide* for further information.

2. Register the OrbixNames server in the Implementation Repository as described in *“Registering the OrbixNames Server”* on page 76.

3. Configure the Orbix locator to make the OrbixNames server known to `org.omg.CORBA.Object resolve_initial_references()`. Assuming that the OrbixNames server is registered in the Implementation Repository with the name NS on host alpha, this can be achieved by adding the following line to the `Orbix.hosts` or `orbix.hst` file:

NS:alpha:

## Compiling and Running the demo Application

This section outlines how to build a demonstration program that uses the Naming Service. It describes what configuration variables are required, how to register a naming server in the Implementation Repository and what options are available on the naming server executable.

### Building the OrbixWeb Naming Service Demonstration Application

The Naming Service demonstration program is located in the `\demos\namesStaff` directory of your OrbixWeb installation.

Use the following steps for running the demonstration application:

1. To build the application on Solaris use `gmake`; on Windows run the `compile.bat` batch program.
2. Register the Naming Service by entering the following command:  
`putit -j NS IE.Iona.OrbixWeb.CosNaming.NS`
3. Register the Staff server by entering the following command:  
`putit -j Staff namesStaff.javaserver1`
4. Start the Java server by running the `javaserver1` script on Solaris or `javaserver1.bat` on Windows. This launches the Naming Service and populates it with names.
5. Start the Java client by running the `javaclient1` script on Solaris or `javaclient1.bat` on platforms. This establishes a connection with the Naming Service and resolves the names bound by the Java server.

### Configuring OrbixNames

When you install OrbixNames, the configuration file `orbixnames3.cfg` is added to your system, in the OrbixNames config directory. This file contains the configuration variables that relate to OrbixNames and it is included in the Orbix configuration file `iona.cfg`, as described in the *OrbixWeb Administrator's Guide*.

On UNIX, you can set the OrbixNames configuration variables in the `orbixnames3.cfg` configuration file using the Orbix Configuration Explorer described in the *OrbixWeb Administrator's Guide*. They may also be set as environment variables. On Windows NT these values are set in either the configuration file or the system registry.

When setting the values of these variables in the file `orbixnames3.cfg`, define each variable in the OrbixNames scope, that is `OrbixNames.IT_NAMES_SERVER`, `OrbixNames.IT_NS_HOSTNAME`, `OrbixNames.IT_NAMES_PATH`, and so on.

For a comprehensive description of OrbixNames and common configuration variables, refer to Appendix A, "Configuration Variables".

### Registering the OrbixNames Server

As a normal Orbix server, the OrbixNames server must be registered with the Orbix Implementation Repository.

As usual, the server is registered using either the Graphical Server Manager utility or the `putitj` utility. Using `putitj`, a typical command to register an OrbixNames server is:

```
putitj NS "/orbix/bin/ns"
```

Once registered with the Implementation Repository, the server can be activated by the Orbix daemon or launched manually.

You can terminate the OrbixNames server in the same way as any Orbix server; that is, by using the `killitj` utility on UNIX, or the Graphical Server Manager utility.

### Options to the OrbixNames Server

The OrbixNames server executable is named `ns`; it takes the following options:

```
ns [-v] [-r <repository path>] \
```

```
[-I <ns ior file>] [-l] [-h <hashtable size>] \
[-p <thread pool size>] [-e <cache size>] [-j]
[-semisecure] [-secure]
```

The options are

- |                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -v                    | Outputs version information. Specifying -v does not cause the OrbixNames server to run.                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| -r                    | Specifies the directory to be used as the Bindings Repository. This overrides the value of IT_NAMES_PATH, as set in Orbix.cfg (or the system registry on Windows NT).                                                                                                                                                                                                                                                                                                                                                                   |
| -I <ns ior file>      | Specifies a file where the server will store the root context IOR as it starts up.                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| -l                    | Starts the OrbixNames server in load balancing mode. If you wish to use object groups, you must start the server with this option.                                                                                                                                                                                                                                                                                                                                                                                                      |
| -h <hash table size>  | <p>In OrbixNames, each naming context has an associated hash table. A naming context uses this table to store references to bindings the context contains. The -h switch allows you to specify the size of this hash table.</p> <p>The default hash table size is 23. If you expect your naming contexts to contain more than this number of bindings, increase the hash table size to reduce the number of times the hash table resizes. If you expect less than this number, decrease the hash table size to improve performance.</p> |
| -p <thread pool size> | The OrbixNames server is a multithreaded application. The -p switch sets the size of the thread pool used to handle incoming requests. The default value is 10.                                                                                                                                                                                                                                                                                                                                                                         |
| -e <cache size>       | The OrbixNames server caches naming contexts in memory to improve performance. The -e switch specifies how many contexts should be cached. The default value is 10.                                                                                                                                                                                                                                                                                                                                                                     |

|             |                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -j          | <p>The OrbixNames server is a Java application. On platforms other than Solaris, you can instruct the server to pass command-line switches directly to the Java interpreter. To do this, use the -j switch to the OrbixNames server.</p> <p>For example, to increase the virtual memory used by the interpreter when running OrbixNames, start the server as follows:</p> <pre>ns -j -mx9000000</pre> |
| -semisecure | <p>The default OrbixNames server possesses no security. This switch forces the server to accept both secure (SSL) and insecure (non-SSL) connections. You will be prompted for a password that should correspond to the SSL certificates referenced in the OrbixNames section of the orbixssl.cfg configuration file.</p>                                                                             |
| -secure     | <p>The default OrbixNames server possesses no security. This switch forces the server to accept Secure Sockets Layer (SSL) connections only. You will be prompted for a password that should correspond to the SSL certificates referenced in the OrbixNames section of the orbixssl.cfg configuration file.</p>                                                                                      |

## Running OrbixNames in a Secure System

OrbixSSL enables you to create Orbix and OrbixWeb applications that communicate using Secure Sockets Layer (SSL) security. If you run secure applications that use OrbixNames, the OrbixNames server must also communicate using SSL.

When running OrbixNames with OrbixSSL, you must:

1. Configure SSL support in OrbixNames.
2. Write the OrbixNames Interoperable Object Reference (IOR) to a file.
3. Configure clients to read the OrbixNames IOR from a file.

4. Run the OrbixNames server.
5. If required, run the OrbixNames utilities.

This section briefly describes each of these steps. Refer to the OrbixSSL documentation for more information about OrbixSSL and SSL security.

## Configuring SSL Support in OrbixNames

As described in the OrbixSSL documentation, the OrbixSSL configuration file, `orbixssl.cfg`, controls how a program uses SSL. To configure the use of SSL in OrbixNames, you must add several configuration values to `orbixssl.cfg`.

### Adding SSL Security to OrbixNames

First, you must instruct OrbixNames to use SSL. To do this, add the following text to the OrbixSSL configuration file:

```
OrbixNames {
 Server {
 IT_SECURITY_POLICY = "SECURE";
 };
};
```

The configuration variable `OrbixNames.IT_SECURITY_POLICY` can take one of the following values:

|             |                                                                        |
|-------------|------------------------------------------------------------------------|
| SECURE      | The OrbixNames server accepts only secure communications.              |
| INSECURE    | The OrbixNames server accepts only insecure communications.            |
| SEMI_SECURE | The OrbixNames server accepts both secure and insecure communications. |

If you do not set this variable in the configuration file, OrbixNames does not use SSL security. If you set the value to `SECURE`, you must then configure SSL *authentication*.

### Configuring SSL Authentication in OrbixNames

SSL authentication allows one SSL program to verify the identity of another. Each authenticated program has an associated *certificate* and a *private key* that it uses to prove its identity. Each certificate is signed by a *Certification Authority* (CA) that guarantees that the certificate is valid. By default, only OrbixSSL server programs are authenticated.

To ensure that the OrbixNames server can prove its identity during authentication, you must specify the location of the OrbixNames certificate and private key files in the OrbixSSL configuration file. By default, OrbixNames uses the certificate file `orbix_names` and the private key file `orbix_names.jpk`, both located in the OrbixSSL `certificates/services` directory.

To configure OrbixNames to use these files, add the following settings to the OrbixSSL configuration file:

```
OrbixNames {
 Server {
 IT_CERTIFICATE_FILE = "OrbixSSL directory/
 certs/services/orbix_names";
 IT_PRIVATEKEY_FILE = "OrbixSSL directory/
 certs/services/orbix_names.jpk"
 };
};
```

Replace the *OrbixSSL directory* value with the actual directory in which OrbixSSL is installed. In a fully secure system, where you do not use the OrbixSSL demonstration certificates, you must change these settings to associate your chosen certificate and private key with OrbixNames.

### Adding Client Authentication to OrbixNames

If required, OrbixNames can authenticate programs that connect to it. In this case, the communicating program must have an associated certificate and the certificate must be signed by a trusted CA.

If you want to enable client authentication by OrbixNames, add the following setting to the OrbixSSL configuration file:

```
OrbixNames {
 Server {
 IT_AUTHENTICATE_CLIENTS = "TRUE";
 };
};
```

```
};
```

To specify the file that contains the list of trusted CAs, add the following:

```
OrbixNames {
 Server {
 IT_CA_LIST_FILE = "OrbixSSL directory/
 /ca_lists/demo_ca_list_1";
 };
};
```

In a fully secure system, change this setting to your actual certificate list file.

### Configuring the SSL Port for the OrbixNames Server

When the OrbixNames server is SSL-enabled, it requires an additional port on which it listens for incoming secure communications. To set this port value, add the following variable to the OrbixNames configuration file:

```
OrbixNames {
 IT_SSL_IIOP_LISTEN_PORT = "portnumber";
};
```

Replace the *portnumber* value with any available port number.

## Writing the OrbixNames IOR to a File

Before running the OrbixNames server with OrbixSSL, you must instruct the server to publish its IOR to a file. To do this, use the `-I` switch as follows:

```
ns -I filename
```

This causes the server to write its IOR to the file specified in *filename*.

## Configuring Clients to Read the OrbixNames IOR

After the OrbixNames server writes its IOR to a file, you must configure your clients to read this IOR when making contact with the CORBA Naming Service.

For Orbix clients, add the following setting to the OrbixNames configuration file:

```
Common {
 Services {
```

```
 NameService = "IOR";
 };
};
```

In this case, *IOR* is the OrbixNames IOR copied from file. For OrbixWeb clients, add the following to the OrbixNames configuration file:

```
OrbixWeb {
 IT_INITIAL_REFERENCES = "NameService IOR";
};
```

When the client calls `resolve_initial_references()` to obtain a reference to the OrbixNames server, these settings ensure that it uses the correct IOR. The only way that clients can contact a secure OrbixNames server is by using `resolve_initial_references()` in this manner.

## Running the OrbixNames Server

To use security with OrbixNames, you must launch the OrbixNames server manually. It cannot be launched automatically. For example, run the server as follows:

```
ns
```

To gain access to its private key, OrbixNames must supply the pass phrase that was used to encrypt the key. When you start the server, it instructs you to enter this pass phrase. If you use the OrbixSSL demonstration certificates and private keys, enter the pass phrase `demopassword`. Otherwise, enter the correct pass phrase for the private key specified in the `OrbixNames.Server.IT_PRIVATEKEY_FILE` configuration value in `orbixssl.cfg`.

When running the OrbixNames server, you can override the security setting specified by the `OrbixNames.Server.IT_SECURITY_POLICY` variable in `orbixssl.cfg`.

To do this, use the `-secure` switch or `-insecure` switch, for example:

```
ns -insecure
```

### Running the OrbixNames Utilities

Using a secure OrbixNames server, you can run only the C++ OrbixNames utilities, for example `lsns`. You cannot run the Java utilities. For example, `lsnsj` cannot use SSL security.

If the OrbixNames server uses client authentication, the utilities must be able to supply a certificate and gain access to a private key. During installation, each utility is configured to use the orbix demonstration certificate from the OrbixSSL certificates/services directory. The *OrbixSSL C++ Programmer's and Administrator's Guide* describes how to replace this certificate and update the utilities with a new private key pass phrase.

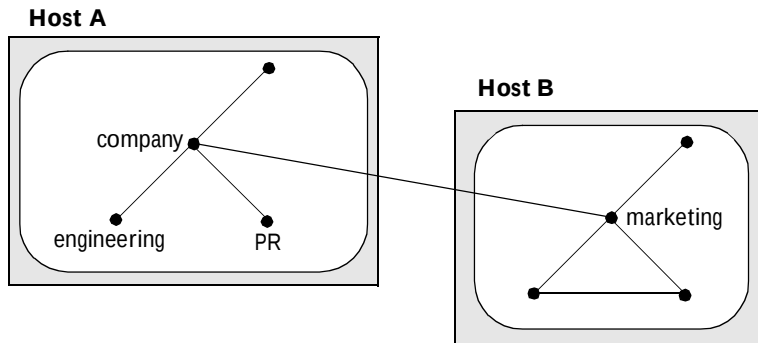
### Federation of Name Spaces

The collection of all valid names recognized by the Naming Service is called a *name space*. A name space is not necessarily located on a single OrbixNames server, because a context in one OrbixNames server can be bound to a context in another OrbixNames server on the same host or on a different host. The name space provided by a Naming Service is the association or *federation* of the name spaces of each individual OrbixNames server that comprises the Naming Service.

Figure 4.2 shows a Naming Service federation that comprises two OrbixNames servers running on different hosts. In this example, names relating to the company's engineering and PR divisions are served by one server, and names relating to the company's marketing division are served by a separate server. A request to resolve a name starts in one OrbixNames server, but may continue in another server's database. Clients do not have to be aware that more than one server is involved in the resolution of a name, and they do not need to know which server interprets which part of a compound name.

You can create a federated name space using the OrbixNames utilities. These utilities are described in detail in Chapter 6. To implement the Figure 4.2 federated namespace, use the `putnewncns` command to create the company naming context on host A and the marketing naming context on host B:

```
putnewncnsj -h A company
putnewncnsj -h B marketing
```



**Figure 4.2:** *Naming Graph Spanning Two OrbixNames Servers*

Next, instruct OrbixNames to copy the object reference for the marketing context object to the file `marketing.ior`:

```
catnsj -h B marketing > marketing.ior
```

Finally, associate the name of this context with the object reference of the marketing context on host B:

```
putncns -h A company.marketing -f marketing.ior
```

# 5

## Load Balancing with OrbixNames Using Java

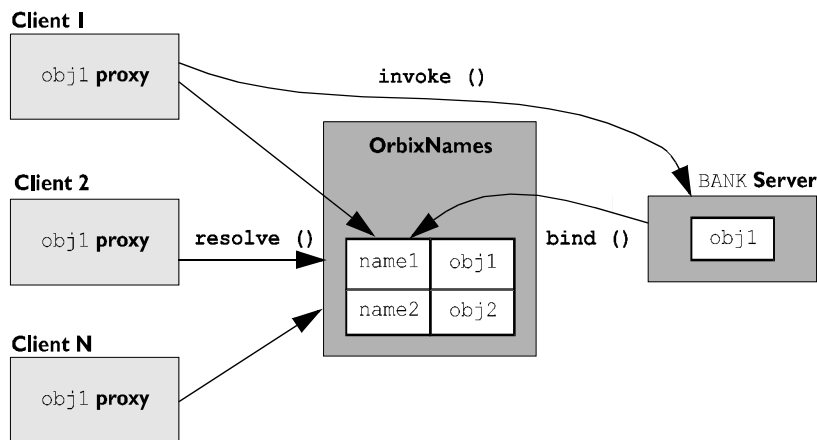
*Load balancing is a crucial requirement for many distributed applications. This chapter describes the powerful, but easy-to-use OrbixNames approach to load balancing in CORBA applications.*

### The Need for Load Balancing

The role of the CORBA Naming Service is critical in large-scale distributed applications. The Naming Service acts as a central repository of objects, which clients use to locate server applications. Administrators can relocate or upgrade server applications by modifying the contents of the Naming Service. This requires no coding modifications on the client side.

Figure 5.1 on page 86 shows a typical OrbixNames environment:

- The Bank server binds an object `obj1`, to a name `name1`, in the Naming Service.
- Clients `1...N` resolve this name by obtaining a proxy for `obj1`.
- Clients `1...N` then invoke `obj1` directly.



**Figure 5.1:** Example of Typical OrbixNames Usage

As the number of deployed clients increases, the load on an individual server may become excessive. To redress this problem, server load balancing through replication may be required.

In the example shown in Figure 5.1, replication involves creating a new server `Bank_replica`, which contains an object `obj1_replica`. This is an object offering an identical service to `obj1`. The new server registers the replica object in the Naming Service under the name `name1_replica`. Clients can choose to resolve either `name1` or `name1_replica`, to access either `obj1` or `obj1_replica` respectively. This approach is simple and practical, but requires a significant amount of application-specific coding.

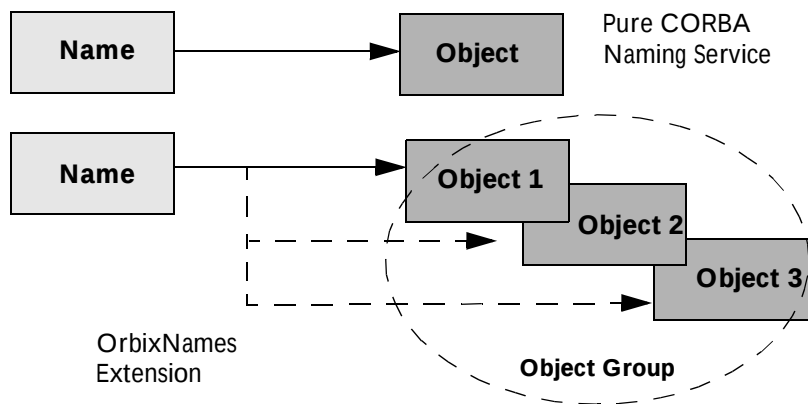
Code changes on the client side are especially problematic. For example, if the clients are installed extensively in an enterprise, each installation will need to be upgraded when clients are modified to select different replica objects. Similarly, if two servers are insufficient, another server `Bank_replica_2` will be required, necessitating further code modifications.

This simple approach to replication does not scale very well because, unlike upgrading or relocating servers, it involves code changes on the client side. However, the Naming Service is a useful candidate for handling server replication and OrbixNames provides a solution to the scalability problem.

## Introduction to Load Balancing in OrbixNames

The CORBA Naming Service defines a repository of names that map to objects. A name maps to one object only. OrbixNames extends the CORBA Naming Service model to allow a name to map to a group of objects. An *object group* is a collection of objects that can increase or decrease in size dynamically. For example, {obj1, obj1\_replica, obj1\_replica\_2} would constitute an object group.

Each object group has a selection algorithm. This algorithm is applied when a client resolves the name associated with the object group. Two algorithms are supported: round-robin selection and random selection.



**Figure 5.2:** Associating a Name with an Object Group

OrbixNames supports object groups by introducing new IDL interfaces to the Naming Service. These interfaces enable you to create object groups, add objects to and remove objects from groups, and to find out which objects are members of a particular group. If you want to take advantage of object groups, you can use these interfaces in your servers to create and manipulate groups. Your client code can remain unchanged.

Figure 5.2 illustrates the concept of binding a name to multiple objects using an object group.

### The Interface to Object Groups in OrbixNames

The IDL module LoadBalancing, defined in the IDL file LoadBalancing.idl, provides access to the load balancing features of OrbixNames:

```
module LoadBalancing {
 exception no_such_member{};
 exception duplicate_member{};
 exception duplicate_group{};
 exception no_such_group{};
 typedef string memberId;
 typedef sequence<memberId> memberIdList;
 typedef string groupId;
 typedef sequence<groupId> groupIdList;

 struct member {
 Object obj;
 memberId id;
 };

 interface ObjectGroup;
 interface RoundRobinObjectGroup;
 interface RandomObjectGroup;

 interface ObjectGroupFactory {
 RoundRobinObjectGroup createRoundRobin(in groupId id)
 raises (duplicate_group);
 RandomObjectGroup createRandom(in groupId id)
 raises (duplicate_group);
 ObjectGroup findGroup(in groupId id) raises (no_such_group);
 groupIdList rr_groups();
 groupIdList random_groups();
 };
 interface ObjectGroup {
 readonly attribute string id;

 Object pick();
 void addMember(in member mem) raises (duplicate_member);
 void removeMember(in memberId id) raises (no_such_member);
 Object getMember(in memberId id) raises (no_such_member);
 memberIdList members();
 void destroy();
 };
};
```

```
interface RandomObjectGroup : ObjectGroup {};
interface RoundRobinObjectGroup : ObjectGroup {};
};
```

Part IV of this guide provides a complete reference for these definitions.

## Using Object Groups in OrbixNames

Because object groups are designed to be transparent to clients, you generally use the LoadBalancing module when writing servers. There are four common tasks for which servers use this module:

- Creating a new object group and adding objects to it.
- Adding objects to an existing object group.
- Removing objects from an object group.
- Removing an object group.

The remainder of this section describes how to do each of these operations.

### Creating a New Object Group

To create a new object group and add objects to it:

1. Get a reference to a naming context, for example the root naming context.
2. On the naming context object, call the operation `CosNaming::NamingContext::OBfactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
3. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::createRandom()` or `LoadBalancing::ObjectGroupFactory::createRoundRobin()` to create an object group that uses the selection algorithm you want. Each of these operations returns a reference to an object that inherits interface `LoadBalancing::ObjectGroup`.
4. Use the operation `LoadBalancing::ObjectGroup::addMember()` to add your application objects to the newly created object group.
5. Use the operation `CosNaming::NamingContext::bind()` to bind a name to the `LoadBalancing::ObjectGroup` object in the usual way.

When creating the object group in step 3, you must specify a *group identifier*. This identifier is a string value unique to that object group.

Similarly, when adding a member to the object group, you must provide a reference to the object and a corresponding *member identifier*. This identifier is a string value that must be unique within the object group.

In both cases, you decide the format of the identifier string. OrbixNames does not interpret these identifiers.

### Adding Objects to an Existing Object Group

Before adding objects to an existing object group, you must get a reference to the corresponding `LoadBalancing::ObjectGroup` object. You can do this using the group identifier or the name bound to the object group. This section uses the group identifier.

To add objects to an existing object group:

1. Get a reference to a naming context, for example the root naming context.
2. On the naming context object, call the operation `CosNaming::NamingContext::OBFactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
3. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::findGroup()`, passing the identifier for the group as a parameter. This operation returns a reference to the `LoadBalancing::ObjectGroup` object associated with the object group.
4. Use the operation `LoadBalancing::ObjectGroup::addMember()` to add your application objects to the object group.

### Removing Objects from an Object Group

Removing an object from a group is quite straightforward if you know the object group identifier and the member identifier for the object:

1. Get a reference to a naming context, for example the root naming context.

2. On the naming context object, call the operation `CosNaming::NamingContext::OBfactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
3. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::findGroup()`, passing the identifier for the group as a parameter. This operation returns a reference to the `LoadBalancing::ObjectGroup` object associated with the object group.
4. On the object group, call the operation `LoadBalancing::ObjectGroup::removeMember()` to remove the required object from the group. You must specify the member identifier for the object as a parameter to this operation.

If you already have a reference to the `LoadBalancing::ObjectGroup` object associated with the object group, steps 1 to 3 are unnecessary.

### Removing an Object Group

If you do not have a reference to the object group you want to remove, do the following:

1. Get a reference to the root naming context.
2. Use the root naming context to unbind the name associated with the object group, by calling `CosNaming::NamingContext::unbind()` in the usual way.
3. On the root naming context object, call the operation `CosNaming::NamingContext::OBfactory()`. This returns a reference to a `LoadBalancing::ObjectGroupFactory` object.
4. On the object group factory, call the operation `LoadBalancing::ObjectGroupFactory::findGroup()`, passing the identifier for the group as a parameter. This operation returns a reference to the `LoadBalancing::ObjectGroup` object associated with the object group.
5. On the object group, call the operation `LoadBalancing::ObjectGroup::destroy()` to remove the group from the Naming Service.

If you already have a reference to the target `LoadBalancing::ObjectGroup` object, steps 3 and 4 are unnecessary.

### Finding an Object Group without the Group Identifier

The procedures described in the previous sections assume that your application gets a reference to an object group using the group identifier. You can also get a reference to an object group if you know the name bound to the group in the Naming Service. To do this, call the operation

`CosNaming::NamingContext::resolve_object_group()`. This operation is described in detail on page 163.

## Example of Load Balancing with Object Groups

This section uses sample code to show how you can take advantage of object groups in your CORBA applications. The example described here is a very simple stock market system. In this example, a CORBA object has access to all current stock prices. Clients request stock prices from this CORBA object and display those prices to the user of the application.

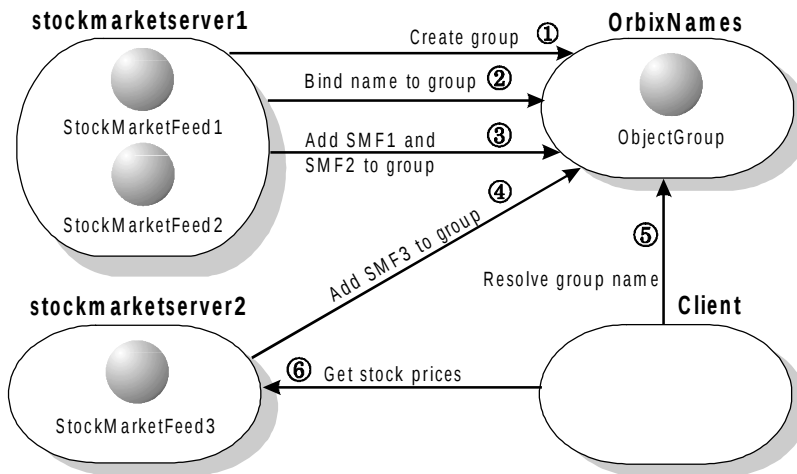
In any realistic stock market application, there are potentially many stock prices available and many clients that require price updates without delay. Given such a high processing load, a single CORBA object may not be able to satisfy client requirements. A simple solution to this problem is to replicate the CORBA object, invisibly to the client, using object groups.

Sample code for the application described in this section is available in the `load_balancing` demonstration directory of your OrbixNames installation. This sample code may differ slightly from the code described in this section.

## Defining the IDL for the Application

The architecture for the stock market system is shown in Figure 5.3 on page 93. Two servers process client requests for stock price information. The server `stockmarketserver1` creates two CORBA objects for this purpose. Server `stockmarketserver2` creates an additional CORBA object which, from a client perspective, provides exactly the same service as the objects in `stockmarketserver1`.

The IDL for this application requires only a single interface definition. This interface, called `StockMarketFeed`, is implemented by each of the three CORBA objects.



**Figure 5.3:** Architecture of the Stock Market Example

Interface StockMarketFeed is defined in the module ObjectGroupDemo:

```
// IDL
module ObjectGroupDemo {
 interface StockMarketFeed {
 enum feedFailureDetails {
 service_interruption, stock_feed_terminated};

 exception stock_unavailable {};
 exception stock_feed_failure {
 feedFailureDetails reason;
 };

 long read_stock (in string stock_name)
 raises (stock_unavailable, stock_feed_failure);
 };
};
```

The interface `StockMarketFeed` includes a single operation, `read_stock()`, which returns the current price of the stock associated with a specified stock name. A name is a string identifier unique to each stock. This operation can raise the following exceptions:

|                                 |                                                                                                                                         |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| <code>stock_unavailable</code>  | This exception is raised by <code>read_stock()</code> to indicate that the specified stock name is not valid.                           |
| <code>stock_feed_failure</code> | A <code>stock_feed_failure</code> indicates that an error occurred in communications between the server and the source of stock prices. |

## Creating an Object Group and Adding Objects

After you define your IDL, the next step in developing an application is to implement your interfaces. Using object groups has no effect on how you do this, therefore this section assumes that you have defined a Java class, `StockMarketFeedImpl`, which implements the interface `StockMarketFeed`.

When you have implemented your IDL interfaces, you must develop a server program that contains and manages your implementation objects. In our application, we have two servers. Two `StockMarketFeed` implementation objects are created by `StockMarketServer1`, which extends the base `StockMarketServer` class. This creates an object group in the Naming Service, and adds the implementation objects to this group. The second server, `StockMarketServer2`, also extends `StockMarketServer`, creates an additional `StockMarketFeed` implementation object and adds this to the existing object group.

The key parts of the `StockMarketServer` class are:

```
// Java
// StockMarketServer.java

import org.omg.CORBA.*;
import org.omg.CosNaming.*;

import IE.Iona.OrbixWeb._OrbixWeb;
import IE.Iona.OrbixWeb.LoadBalancing.*;

import Demos.LoadBalancing.ObjectGroupDemo.*;
```

```
import
Demos.LoadBalancing.ObjectGroupDemo.StockMarketFeedPackage.*;
...
public class StockMarketServer
{
 ...
 // Creates and registers the StockMarketFeed
 // objects that go into the round-robin load
 // balancing object group.
 private void registerStockMarketFeeds(ORB orb,
 ObjectGroup object_group, int number_of_feeds,
 int start_feed_number) throws Exception
 {
 for (int i = 0; i < number_of_feeds; i++)
 {
 // Create the stock market feed object
 // and connect to the orb
1 StockMarketFeedImpl stock_feed = new
 StockMarketFeedImpl(SMS_STOCK_MARKET_FEED_PREFIX
 + String.valueOf(start_feed_number + i));
 orb.connect(stock_feed);
 }
 ...
 }

 // Create the Load Balancing
 // round-robin object group
 private ObjectGroup getObjectGroup()
 throws Exception
 {
 ...
2 root_naming_context = getRootContext();
 resolved_obj =
 root_naming_context.resolve(name_components);
 ...
 }

 // Get the ObjectGroupFactory,
 // return ObjectGroupFactory
 private ObjectGroupFactory getObjectGroupFactory()
 throws Exception
 {
 // Get the Object Group Factory object
 //
```

```
3 org.omg.CORBA.Object object =
 getRootContext().OBfactory();
 ObjectGroupFactory object_group_factory =
 ObjectGroupFactoryHelper.narrow(object);
 ...
 return object_group_factory;
 }
 ...

 // StockMarketServer constructor
 public StockMarketServer
 (ORB orb, String server_name,
 int number_of_feeds, int start_feed_number)
 throws Exception
 {
 ...
 // Create a round-robin object group
 // for load balancing
4 ObjectGroup object_group =
 createRoundRobinObjectGroup(orb,
 SMS_GROUP_IDENTIFIER, SMS_OBJECT_GROUP_NAME);

 // Creates and registers the StockMarketFeed
 // objects that go into the round-robin load
 // balancing object group.
5 registerStockMarketFeeds(orb, object_group,
 number_of_feeds, start_feed_number);
 ...
 // Handle client requests
6 _OrbixWeb.ORB(orb).impl_is_ready(server_name, 0);
 ...
 }
 ...
}
```

The functionality of this code is as follows:

1. The server creates implementation objects of type `StockMarketFeedImpl`.
2. The function `getRootContext()` returns a reference to the root naming context in the Naming Service. The implementation of this function is shown in “Getting the Root Naming Context”.
3. The server calls the operation `OBFactory()` on the root naming context. This operation is implemented by the Naming Service and returns a factory object, of type `LoadBalancing.ObjectGroupFactory`, which the server can use to create object groups.
4. The server calls the function `createRoundRobinObjectGroup()`. This function uses the object group factory to create a new group with the specified identifier. It then binds a specified Naming Service name to this group. The implementation of `createRoundRobinObjectGroup()` is shown in “Creating an Object Group” on page 99.
5. The function `registerStockMarketFeeds()` adds the `StockMarketFeedImpl` objects to the object group created in step 4. The implementation of this function is shown in “Adding an Object to an Object Group” on page 101.
6. Finally, the server prepares to receive client requests by calling `_OrbixWeb.ORB(orb).impl_is_ready`.

### Getting the Root Naming Context

The programs in this chapter use the following simple function to get a reference to the root naming context:

```
// Java
// StockmarketServer.java
// Gets the root context in the Naming Service
private NamingContext getRootContext()
 throws Exception
{
 if (m_root_naming_context == null)
 {
 org.omg.CORBA.Object naming_context_obj = null;

 // Get the object reference.
 //
```

```
try
{
 displayMessage("getRootContext():
 Getting NameService object reference");
 naming_context_obj =
 m_orb.resolve_initial_references("NameService");
 displayMessage("getRootContext():
 Got NameService object reference");
}
catch (org.omg.CORBA.ORBPackage.InvalidName in)
{
 throw new Exception(getServerName()
 + " - Could not retrieve NameService reference");
}
catch (org.omg.CORBA.SystemException se)
{
 throw new Exception(getServerName()
 + " - Error retrieving NameService reference: "
 + se.getMessage());
}
if (naming_context_obj == null)
{
 throw new Exception(getServerName() +
 " - orb.resolve_initial_references(\"NameService\")
 returned a null object reference");
}

// Narrow the object reference.
//
try
{
 displayMessage("getRootContext():
 Narrowing Object reference to NamingContext");
 m_root_naming_context =
 NamingContextHelper.narrow(naming_context_obj);
 displayMessage("getRootContext():
 Have narrowed NamingContext reference");
}
catch (SystemException se)
{
 throw new Exception(getServerName() +
 " - NamingContextHelper.narrow() failed: "
 + se.getMessage());
}
```

```
 }

 if (m_root_naming_context == null)
 {
 throw new Exception(getServerName()
 + " - NamingContextHelper.narrow()
 returned a null object reference");
 }
}

return m_root_naming_context;
}
```

### Creating an Object Group

In this example, the server calls the function `createRoundRobinObjectGroup()` to create an object group and bind a Naming Service name to it. You can implement this function as follows:

```
// Java
// StockMarketServer.java
...
// Create the Load Balancing round-robin object group
private ObjectGroup createRoundRobinObjectGroup(ORB orb, String
group_idenfier, String group_name)
 throws Exception
{
 ObjectGroup object_group;
 ObjectGroupFactory object_group_factory =
getObjectGroupFactory();

 try
 {
1 object_group =
 object_group_factory.createRoundRobin(group_idenfier);
2 bindNameToObjectGroup(orb, group_name, object_group);
 }
 catch (duplicate_group dg)
 {
 displayMessage("Object Group " + group_idenfier
 + " already exists, trying to find it ...");

 try
 {
```

```
 object_group =
 object_group_factory.findGroup(group_identifier);
 }
 catch (no_such_group nsg)
 {
 throw new Exception(getServerName()
 + " - Couldn't find Object Group " + group_identifier);
 }
}
return object_group;
}
...
```

The function `createRoundRobinObjectGroup()` takes four parameters: a reference to the object group factory, a string value used to identify the new group, a string value used to create the name associated with all objects in the group, and a reference to the naming context in which this name should be bound.

The function `createRoundRobinObjectGroup()` makes two important calls:

1. It calls the operation `createRoundRobin()` on the object group factory in the Naming Service. This operation returns a new object group in which objects are selected on a round-robin basis.
2. Function `createRoundRobinObjectGroup()` then calls `bindNameToObjectGroup()`, a local function that binds a Naming Service name to the newly created group.

### Binding a Name to an Object Group

The function `createRoundRobinObjectGroup()` calls the function `bindNameToObjectGroup()` to bind a name to the object group. When a client resolves this name, it receives a reference to one of the group's member objects, selected by the Naming Service in accordance with the group selection algorithm. The client does not know that the name is actually bound to a group of objects.

You can code `bindNameToObjectGroup()` as follows:

```
// Java
// StockMarketServer.java
// Binds a new ObjectGroup to a name in the
// Naming Service that the clients can refer to and bind to
```

```
private void bindNameToObjectGroup(ORB orb,
 String object_group_name, ObjectGroup object_group)
 throws Exception
{
 // create a sequence of names for the resolve
 NameComponent[] name_components =
 new NameComponent[]
 {
 new NameComponent(LOAD_BALANCING_CONTEXT_NAME, ""),
 new NameComponent(object_group_name, "")
 };

 // Get the root context in the Naming service
 displayMessage("binding name " + LOAD_BALANCING_CONTEXT_NAME
 + "+" + object_group_name + " ...");
 getRootContext().bind(name_components, object_group);
}
```

The functionality of `bindNameToObjectGroup()` is quite straightforward. This function simply calls `getRootContext().bind()` on a naming context to associate a Naming Service name with an object. In this case, the object's true type is `LoadBalancing::ObjectGroup`, so the name is associated with an object group.

In this example, the object group name is bound in the context `LOAD_BALANCING_CONTEXT_NAME`. The code assumes that this naming context already exists. For example, you could create this context in the initialization code for `StockMarketServer`. Alternatively, you could use the `OrbixNames.putnewncns` or `putnewncnsj` utilities, described in Chapter 6 on page 113.

### Adding an Object to an Object Group

After creating the object group, `StockMarketServer` adds its `StockMarketFeed` implementation objects to the group. To do this, the server calls the function `registerStockMarketFeeds()`:

```
// Java
// StockMarketServer.java
// Creates and registers the StockMarketFeed objects
// that go into the round-robin load balancing object group.
...
```

```
private void registerStockMarketFeeds(ORB orb,
 ObjectGroup object_group, int number_of_feeds,
 int start_feed_number)
 throws Exception
{
 for (int i = 0; i < number_of_feeds; i++)
 {
 // Create the stock market feed object and connect to the orb
1 StockMarketFeedImpl stock_feed =
 new StockMarketFeedImpl(SMS_STOCK_MARKET_FEED_PREFIX
 + String.valueOf(start_feed_number + i));
 orb.connect(stock_feed);

2 member new_member =
 new member(stock_feed, SMS_STOCK_MARKET_FEED_PREFIX
 + String.valueOf(start_feed_number + i));

 // Add stock market feed object to this object group
 displayMessage("adding member " + new_member.id +
 " to object group " + object_group.id());

 try
 {
3 object_group.addMember(new_member);
 }
4 catch (duplicate_member dm)
 {
 // Remove existing duplicate and
 // then try to add our member again
 try
 {
 object_group.removeMember(new_member.id);
 object_group.addMember(new_member);
 }
 catch (no_such_member nsm)
 {
 throw new Exception(getServerName() +
 " - problem adding member " + new_member.id
 + " in object group " + object_group.id());
 }
 }
 catch (duplicate_member dm2)
 {
 }
 }
}
```

```
 throw new Exception(getServerName()
 + " - problem adding member " + new_member.id
 + " in object group " + object_group.id());
 }
}
```

The function `registerStockMarketFeeds()` takes four parameters: the server's ORB, the object group, the number of stock market feed objects added by this server, and the starting number for the first stock market feed object added. The member identifier `new_member.id` has no effect on the naming of the object within the Naming Service. To obtain a reference to the object, a client resolves the name bound to the object group.

The functionality of `registerStockMarketFeeds()` is as follows:

1. The server creates a new `StockMarketFeedImpl` object, connecting it to the ORB using `connect()`.
2. The server creates an IDL struct of type `LoadBalancing::member` which contains two items: a reference to the previously created `StockMarketFeedImpl` object, and a string that identifies the object within the group.
3. The server adds the new member to the object group in the Naming Service by calling the operation `addMember()` on the corresponding `LoadBalancing::ObjectGroup` object.
4. If the string identifier of the new member clashes with an existing member identifier, the operation `addMember()` throws an exception of type `LoadBalancing::duplicate_member` to indicate this. In this case `addMember()` does not update the contents of the object group in the Naming Service, and the catch clause checks various possible reasons for failure.

## Creating Replicated Objects

In this example, `StockMarketServer1` and `StockMarketServer2` extend `StockMarketServer` and implement the creation of the required stock market feeds. To do this, they create new `StockMarketFeed` implementation objects by calling their `StockMarketServer` superclass and inheriting the Naming Service-related functions originally defined there.

```
// Java
// StockMarketServer1 - 2 server feeds
import org.omg.CORBA.ORB;

public class StockMarketServer1
 extends StockMarketServer
{
 public static void main(String args[])
 {
 try
 {
 // initialize the ORB
 org.omg.CORBA.ORB orb = ORB.init(args,null);

 // Create a new server and let it go ...
1 new StockMarketServer1(orb);
 }
 catch (Exception ex)
 {
 ex.printStackTrace();
 System.exit(1);
 }
 ...
 }

 // Stock market server 1 constructor.
 public StockMarketServer1 (ORB orb)
 throws Exception
 {
2 super(orb, "stockmarketserver1", 2, 1);
 }
}

// Java
// StockMarketServer2 - 1 feed
public class StockMarketServer2
 extends StockMarketServer
{
 ...
3 new StockMarketServer2(orb);
 ...
 public StockMarketServer2 (ORB orb)
```

```
 throws Exception
 {
4 super(orb, "stockmarketserver2", 1, 3);
 }
}
```

The functionality of this code is as follows:

1. Create the new StockMarketServer1 object.
2. Constructor for the new StockMarketServer1 object that specifies two StockMarketFeedImpl objects through its superclass.
3. Create the new StockMarketServer2 object.
4. Constructor for the new StockMarketServer2 object that specifies one StockMarketFeedImpl object through its superclass.

### Finding an Existing Object Group

A key part of StockMarketServer is the function `find_group()`, which retrieves a reference to an existing object group. The function `createRoundRobinObjectGroup()` accomplishes this as follows:

```
// Java
// StockMarketServer.java
...// Creates the Load Balancing round-robin object group
private ObjectGroup createRoundRobinObjectGroup(ORB orb, String
group_idenfifier, String group_name)
 throws Exception
{
 ObjectGroup object_group;
 ObjectGroupFactory object_group_factory =
 getObjectGroupFactory();

 try
 {
 object_group =
 object_group_factory.createRoundRobin(group_idenfifier);
 bindNameToObjectGroup(orb, group_name, object_group);
 }
 catch (duplicate_group dg)
 {
 displayMessage("Object Group " + group_idenfifier
 + " already exists, trying to find it ...");
 }
}
```

```
 try
 {
1 object_group =
 object_group_factory.findGroup(group_identifier);
 }
 catch (no_such_group nsg)
 {
 throw new Exception(getServerName()
 + " - Couldn't find Object Group " + group_identifier);
 }
 }
 return object_group;
} ...
```

The functionality of this code is as follows:

1. The server calls the operation `findGroup()` on the object group factory. The operation `findGroup()` is defined on the interface `LoadBalancing::ObjectGroupFactory`. Given a group identifier, this operation returns a reference to the corresponding `LoadBalancing::ObjectGroup` object.

## Accessing the Objects from a Client

All objects in an object group provide the same service to clients. A client that resolves a name in the Naming Service does not know if the name is bound to an object group or a single object. The client receives a reference to one object only. A client program resolves an object group name in exactly the same way as it resolves a name bound to just one object.

For example, the stock market example client could look like this:

```
// Java
// StockMarketClient

import org.omg.CORBA.*;
import org.omg.CosNaming.*;
import IE.Iona.OrbixWeb.LoadBalancing.*;
import Demos.LoadBalancing.ObjectGroupDemo.*;
import Demos.LoadBalancing.ObjectGroupDemo.
 StockMarketFeedPackage.*;
...
public class StockMarketClient
```

```
{
 public static void main(String args[])
 {
 try
 {
 //
 // initialize the ORB
 org.omg.CORBA.ORB orb = ORB.init(args,null);

 //
 // Create a new client and let it go ...
 new StockMarketClient (orb);
 }
 catch (Exception ex)
 {
 ex.printStackTrace();
 }
 }

 ...
}

// Reads and displays the stock prices for the list of stocks.
public void readStockPrices(String[] stock_names_list)
 throws Exception
{
 StockMarketFeed stock_market_feed;
 String stock_name;
 int stock_price = 0;
 ...
}

// Get a StockMarketFeed.
private StockMarketFeed getStockMarketFeed()
 throws Exception
{
 StockMarketFeed stock_market_feed;
 org.omg.CORBA.Object resolved_obj;

 // Pick the next StockMarketFeed object from the object group
 resolved_obj = getObjectGroup().pick();

 m_current_feed_id = getIdForMember(resolved_obj);
}
```

```
 if (resolved_obj == null)
 {
 throw new Exception("getStockMarketFeed() -
 Resolved object is null ...");
 }

 stock_market_feed = StockMarketFeedHelper.narrow(resolved_obj);

 ...
 return stock_market_feed;
 }

 // Get the Object Group containing our StockMarketFeeds.
 private ObjectGroup getObjectGroup()
 throws Exception
 {
 if (m_object_group == null)
 {
 NamingContext root_naming_context;
 org.omg.CORBA.Object resolved_obj;

 // create a sequence of names for the resolve
 NameComponent[] name_components =
 new NameComponent[]
 {
 new NameComponent(LOAD_BALANCING_CONTEXT_NAME, ""),
 new NameComponent(GROUP_SERVER_NAME, "")
 };

 // Get the root context in the Naming service
 root_naming_context = getRootContext()

 resolved_obj =
 root_naming_context.resolve(name_components);

 if (resolved_obj == null)
 {
 throw new Exception("getObjectGroup() -
 Resolved object is null ...");
 }

 m_object_group = ObjectGroupHelper.narrow(resolved_obj);
```

```
 ...
 return m_object_group;
}

// Gets the root context in the Naming Service
private NamingContext getRootContext()
 throws Exception
{
 if (m_root_naming_context == null)
 {
 org.omg.CORBA.Object naming_context_obj = null;

 // Get the object reference.
 try
 {
 naming_context_obj =
 m_orb.resolve_initial_references("NameService");
 }
 ...
 // Narrow the object reference.
 try
 {
 m_root_naming_context =
 NamingContextHelper.narrow(naming_context_obj);
 }
 ...
 return m_root_naming_context;
}

// Returns the ID for a group member.
private String getIdForMember(org.omg.CORBA.Object member_obj)
{
 try
 {
 String[] member_ids = getObjectGroup().members();

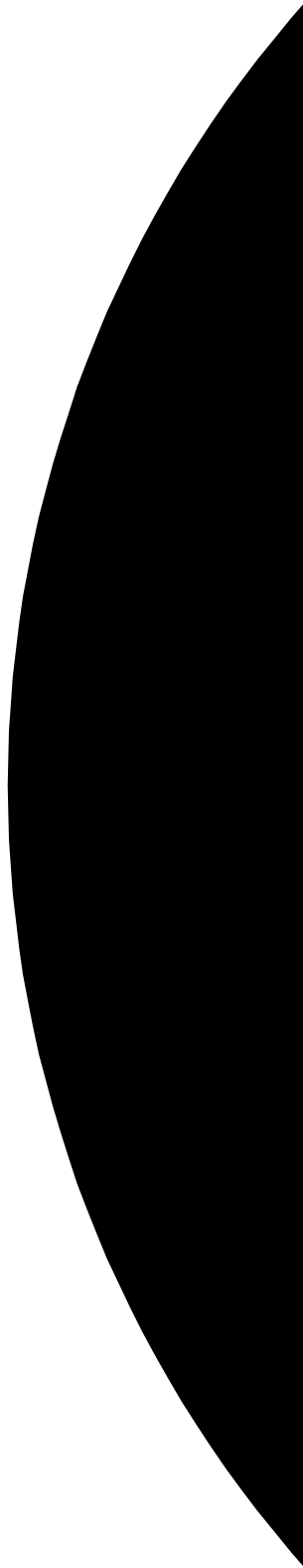
 for (int i = 0; i < member_ids.length; i++)
 {
 if (getObjectGroup().getMember(member_ids[i]).
 toString().equals(member_obj.toString()))
 {
 return member_ids[i];
 }
 }
 }
}
```

```
 }
 }
}
...
return "Unknown";
}

...
}
```

## Part IV

# OrbixNames Administrator's Guide





# 6

## Using the OrbixNames Utilities

*OrbixNames provides a set of command line utilities that allow you to monitor and manage the Naming Service externally to your applications. This chapter describes these utilities.*

The OrbixNames command line utilities allow you to manipulate the contents of the Naming Service directly. It is often useful to do this. For example, the utilities are especially convenient when testing applications that use the Naming Service.

There are two general categories of OrbixNames utilities:

- The *name management utilities* allow you to create, delete, and examine name bindings in the Names Repository.
- The *object group management utilities* allow you to create, delete, and manage the contents of object groups.

This chapter examines both types of utility in detail.

# Managing Name Bindings

The name management utilities allow you to create and manipulate name bindings directly from the command line. You can use these utilities to construct and navigate a naming graph. The name management utilities are available as both native and Java executables with similar functionality.

---

**Note:** One important difference between the native and Java executable name management utilities is that the Java versions cannot communicate with an SSL-enabled OrbixNames server. Refer to “Syntax of the Name Management Utilities” on page 120 for further details.

---

The name management utilities are:

| Native     | Java        | Functionality                                                                                                                                                                                          |
|------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| catns      | catnsj      | Given a name, outputs a reference to the object to which the name is bound. If the object reference is an Interoperable Object Reference (IOR), the reference is parsed and the information displayed. |
| lsns       | lsnsj       | Lists bindings in a context.                                                                                                                                                                           |
| newncns    | newncnsj    | Creates a new unbound context. You can subsequently bind a name to the context using putns or putnsj.                                                                                                  |
| putns      | putnsj      | Binds a name to an object.                                                                                                                                                                             |
| putncns    | putncnsj    | Binds a name to an unbound context created using newncns or newncnsj.                                                                                                                                  |
| putnewncns | putnewncnsj | Creates a new context and binds a name to it.                                                                                                                                                          |
| reputns    | reputnsj    | Rebinds a name to an object.                                                                                                                                                                           |
| reputncns  | reputncnsj  | Rebinds a context, removing the original binding.                                                                                                                                                      |
| rmns       | rmnsj       | Removes a name binding and optionally deletes a naming context.                                                                                                                                        |

The remainder of this uses these utilities to build a naming graph and populate it with name bindings. The full syntax for the utilities is given in “Syntax of the Name Management Utilities” on page 120. Examples use the native name management utilities; you may generally substitute the “j” java name management utilities throughout.

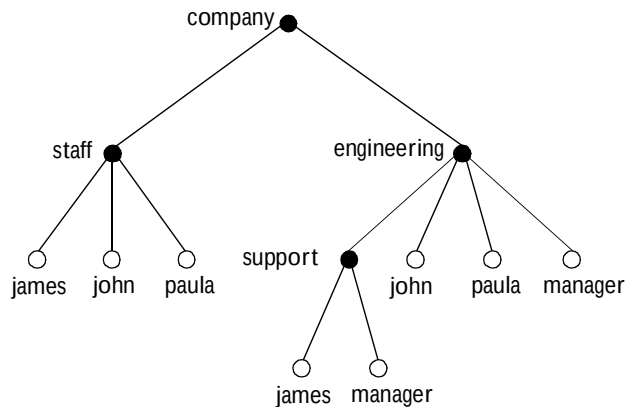
---

**Note:** Many of these utilities take object references as command line arguments. These object references are expected in the string format returned from the function `CORBA::ORB::object_to_string()`. By default, this string format represents an Interoperable Object Reference (IOR). In this chapter, all object references are shown in native Orbix format for convenience. To use IORs, do not specify the `-orbixprot` option when running the utilities.

---

### Using the Name Utilities

This section uses the OrbixNames utilities to build the naming graph used in Chapters 2 and 4. Figure 6.1 recalls the structure of this graph.



**Figure 6.1:** A Naming Context Graph

### Creating Naming Contexts

The simplest way to create a naming context is to use the `putnewncns` utility. For example, the following command creates a new context bound to the name with the ID `company` and an empty kind value:

```
putnewncns -orbixprot company
```

The name is given in the format `id-kind`. The combination of ID and kind fields must unambiguously specify the name.

Further examples are:

- Create a new naming context bound to the name `company.engineering` (the context `company` must already exist).  

```
putnewncns -orbixprot company.engineering
```
- Create a new context bound to the name `company.engineering.support` (the context `company.engineering` must already exist).  

```
putnewncns -orbixprot company.engineering.support
```

You can also use the `newncns` utility to create an unbound context:

```
newncns -orbixprot
Created new UNBOUND Naming Context with object reference
:\host.iona.com:NS:NC_3::IR:CosNaming_NamingContext
```

A context created using `newncns` can be bound using the `putncns` utility. The following command binds the new context to the name `company.staff`.

```
putncns -orbixprot company.staff \
"\host.iona.com:NS:NC_3::IR:CosNaming_NamingContext"
```

### Creating Name Bindings

To bind a name to an object, use the `putns` utility. Given the naming context graph shown in Figure 6.1 on page 115, the examples in this section assume the following object reference strings are associated with the application objects:

```
james :\host.iona.com:staff:0::IR:Person
john :\host.iona.com:staff:1::IR:Person
paula :\host.iona.com:staff:2::IR:Person
```

You can bind these objects to appropriate names within the `company.staff` naming context as follows:

```
putns company.staff.james-person \
 ":\host.iona.com:staff:0::IR:Person" -orbixprot
```

```
putns company.staff.john-person \
 ":\host.iona.com:staff:1::IR:Person" -orbixprot
```

```
putns company.staff.paula-person \
 ":\host.iona.com:staff:2::IR:Person" -orbixprot
```

Each of these employee records has been assigned the kind record in the final component of its name.

To build the naming graph further, create additional bindings based on the divisions that employees are assigned to:

```
putns company.engineering.john-person \
 ":\host.iona.com:staff:1::IR:Person" -orbixprot
```

```
putns company.engineering.paula-person \
 ":\host.iona.com:staff:2::IR:Person" -orbixprot
```

```
putns company.engineering.support.james-person \
 ":\host.iona.com:staff:0::IR:Person" -orbixprot
```

To allow an application to find the manager of a division easily, add the following bindings:

```
putns company.engineering.manager-person \
 ":\host.iona.com:staff:2::IR:Person" -orbixprot
```

```
putns company.engineering.support.manager-person \
 ":\host.iona.com:staff:0::IR:Person" -orbixprot
```

Note that the names `company.staff.paula-person`, `company.engineering.paula-person` and `company.engineering.manager-person` now all resolve to the same object.

The naming contexts and name bindings created by the above sequence of commands builds the complete naming graph shown in Figure 6.1 on page 115.

### Listing Name Bindings

The utility `lsns` lists all the bindings in a naming context. The following command lists the bindings in the context `company.engineering` in the OrbixNames server on host `alpha`:

```
lsns -h alpha -orbixprot company.engineering
Contents of company.engineering
 paula (Object)
 support (Context)
 john (Object)
 manager (Object)
```

The type of the binding is also listed. A binding of type `Object` names an object; a binding of type `Context` names a naming context, that is a node in the naming graph that participates in name resolution.

By default, only the ID of each name is listed by `lsns`. However, `lsns` supports a `-k` switch that allows you see both the ID and kind in the listing:

```
lsns -h host -k -orbixprot company.engineering
Contents of company.engineering
 paula-person (Object)
 support- (Context)
 john-person (Object)
 manager-person (Object)
```

Regardless of whether the `-k` switch is specified, `lsns` can always accept a command line argument in the `id-kind` format.

### Finding Object References by Name

The `catns` utility outputs the object reference for the application object or context object to which a name is bound. For example:

```
catns -orbixprot company.engineering
:\host.iona.com:NS:NC_1::IR:CosNaming_NamingContext
```

The names `company.staff.paula-person` and `company.engineering.manager-person` resolve to the same object:

```
catns -orbixprot company.staff.paula-person
:\host.iona.com:staff:2::IR:Person

catns -orbixprot company.engineering.manager-person
:\host.iona.com:staff:2::IR:Person
```

### Rebinding a Name to an Object or Naming Context

The `reputns` utility changes the binding for an object name. This is analogous to the `CosNaming::NamingContext::rebind()` operation. For example, the name `company.engineering.paula-person` and the name `company.engineering.manager-person` currently resolve to the same object. To give john responsibility for management, you can rebind the name `manager-person` in the context `company.engineering`:

```
catns -orbixprot company.engineering.john-person
:\host.iona.com:staff:1::IR:Person
reputns -orbixprot \
company.engineering.manager-person \
":\host.iona.com:staff:1::IR:Person"
```

The `reputncns` utility changes the binding for a naming context. This is analogous to the `CosNaming::NamingContext::rebind_context()` operation. To illustrate the use of this utility, first create a new context bound to the name `company.staff.supportStaff`:

```
putnewncns -orbixprot company.staff.supportStaff
```

Suppose now that the context `company.staff.supportStaff` should contain the same information as `company.engineering.support`. Rather than maintaining two separate contexts, a better option is to rebind the name `company.staff.supportStaff` so that it points to the `company.engineering.support` context:

```
catns -orbixprot company.engineering.support
":\host.iona.com:NS:NC_2::IR:CosNaming_NamingContext"

reputncns -orbixprot company.staff.supportStaff
":\host.iona.com:NS:NC_2::IR:CosNaming_NamingContext"

lsns -k -orbixprot company.staff.supportStaff
Contents of company.staff.supportStaff
 james-person (Object)
 manager-person (Object)
```

This sequence of commands leaves the context previously named by `company.staff.supportStaff` unreachable; that is, the naming context object exists in the Naming Service, but it has no corresponding name binding. In this

case, the naming context is assigned a name in the OrbixNames lost+found context, as described in “Finding Unreachable Context Objects” on page 23 (C++) or on page 73 (Java).

### Removing Name Bindings

The `rmns` utility removes a name binding. For example, the following commands remove the manager bindings:

```
rmns -orbixprot company.engineering.manager-person
rmns -orbixprot \
 company.engineering.support.manager-person
```

Take care not to leave naming contexts unreachable. For example:

```
rmns -orbixprot company.engineering
```

This command unbinds the name `company.engineering` and moves the corresponding naming context object into the lost+found context.

## Syntax of the Name Management Utilities

The following is a summary of the command syntax for the name management utilities:

```
catns [-v] [-s] [-h <host>] [-orbixprot] <name>
catnsj [-v] [-h <host>] [-orbixprot] <name>
```

```
lsns [-v] [-s] [-h <host>] [-k] [-c] [-orbixprot] [name]
lsnsj [-v] [-h <host>] [-k] [-c] [-orbixprot] [name]
```

```
newncns [-v] [-s] [-h <host>] [-orbixprot]
newncnsj [-v] [-h <host>] [-orbixprot]
```

```
putncns [-v] [-s] [-h <host>] [-orbixprot] \
 <name> { <context-ref> | -f <file> }
putncnsj [-v] [-h <host>] [-orbixprot] \
 <name> { <context-ref> | -f <file> }
```

```
putnewncns [-v] [-s] [-h <host>] [-orbixprot] <name>
putnewncnsj [-v] [-h <host>] [-orbixprot] <name>
```

```
putns [-v] [-s] [-h <host>] <name> \
```

```
{ <object-ref> | -f <file> } [-orbixprot]
putnsj [-v] [-h <host>] <name> \
{ <object-ref> | -f <file> } [-orbixprot]

reputncns [-v] [-s] [-h <host>] [-orbixprot] \
<name> { <context-ref> | -f <file> }
reputncsj [-v] [-h <host>] [-orbixprot] \
<name> { <context-ref> | -f <file> }

reputns [-v] [-s] [-h <host>] [-orbixprot] \
<name> { <object-ref> | -f <file> }
reputnsj [-v] [-h <host>] [-orbixprot] \
<name> { <object-ref> | -f <file> }

rmns [-v] [-s] [-h <host>] [-x] [-orbixprot] <name>
rmnsj [-v] [-h <host>] [-x] [-orbixprot] <name>
```

The common options are:

- h <host> Specifies the host on which the OrbixNames server is located. By default, the utilities use the Initialization Service to locate the server. The -h switch forces the utilities to use `_bind()` instead.
- f <file> Any utilities which take an object reference or context reference as an argument can optionally specify a file, using this switch, instead of putting the object reference on the command line itself.
- orbixprot Communicates with OrbixNames using the Orbix protocol. The default is the CORBA Internet Inter-ORB Protocol (IIOP).
- s Required for all the native (that is, non-Java) utilities to communicate with an SSL-enabled OrbixNames server. The utility will prompt for a password. OrbixSSL must have been installed and the OrbixSSL-specific update utility executed. Refer to the OrbixSSL documentation for further information.
- v Outputs version information. Specifying -v does not cause the utility to run.
- x This switch only applies when removing a naming context. This switch unbinds the context and then destroys it.

# Managing Object Groups

In addition to the name management utilities, OrbixNames provides utilities that allow you to manipulate object groups and their members. The object group management utilities are available as both native and Java executables with similar functionality.

These utilities are:

| Native                    | Java                       | Functionality                                                            |
|---------------------------|----------------------------|--------------------------------------------------------------------------|
| <code>new_group</code>    | <code>new_groupj</code>    | Creates an object group and binds it to a name in OrbixNames.            |
| <code>del_group</code>    | <code>del_groupj</code>    | Deletes an object group.                                                 |
| <code>cat_group</code>    | <code>cat_groupj</code>    | Returns the stringified object reference of an object group.             |
| <code>list_members</code> | <code>list_membersj</code> | Lists the members of an object group.                                    |
| <code>add_member</code>   | <code>add_memberj</code>   | Adds a member to an object group.                                        |
| <code>del_member</code>   | <code>del_memberj</code>   | Deletes a member from an object group.                                   |
| <code>cat_member</code>   | <code>cat_memberj</code>   | Returns the stringified object reference of a member of an object group. |
| <code>pick_member</code>  | <code>pick_memberj</code>  | Selects a member of an object group.                                     |

## Using the Object Group Utilities

This section provides examples of each of the object group utilities. When using these utilities, you can identify a group by specifying the group identifier, with the `-i` switch, or the name bound to the group, with the `-n` switch.

### Creating and Deleting Object Groups

To create an object group and bind a name to it, use the `new_group` utility. For example:

```
new_group marketing_file_server_group \
company.marketing.file_server -random
```

This command creates an object group with group identifier `marketing_file_server_group` and binds it to the name `company.marketing.file_server`. OrbixNames uses a random selection algorithm to choose an object from this group.

To associate a round-robin selection algorithm with the group, use the `-round_robin` switch:

```
new_group engineering_file_server_group \
 company.engineering.file_server -round_robin
```

To list all the existing object groups, use the `list_groups` utility:

```
list_groups
```

```
Round Robin Object Group List
 engineering_file_server_group
Random Object Group List
 marketing_file_server_group
```

To delete an object group, use the `del_group` utility:

```
del_group -i engineering_file_server_group
```

This command deletes the object group with identifier `engineering_file_server_group`. Use the `-i` switch only if the group has no associated name. If a name is bound to the group, specify this name using the `-n` switch:

```
del_group -n company.marketing.file_server
```

### Managing the Members of an Object Group

Each member of an object group requires a unique identifier. To add a member to a group, use `add_member`. For example:

```
add_member -i engineering_file_server_group \
 member_1 IOR string
```

This command adds a new member `member_1` to the object group `engineering_file_server_group`. You can also identify the object group using the group name:

```
add_member -n company.engineering.file_server \
 member_2 IOR string
```

Use the `list_members` utility to list the members of an object group:

```
list_members -ncompany.engineering.file_server
member_1
member_2
```

Use the `del_member` utility to remove a member from an object group:

```
del_member -ncompany.engineering.file_server \
member_2
```

To retrieve the object reference associated with an object group member, use the `cat_member` utility:

```
cat_member member_2 \
-ncompany.engineering.file_server
```

The `pick_member` utility cycles through the members of an object group:

```
pick_member -ncompany.engineering.file_server
First IOR string
pick_member -ncompany.engineering.file_server
Second IOR string
```

## Syntax of the Object Group Utilities

This section summarizes the command syntax for the object group utilities:

```
add_member [-i <object group id> | -n <object group name>]
<member id> <obj> [-h <host>] [-orbixprot] [-v]
```

```
cat_group [-i <object group id> | -n <object group name>]
[-h <host>] [-orbixprot] [-v]
```

```
cat_member [-i <object group id> | -n <object group name>]
<member_id> [-h <host>] [-v]
```

```
del_group [-i <object group id> | -n <object group name>]
[-h <host>] [-v]
```

```
del_member -i <object group id> | -n <object group name>]
<member_id> [-h <host>] [-orbixprot] [-v]
```

```
list_groups [-h <host>] [-orbixprot] [-v]
```

```
list_members [-i <object group id> | -n <object group name>]
[-h <host>] [-orbixprot] [-v]
```

```
new_group <object group id> <object group name>
 {-random | -round_robin} [-h <host>] -orbixprot] [-v]
```

```
pick_member [-i <object group id> | -n <object group name>]
 [-h <host>] [-orbixprot] [-v]
```

The common options are:

- |            |                                                                                                                                     |
|------------|-------------------------------------------------------------------------------------------------------------------------------------|
| -h <host>  | Specifies the target host on which OrbixNames is running. This switch defaults to the local host.                                   |
| -v         | Outputs version information.                                                                                                        |
| -i         | Identifies an object group by specifying the identifier.                                                                            |
| -n         | Identifies an object group by specifying the name bound to it.                                                                      |
| -orbixprot | Communicates with the OrbixNames server using the Orbix protocol. The default protocol is CORBA Internet Inter-ORB Protocol (IIOP). |



# 7

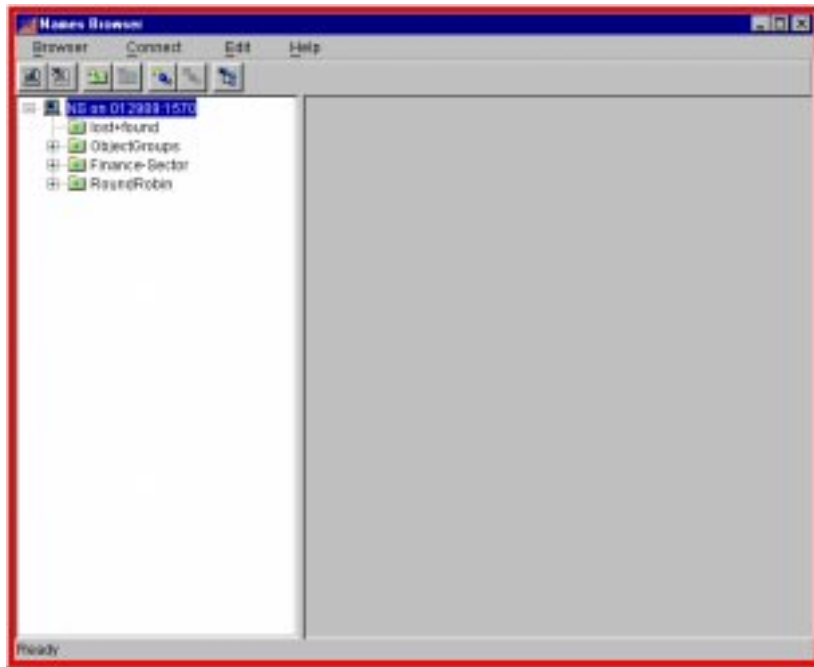
## The OrbixNames Browser

*The OrbixNames Browser provides a graphical interface to OrbixNames. Like the OrbixNames utilities, the browser allows you to monitor and manage the Naming Service externally to your applications.*

The OrbixNames Browser provides full access to the contents of the Naming Service. Using the browser, you can manipulate the contents of the Naming Service directly. For example, you can create naming contexts, bind names to objects, create and modify object groups, and examine the existing name bindings in the Naming Service.

# Starting the OrbixNames Browser

On UNIX, start the OrbixNames Browser by running the command `nsgui`, located in the `bin` directory of your Orbix installation. On Windows, you can run the OrbixNames Browser from the Windows **Start** menu. The main browser window appears as shown in Figure 7.1.



**Figure 7.1:** *The Main OrbixNames Browser Window*

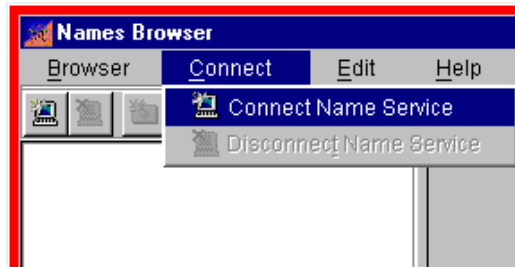
The browser interface includes the following elements:

- *A menu bar.*
- *A toolbar.*
- *A navigation tree.* This tree displays a graphical representation of the names and naming contexts stored in OrbixNames.

## Connecting to an OrbixNames Server

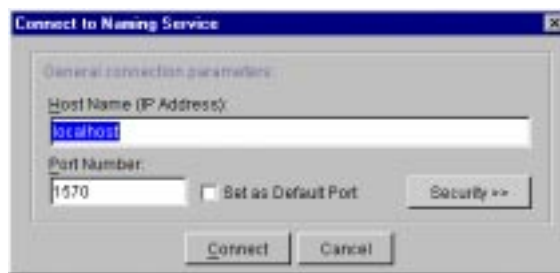
To connect to an OrbixNames server on a host in your network:

1. Select **Connect**→**Connect Name Service**, as shown in Figure 7.2.



**Figure 7.2:** *Activating the Naming Service Connection*

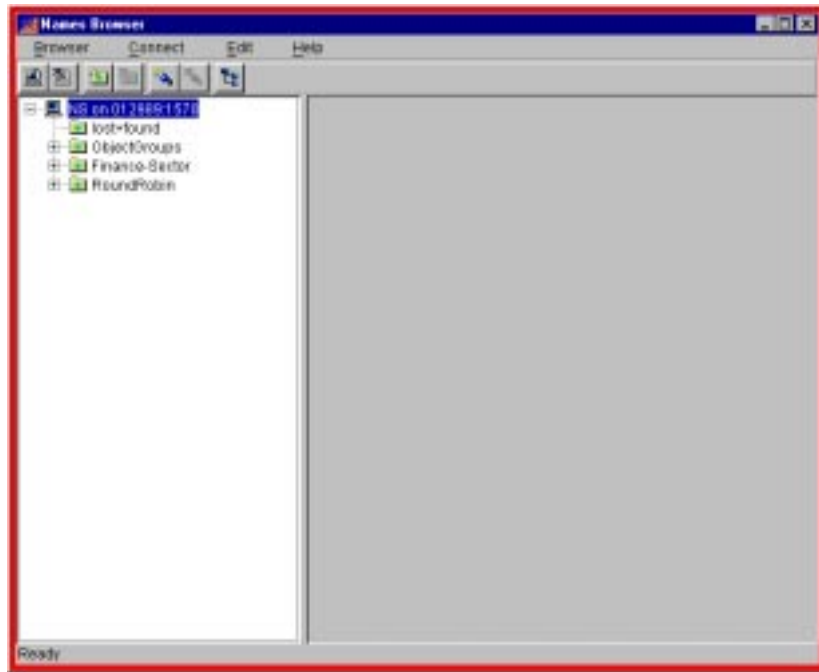
2. The **Connect to Naming Service** dialog box appears as shown in Figure 7.3.



**Figure 7.3:** *Connecting to an OrbixNames Server*

3. In the **Host Name (IP Address)** text box, enter the name or IP address of the target host.

4. Select **Connect**. The browser navigation tree displays an unexpanded view of the current name bindings for the OrbixNames server at the target host, as shown in Figure 7.4.



**Figure 7.4:** *Current Bindings For a Selected Host*

If you wish to connect to an OrbixNames server on a second host, repeat these steps for the new host. You do not need to disconnect from the original host.

## Connecting to a Secure OrbixNames Server

Naming Services may be Secure Sockets Layer-enabled to provide security. Refer to the OrbixSSL documentation for further information.

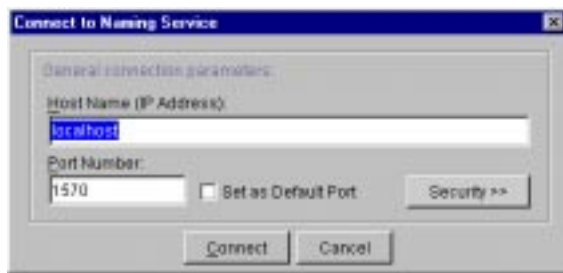
---

**Note:** OrbixSSL must be installed to allow connection to secure Naming Services and other SSL-enabled CORBA services that will only accept secure connections.

---

To connect to a secure OrbixNames server on a host in your network:

1. Select **Connect**→**Connect Name Service**, as before.
2. The **Connect to Naming Service** dialog box appears as shown in Figure 7.5.



**Figure 7.5:** *Connecting to an OrbixNames Server*

3. In the **Host Name (IP Address)** text box, enter the name or IP address of the target host.
4. Click the **Security>>** button. The **Connect to Naming Service** dialog box expands to display SSL-specific security options, as shown in Figure 7.6. If the **Security>>** button is ghosted, then a suitable SSL security layer has not been installed.
5. Select the *Make secure connection* tickbox to request a secure connection. The location of the trusted Certificate Authority Certificates is set in the Configuration Explorer as `IT_CA_LIST_FILE`.
6. If the secure Naming Service requests a client certificate, select the *Connect using the following client certificate* tickbox, then click **Browse** to locate a suitable certificate file.
7. You may select a Java RSA private key using the appropriate **Browse** option.
8. You may also enter the RSA password for the private key file in the appropriate text box.



**Figure 7.6:** *Connection to Naming Service Security Options*

9. Select **Connect**. The browser navigation tree displays the current name bindings for the OrbixNames server at the target host.

---

**Note:** You may have only one secure connection active at any one time. Therefore, although you may have multiple insecure connections active in addition to a single secure connection, attempting a second secure connection will result in an exception. You must first disconnect from the original secure connection.

---

## Disconnecting from an OrbixNames Server

To disconnect from an OrbixNames server:

1. In the navigation tree, select the host icon for the Naming Service you wish to disconnect from.
2. Select **Connect→Disconnect Name Service**. A **Warning** dialog box is displayed, as shown in Figure 7.8.

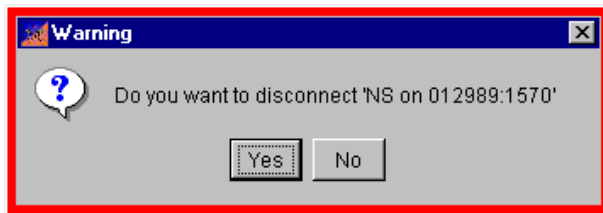


Figure 7.7: Disconnecting from the Naming Service

3. Select Yes to disconnect from the indicated Naming Service host.
4. Alternatively, clicking the secondary mouse button while a Naming Service host is selected will bring up a context dialog box, as shown in Figure 7.8. This also allows connection or disconnection.

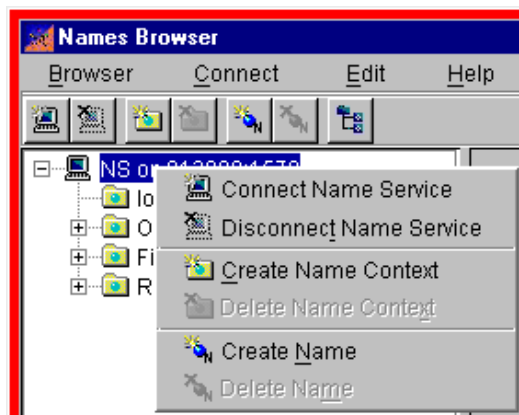


Figure 7.8: Context-Sensitive Connection Dialog

# Managing Naming Contexts

The OrbixNames Browser allows you to create new naming contexts, modify existing naming contexts, and remove naming contexts from an OrbixNames server.

Note that removing a naming context recursively removes all context and name objects below that naming context.

## Creating a Naming Context

To create a naming context:

1. In the browser navigation tree, navigate to the naming context within which you wish to create the new context.
2. Select **Edit**→**Create Name Context**. A new context is displayed as shown in Figure 7.9.
3. Enter a context name in the **Ctxt. Name** text box.
4. If you wish, you can enter a context kind in the **Kind** text box.
5. Paste an object reference into the **Reference** text box. If you do not paste a reference, one will be created for you.
6. Click the **Apply** button. The new context's details are displayed.

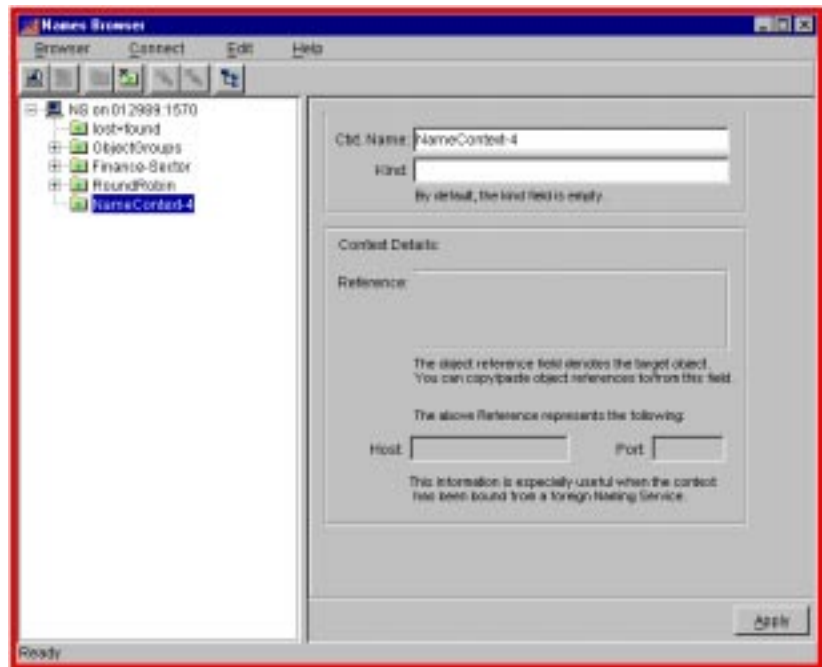
Note that a kind value for a name in the CORBA Naming Service cannot be null. If you do not specify a kind value when assigning a name to a naming context, the OrbixNames Browser sets the kind to the null string.

## Modifying a Naming Context

The OrbixNames Browser allows you to change the object reference associated with a specified naming context. Using this feature, you can link an existing context name to a context object associated with another name.

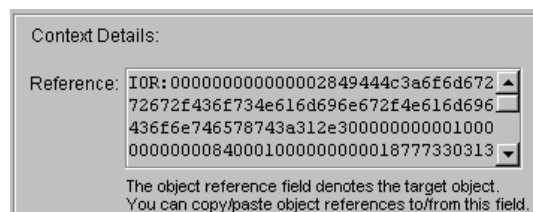
To change the object reference associated with a naming context:

1. In the browser navigation tree, navigate to the naming context you want to modify.
2. To change either the name or the kind of the naming context, enter a new name into either the **Ctxt. Name** or the **Kind** text box.



**Figure 7.9:** *Creating a New Naming Context*

3. To change the object reference, paste a new object reference into the **Reference** text box, as shown in Figure 7.10.



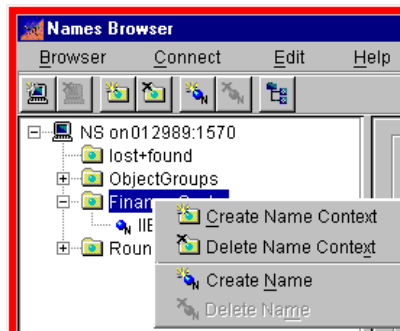
**Figure 7.10:** *The Reference Text Box in the Context Details*

4. Click the **Apply** button. The context's new details are displayed.
5. You can select **Edit**→**Refresh** to ensure that the navigation tree shows the updated context details.

### Removing a Naming Context

To remove a naming context:

1. Select the icon of the naming context you want to remove.
2. Select **Edit**→**Delete Name Context**. A confirmation dialog box appears.
3. Select **Yes** to confirm the removal of the naming context.
4. Alternatively, clicking the secondary mouse button while a naming context is selected will bring up a context dialog box, as shown in Figure 7.11. This allows the creation or deletion of the selected naming context.



**Figure 7.11:** Context-Sensitive Naming Context Dialog

### Managing Object Names

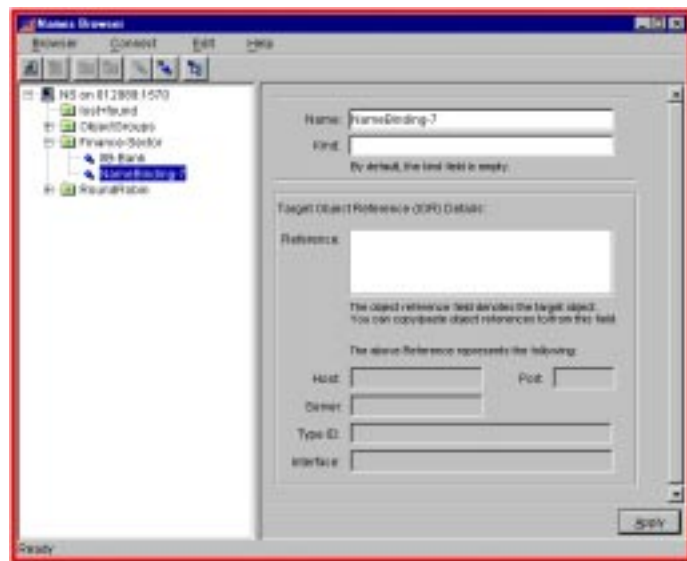
The OrbixNames Browser allows you to bind a name to an object in a CORBA application, modify the object binding for an existing name, and remove an object name from an OrbixNames server.

## Binding a Name to an Object

Before attempting to bind a name to an object, ensure that you have access to the string form of the object reference. To get the string form of an object reference, pass the object reference as a parameter to the function `CORBA::ORB::object_to_string()` in the source code of your application.

To bind a name to an object:

1. Get the string form of a reference to the object.
2. In the browser navigation tree, navigate to the naming context in which you want to create the object name.
3. Select **Edit**→**Create Name**. A new name binding appears as shown in Figure 7.12.

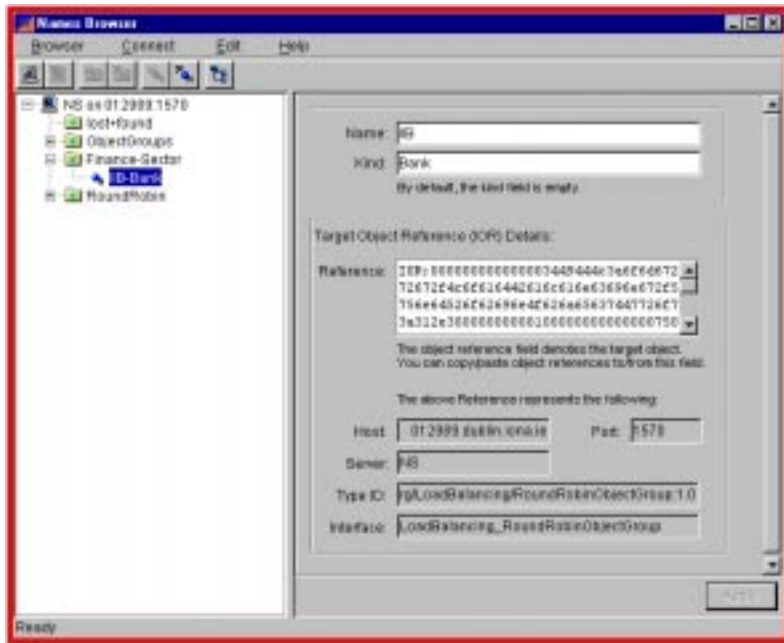


**Figure 7.12:** *Creating a Name Binding*

4. In the **Name** text box, enter the identifier value for the new id.
5. In the **Kind** text box, enter your desired kind value.

6. Paste the object reference string into the **Reference** text box.
7. Click the **Apply** button. The new object details are displayed, similar to the display in Figure 7.13.

If you do not specify a kind value when assigning a name to a CORBA object, the OrbixNames browser sets the kind to the null string.



**Figure 7.13:** Viewing an Object Name in the Main Browser Window

## Modifying an Object Binding

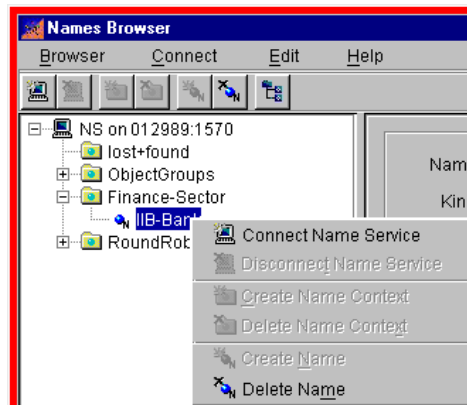
To change the object reference associated with a name in the CORBA Naming Service:

1. In the browser navigation tree, navigate to the object you want to modify.
2. To change the id, select the **Name** text box and enter the identifier value for the new name. To change the kind, select the **Kind** text box and enter the kind value for the new name.
3. To change the object reference, paste the new object reference string into the **Reference** text box.
4. Click the **Apply** button to confirm the new object binding.

## Removing an Object Name

To remove an object name from the CORBA Naming Service:

1. In the browser navigation tree, navigate to the object you want to modify.
2. Select **Edit→Delete Name**. A confirmation dialog box appears.
3. Select **Yes** to confirm the removal of the name.
4. Alternatively, clicking the secondary mouse button while a naming context is selected will bring up a context dialog box, as shown in Figure 7.14. This allows the deletion of the selected object binding..



**Figure 7.14:** Context-Sensitive Object Binding Dialog

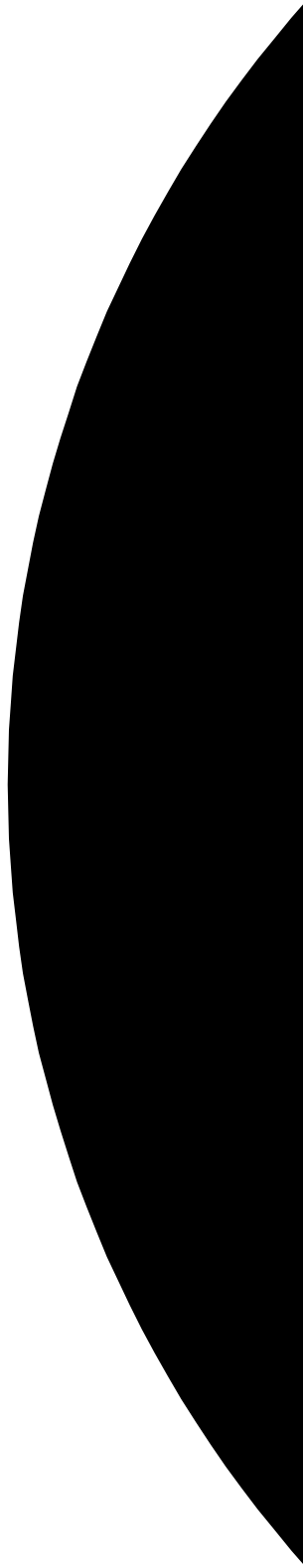
### Navigating the OrbixNames Browser Button Bar

The OrbixNames Browser includes a number of “button bar” tool icons that allow quick access to Naming Service functions.

| Icon                                                                                | Description                                       |
|-------------------------------------------------------------------------------------|---------------------------------------------------|
|    | Connect to a Naming Service host.                 |
|    | Disconnect from the selected Naming Service host. |
|    | Create a naming context.                          |
|    | Delete a naming context.                          |
|    | Create an object binding.                         |
|    | Delete an object binding.                         |
|  | Refresh the naming tree.                          |

Part V

OrbixNames  
Programmer's Reference





# CosNaming

## Synopsis

The CosNaming module, defined in the OrbixNames file `NamingService.idl`, contains all IDL definitions for the CORBA Naming Service and some definitions specific to Orbix. To access standard Naming Service functionality, use the `NamingContext` and `BindingIterator` interfaces defined in this module. These interfaces are described in detail in “CosNaming::NamingContext” on page 151, and “CosNaming::BindingIterator” on page 149.

This chapter describes data types, other than the interfaces `NamingContext` and `BindingIterator`, defined directly within the scope of the CosNaming module.

## IDL

```
// IDL
module CosNaming {
 typedef string Istring;

 struct NameComponent {
 Istring id;
 Istring kind;
 };
 typedef sequence<NameComponent> Name;

 enum BindingType {nobject, ncontext};

 struct Binding {
 Name binding_name;
 BindingType binding_type;
 };
 typedef sequence <Binding> BindingList;

 interface BindingIterator;
 interface NamingContext;

 interface NamingContext {
 enum NotFoundReason {missing_node, not_context, not_object};
 exception NotFound {
 NotFoundReason why;
 Name rest_of_name;
 };
 };
};
```

```
exception CannotProceed {
 NamingContext cxt;
 Name rest_of_name;
};

exception InvalidName {};
exception AlreadyBound {};
exception NotEmpty {};

void bind (in Name n, in Object obj)
 raises (NotFound, CannotProceed, InvalidName, AlreadyBound);
void rebind (in Name n, in Object obj)
 raises (NotFound, CannotProceed, InvalidName);
void bind_context (in Name n, in NamingContext nc)
 raises (NotFound, CannotProceed, InvalidName, AlreadyBound);
void rebind_context (in Name n, in NamingContext nc)
 raises (NotFound, CannotProceed, InvalidName);
Object resolve (in Name n)
 raises (NotFound, CannotProceed, InvalidName);
void unbind (in Name n)
 raises (NotFound, CannotProceed, InvalidName);

NamingContext new_context ();
NamingContext bind_new_context (in Name n)
 raises (NotFound, CannotProceed, InvalidName, AlreadyBound);
void destroy () raises (NotEmpty);
void list (in unsigned long how_many,
 out BindingList bl, out BindingIterator bi);
Object resolve_object_group (in Name n)
 raises (NotFound, CannotProceed, InvalidName);
Object OBfactory();
};

interface BindingIterator {
 boolean next_one (out Binding b);
 boolean next_n (in unsigned long how_many,
 out BindingList bl);
 void destroy ();
};
};
```

**CosNaming::Binding****Synopsis**

```
struct Binding {
 Name binding_name;
 BindingType binding_type;
};
```

**Description**

When browsing a naming graph in the Naming Service, an application can list the contents of a given naming context, and determine the name and type of each binding in it. To do this, the application calls the operation `CosNaming::NamingContext::list()` on the target `NamingContext` object. This operation returns a list of `Binding` structures, each structure representing a single binding in the naming context.

A `Binding` structure contains two member fields:

|                           |                                                                                                      |
|---------------------------|------------------------------------------------------------------------------------------------------|
| <code>binding_name</code> | The full compound name of the binding.                                                               |
| <code>binding_type</code> | The binding type, indicating whether the name is bound to an application object or a naming context. |

**Notes**

CORBA compliant.

**See Also**

`CosNaming::BindingList`  
`CosNaming::BindingType`  
`CosNaming::NamingContext::list()`

**CosNaming::BindingList****Synopsis**

```
typedef sequence<Binding> BindingList;
```

**Description**

A value of this type contains a set of `Binding` structures, each of which represents a single name binding. An application can list the bindings in a given naming context using the `CosNaming::NamingContext::list()` operation, as described in the entry for `CosNaming::Binding`. An out parameter of this operation returns a value of type `BindingList`.

**Notes**

CORBA compliant.

**See Also**

`CosNaming::Binding`  
`CosNaming::BindingType`  
`CosNaming::NamingContext::list()`

### CosNaming::BindingType

**Synopsis**      `enum BindingType {nobject, ncontext};`

**Description**      There are two types of name binding in the CORBA Naming Service: names bound to application objects, and names bound to naming contexts. Names bound to application objects cannot be used in a compound name, except as the last element in that name. Names bound to naming contexts can be used as any component of a compound name and allow you to construct a naming graph in the Naming Service.

The enumerated type `BindingType` represents these two forms of name bindings. This type has two possible values:

|                       |                                                                   |
|-----------------------|-------------------------------------------------------------------|
| <code>nobject</code>  | Describes a name bound to an application object.                  |
| <code>ncontext</code> | Describes a name bound to a naming context in the Naming Service. |

Name bindings created using `CosNaming::NamingContext::bind()` or `CosNaming::NamingContext::rebind()` are `nobject` bindings. Name bindings created using the operations `CosNaming::NamingContext::bind_context()` or `CosNaming::NamingContext::rebind_context()` are `ncontext` bindings.

**Notes**      CORBA compliant.

**See Also**      `CosNaming::Binding`  
`CosNaming::BindingList`

### CosNaming::Istring

**Synopsis**      `typedef string Istring;`

**Description**      Type `Istring` is a place holder for an internationalized string format, which might be added to the CORBA Naming Service definitions by the OMG.

**Notes**      CORBA compliant.

## CosNaming::Name

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>typedef sequence&lt;NameComponent&gt; Name;</pre>                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <p>A Name represents the name of an object in the Naming Service. If the object name is defined within the scope of one or more naming contexts, the name is a compound name. For this reason, type Name is defined as a sequence of name components.</p> <p>Two names that differ only in the contents of the kind field of one NameComponent structure are considered to be different names.</p> <p>Names with no components, that is sequences of length zero, are illegal.</p> |
| <b>Notes</b>       | CORBA compliant.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>See Also</b>    | CosNaming::NameComponent                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

## CosNaming::NameComponent

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |    |                                                              |      |                                                                        |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|--------------------------------------------------------------|------|------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>struct NameComponent {<br/>    Istring id;<br/>    Istring kind;<br/>};</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |    |                                                              |      |                                                                        |
| <b>Description</b> | <p>A NameComponent structure represents a single component of a name associated with an object in the Naming Service. This structure has two fields:</p> <table><tr><td>id</td><td>An identifier that corresponds to the name of the component.</td></tr><tr><td>kind</td><td>An element that adds secondary type information to the component name.</td></tr></table> <p>The id field is intended for use purely as an identifier. The semantics of the kind field are application-specific and the Naming Service makes no attempt to interpret this value.</p> <p>A name component is uniquely identified by the combination of both id and kind fields. Two name components that differ only in the contents of the kind field are considered to be different components.</p> | id | An identifier that corresponds to the name of the component. | kind | An element that adds secondary type information to the component name. |
| id                 | An identifier that corresponds to the name of the component.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |    |                                                              |      |                                                                        |
| kind               | An element that adds secondary type information to the component name.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |    |                                                              |      |                                                                        |
| <b>Notes</b>       | CORBA compliant.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |    |                                                              |      |                                                                        |
| <b>See Also</b>    | CosNaming::Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |    |                                                              |      |                                                                        |



# CosNaming::BindingIterator

**Synopsis** The operation `CosNaming::NamingContext::list()` allows you to obtain a list of bindings in a naming context. As described in “`CosNaming::NamingContext`” on page 151, this operation allows you to specify a maximum number of bindings to be returned. To provide access to all other bindings in the naming context, the operation returns an object of type `CosNaming::BindingIterator`.

A `CosNaming::BindingIterator` object stores a list of name bindings and allows you to access the elements of this list.

**IDL**

```
// IDL
module CosNaming {
 ...

 interface BindingIterator {
 boolean next_one (out Binding b);
 boolean next_n (in unsigned long how_many,
 out BindingList bl);
 void destroy ();
 };
};
```

**See Also** `CosNaming::Binding`  
`CosNaming::BindingList`  
`CosNaming::NamingContext::list()`

## CosNaming::BindingIterator::destroy()

**Synopsis** `void destroy ();`

**Description** The `destroy()` operation deletes the `CosNaming::BindingIterator` object on which it is called.

**Notes** CORBA compliant.

### **CosNaming::BindingIterator::next\_n()**

|                     |                                                                                                                                                                                                                                                             |          |                                                                |    |                                     |
|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|----------------------------------------------------------------|----|-------------------------------------|
| <b>Synopsis</b>     | <pre>boolean next_n (in unsigned long how_many,<br/>               out BindingList bl);</pre>                                                                                                                                                               |          |                                                                |    |                                     |
| <b>Description</b>  | The next_n() operation returns the next how_many elements in the list of bindings, subsequent to the last element returned by a call to next_n() or next_one(). If less than how_many elements remain in the list, all the remaining elements are returned. |          |                                                                |    |                                     |
| <b>Parameters</b>   | <table><tr><td>how_many</td><td>The maximum number of bindings to be returned in parameter bl.</td></tr><tr><td>bl</td><td>The returned list of name bindings.</td></tr></table>                                                                            | how_many | The maximum number of bindings to be returned in parameter bl. | bl | The returned list of name bindings. |
| how_many            | The maximum number of bindings to be returned in parameter bl.                                                                                                                                                                                              |          |                                                                |    |                                     |
| bl                  | The returned list of name bindings.                                                                                                                                                                                                                         |          |                                                                |    |                                     |
| <b>Return Value</b> | Returns true if one or more bindings are returned in parameter bl, returns false if no more bindings remain.                                                                                                                                                |          |                                                                |    |                                     |
| <b>Notes</b>        | CORBA compliant.                                                                                                                                                                                                                                            |          |                                                                |    |                                     |
| <b>See Also</b>     | CosNaming::BindingIterator::next_one()                                                                                                                                                                                                                      |          |                                                                |    |                                     |

### **CosNaming::BindingIterator::next\_one()**

|                     |                                                                                                                                                         |   |                            |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|---|----------------------------|
| <b>Synopsis</b>     | <pre>boolean next_one (out Binding b);</pre>                                                                                                            |   |                            |
| <b>Description</b>  | The next_one() operation returns the next element in the list of bindings, subsequent to the last element returned by a call to next_n() or next_one(). |   |                            |
| <b>Parameters</b>   | <table><tr><td>b</td><td>The returned name binding.</td></tr></table>                                                                                   | b | The returned name binding. |
| b                   | The returned name binding.                                                                                                                              |   |                            |
| <b>Return Value</b> | Returns true if a binding is returned in parameter b, returns false if no more bindings remain.                                                         |   |                            |
| <b>Notes</b>        | CORBA compliant.                                                                                                                                        |   |                            |
| <b>See Also</b>     | CosNaming::BindingIterator::next_n()                                                                                                                    |   |                            |

# CosNaming::NamingContext

## Synopsis

The interface `CosNaming::NamingContext` provides the operations that allow you to access the main features of the CORBA Naming Service, such as binding and resolving names. This interface also includes the Orbix-specific operations `OBfactory()` and `resolve_object_group()`, which you call when using the load balancing features of `OrbixNames` described in Chapter 3 (C++) or Chapter 5 (Java).

## IDL

```
// IDL
module CosNaming {
 ...

 interface BindingIterator;

 interface NamingContext {
 enum NotFoundReason {missing_node,
 not_context, not_object};

 exception NotFound {
 NotFoundReason why;
 Name rest_of_name;
 };
 exception CannotProceed {
 NamingContext cxt;
 Name rest_of_name;
 };

 exception InvalidName {};
 exception AlreadyBound {};
 exception NotEmpty {};

 void bind (in Name n, in Object obj)
 raises (NotFound, CannotProceed,
 InvalidName,AlreadyBound);
 void rebind (in Name n, in Object obj)
 raises (NotFound, CannotProceed, InvalidName);
 void bind_context (in Name n, in NamingContext nc)
 raises (NotFound, CannotProceed,
```

```
 InvalidName, AlreadyBound);
void rebind_context (in Name n, in NamingContext nc)
 raises (NotFound, CannotProceed, InvalidName);
Object resolve (in Name n)
 raises (NotFound, CannotProceed, InvalidName);
void unbind (in Name n)
 raises (NotFound, CannotProceed, InvalidName);

NamingContext new_context ();
NamingContext bind_new_context (in Name n)
 raises (NotFound, CannotProceed,
 InvalidName, AlreadyBound);
void destroy () raises (NotEmpty);
void list (in unsigned long how_many,
 out BindingList bl, out BindingIterator bi);
Object resolve_object_group (in Name n)
 raises (NotFound, CannotProceed, InvalidName);
Object OBfactory();
};

...
};
```

**Notes** CORBA compliant.

**See Also** CosNaming

### CosNaming::NamingContext::AlreadyBound

**Synopsis** exception AlreadyBound {};

**Description** If an application calls an operation that attempts to bind a name to an object or naming context, but the specified name has already been bound, the operation raises an exception of type AlreadyBound.

The following operations can raise this exception:

```
CosNaming::NamingContext::bind()
CosNaming::NamingContext::bind_context()
CosNaming::NamingContext::bind_new_context()
```

**Notes** CORBA compliant.

**CosNaming::NamingContext::bind()**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                |                                                                                                             |                  |                                                                  |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|-------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void bind (in Name n, in Object obj)     raises (NotFound, CannotProceed,            InvalidName, AlreadyBound);</pre>                                                                                                                                                                                                                                                                                                                               |                |                                                                                                             |                  |                                                                  |
| <b>Description</b> | The operation <code>bind()</code> creates a name binding, relative to the target naming context, between a name and an object. If the name passed to this operation is a compound name with more than one component, all except the last component are used to find the sub-context in which to add the name binding. The contexts associated with these components must already exist, otherwise the operation raises a <code>NotFound</code> exception. |                |                                                                                                             |                  |                                                                  |
| <b>Parameters</b>  | <table><tr><td><code>n</code></td><td>The name to be bound to the target object, relative to the naming context on which the operation is called.</td></tr><tr><td><code>obj</code></td><td>The application object to be associated with the specified name.</td></tr></table>                                                                                                                                                                            | <code>n</code> | The name to be bound to the target object, relative to the naming context on which the operation is called. | <code>obj</code> | The application object to be associated with the specified name. |
| <code>n</code>     | The name to be bound to the target object, relative to the naming context on which the operation is called.                                                                                                                                                                                                                                                                                                                                               |                |                                                                                                             |                  |                                                                  |
| <code>obj</code>   | The application object to be associated with the specified name.                                                                                                                                                                                                                                                                                                                                                                                          |                |                                                                                                             |                  |                                                                  |
| <b>Notes</b>       | CORBA compliant.                                                                                                                                                                                                                                                                                                                                                                                                                                          |                |                                                                                                             |                  |                                                                  |
| <b>See Also</b>    | <code>CosNaming::NamingContext::AlreadyBound</code><br><code>CosNaming::NamingContext::CannotProceed</code><br><code>CosNaming::NamingContext::InvalidName</code><br><code>CosNaming::NamingContext::NotFound</code><br><code>CosNaming::NamingContext::rebind()</code><br><code>CosNaming::NamingContext::resolve()</code>                                                                                                                               |                |                                                                                                             |                  |                                                                  |

**CosNaming::NamingContext::bind\_context()**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void bind_context (in Name n, in NamingContext nc)     raises (NotFound, CannotProceed, InvalidName, AlreadyBound);</pre>                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Description</b> | <p>The <code>bind_context()</code> operation creates a binding, relative to the target naming context, between a name and another, specified naming context. This new binding can be used in any subsequent name resolutions: the entries in naming context <code>nc</code> can be resolved using compound names.</p> <p>All but the final naming context specified in parameter <code>n</code> must already exist. This operation raises an <code>AlreadyBound</code> exception if the name specified by <code>n</code> is already in use.</p> |

The naming graph built using `bind_context()` is not restricted to being a tree: it can be a general naming graph in which any naming context can appear in any other naming context.

### Parameters

- `n`      The name to be bound to the target naming context, relative to the naming context on which the operation is called.
- `nc`     The `NamingContext` object to be associated with the specified name. This object must already exist. To create a new `NamingContext` object, call `CosNaming::NamingContext::new_context()`.

### Notes

CORBA compliant.

### See Also

`CosNaming::NamingContext::AlreadyBound`  
`CosNaming::NamingContext::bind_new_context()`  
`CosNaming::NamingContext::CannotProceed`  
`CosNaming::NamingContext::InvalidName`  
`CosNaming::NamingContext::new_context()`  
`CosNaming::NamingContext::NotFound`  
`CosNaming::NamingContext::rebind_context()`  
`CosNaming::NamingContext::resolve()`

## **`CosNaming::NamingContext::bind_new_context()`**

### Synopsis

```
NamingContext bind_new_context (in Name n)
 raises (NotFound, CannotProceed, InvalidName, AlreadyBound);
```

### Description

The operation `bind_new_context()` creates a new `NamingContext` object in the Naming Service and binds the specified name to it, relative to the naming context on which the operation is called. This operation has the same effect as a call to `CosNaming::NamingContext::new_context()` followed by a call to `CosNaming::NamingContext::bind_context()`.

The new name binding created by this operation can be used in any subsequent name resolutions: the entries in the returned naming context can be resolved using compound names.

All but the final naming context specified in parameter `n` must already exist. This operation raises an `AlreadyBound` exception if the name specified by `n` is already in use.

### Parameters

- n     The name to be bound to the newly created naming context, relative to the naming context on which the operation is called.

**Return Value**   Returns a reference to the newly created NamingContext object.

**Notes**           CORBA compliant.

**See Also**        CosNaming::NamingContext::AlreadyBound  
CosNaming::NamingContext::bind\_context()  
CosNaming::NamingContext::CannotProceed  
CosNaming::NamingContext::InvalidName  
CosNaming::NamingContext::new\_context()  
CosNaming::NamingContext::NotFound

## CosNaming::NamingContext::CannotProceed

**Synopsis**        exception CannotProceed {  
                  NamingContext cxt;  
                  Name rest\_of\_name;  
             };

**Description**   If a Naming Service operation fails due to an internal error, the operation raises a CannotProceed exception. However, the application might be able to use the information returned in this exception to complete the operation later. For example, if you use a Naming Service federated across several hosts and one of these hosts is currently unavailable, a Naming Service operation might fail until that host is available again.

A CannotProceed exception includes two member fields:

|              |                                                                                                        |
|--------------|--------------------------------------------------------------------------------------------------------|
| cxt          | The NamingContext object associated with the component at which the operation failed.                  |
| rest_of_name | The remainder of the compound name, after the binding for the component at which the operation failed. |

The following operations can raise this exception:

```
CosNaming::NamingContext::bind()
CosNaming::NamingContext::bind_context()
CosNaming::NamingContext::bind_new_context()
CosNaming::NamingContext::rebind()
CosNaming::NamingContext::rebind_context()
CosNaming::NamingContext::resolve()
CosNaming::NamingContext::resolve_object_group()
CosNaming::NamingContext::unbind()
```

**Notes** CORBA compliant.

**See Also** CosNaming::Name  
CosNaming::NamingContext

### **CosNaming::NamingContext::destroy()**

**Synopsis** void destroy ()  
raises (NotEmpty);

**Description** The operation destroy() deletes the NamingContext object on which it is called. Before deleting a NamingContext in this way, ensure that it contains no bindings. If you call destroy() on a NamingContext that contains existing bindings, the operation raises a CosNaming::NamingContext::NotEmpty exception.

To avoid leaving name bindings with no associated objects in the Naming Service, call CosNaming::NamingContext::unbind() to unbind the context name before calling destroy(). See the entry for CosNaming::NamingContext::resolve() for information about the result of resolving names of context objects that no longer exist.

**Notes** CORBA compliant.

**See Also** CosNaming::NamingContext::NotEmpty  
CosNaming::NamingContext::resolve()  
CosNaming::NamingContext::unbind()

**CosNaming::NamingContext::InvalidName**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>exception InvalidName {};</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <p>If an operation receives an <code>in</code> parameter of type <code>CosNaming::Name</code> for which the sequence length is zero, the operation raises an <code>InvalidName</code> exception.</p> <p>The following operations can raise this exception:</p> <pre>CosNaming::NamingContext::bind()<br/>CosNaming::NamingContext::bind_context()<br/>CosNaming::NamingContext::bind_new_context()<br/>CosNaming::NamingContext::rebind()<br/>CosNaming::NamingContext::rebind_context()<br/>CosNaming::NamingContext::resolve()<br/>CosNaming::NamingContext::resolve_object_group()<br/>CosNaming::NamingContext::unbind()</pre> |
| <b>Notes</b>       | CORBA compliant.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |

**CosNaming::NamingContext::list()**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void list (in unsigned long how_many,<br/>          out BindingList bl, out BindingIterator bi);</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Description</b> | <p>The operation <code>list()</code> returns a list of the name bindings in the naming context on which the operation is called. The parameter <code>how_many</code> specifies the maximum number of bindings that should be returned in the <code>BindingList</code> parameter, <code>bl</code>.</p> <p>The <code>BindingList</code> parameter is a sequence of <code>Binding</code> structures where each <code>Binding</code> indicates the name and type of the binding—the type indicates whether the name is that of an object, or whether it is the name of a node in the naming graph which participates in name resolution.</p> <p>If the naming context contains more than the requested number (<code>how_many</code>) of bindings, the <code>list()</code> operation returns a <code>BindingIterator</code> which contains the remaining bindings. This is returned in parameter <code>bi</code>. If the naming context does not contain any additional bindings, the parameter <code>bi</code> is a <code>nil</code> object reference.</p> |

### Parameters

|                       |                                                                                                                                                        |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>how_many</code> | The maximum number of bindings to be returned in parameter <code>bl</code> .                                                                           |
| <code>bl</code>       | A list of at most <code>how_many</code> bindings contained in the naming context on which the operation is called.                                     |
| <code>bi</code>       | A <code>BindingIterator</code> object that provides access to all remaining bindings contained in the naming context on which the operation is called. |

**Notes** CORBA compliant.

**See Also** `CosNaming::BindingIterator`  
`CosNaming::BindingList`

### **CosNaming::NamingContext::new\_context()**

**Synopsis** `NamingContext new_context ();`

**Description** The operation `new_context()` creates a new `NamingContext` object in the Naming Service, without binding a name to it. After you create a naming context with this operation, you can bind a name to it by calling `CosNaming::NamingContext::bind_context()`.

**Return Value** Returns a reference to the newly created `NamingContext` object. There is no relationship between this object and the `NamingContext` object on which you call the operation.

**Notes** CORBA compliant.

**See Also** `CosNaming::NamingContext::bind_context()`  
`CosNaming::NamingContext::bind_new_context()`

### **CosNaming::NamingContext::NotEmpty**

**Synopsis** `exception NotEmpty {};`

**Description** An application can call the operation `CosNaming::NamingContext::destroy()` to delete a naming context object in the Naming Service. For this operation to succeed, the naming context must contain no bindings. If bindings exist in the naming context, the operation raises a `NotEmpty` exception.

**Notes** CORBA compliant.

### CosNaming::NamingContext::NotFound

**Synopsis**

```
exception NotFound {
 NotFoundReason why;
 Name rest_of_name;
};
```

**Description** Several operations in the interface `CosNaming::NamingContext` require an existing name binding to be passed as an `in` parameter. If such an operation receives a name binding that it determines is invalid, the operation raises a `NotFound` exception. This exception contains two member fields:

|                           |                                                                                                                                       |
|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <code>why</code>          | The reason why the name binding is invalid. See the entry for <code>CosNaming::NamingContext::NotFoundReason</code> for more details. |
| <code>rest_of_name</code> | The remainder of the compound name following the component that the operation determined to be invalid.                               |

The following operations can raise this exception:

```
CosNaming::NamingContext::bind()
CosNaming::NamingContext::bind_context()
CosNaming::NamingContext::bind_new_context()
CosNaming::NamingContext::rebind()
CosNaming::NamingContext::rebind_context()
CosNaming::NamingContext::resolve()
CosNaming::NamingContext::resolve_object_group()
CosNaming::NamingContext::unbind()
```

**Notes** CORBA compliant.

**See Also** `CosNaming::NamingContext::NotFoundReason`

### **CosNaming::NamingContext::NotFoundReason**

|                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|--------------------------------------------------------------------------------------|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>           | <pre>enum NotFoundReason {missing_node, not_context, not_object};</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |
| <b>Description</b>        | <p>If an operation raises a NotFound exception, a value of enumerated type NotFoundReason indicates the reason why the exception was raised:</p> <table><tr><td><code>missing_node</code></td><td>A component of the name passed to the operation did not exist in the Naming Service.</td></tr><tr><td><code>not_context</code></td><td>The operation expected to receive a name bound to a naming context, for example using <code>CosNaming::NamingContext::bind_context()</code>, but the name received did not satisfy this requirement.</td></tr><tr><td><code>not_object</code></td><td>The operation expected to receive a name bound to an application object, for example using <code>CosNaming::NamingContext::bind()</code>, but the name received did not satisfy this requirement.</td></tr></table> | <code>missing_node</code> | A component of the name passed to the operation did not exist in the Naming Service. | <code>not_context</code> | The operation expected to receive a name bound to a naming context, for example using <code>CosNaming::NamingContext::bind_context()</code> , but the name received did not satisfy this requirement. | <code>not_object</code> | The operation expected to receive a name bound to an application object, for example using <code>CosNaming::NamingContext::bind()</code> , but the name received did not satisfy this requirement. |
| <code>missing_node</code> | A component of the name passed to the operation did not exist in the Naming Service.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |
| <code>not_context</code>  | The operation expected to receive a name bound to a naming context, for example using <code>CosNaming::NamingContext::bind_context()</code> , but the name received did not satisfy this requirement.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |
| <code>not_object</code>   | The operation expected to receive a name bound to an application object, for example using <code>CosNaming::NamingContext::bind()</code> , but the name received did not satisfy this requirement.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |
| <b>Notes</b>              | CORBA compliant.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |
| <b>See Also</b>           | <code>CosNaming::NamingContext::NotFound</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                           |                                                                                      |                          |                                                                                                                                                                                                       |                         |                                                                                                                                                                                                    |

### **CosNaming::NamingContext::OBfactory()**

|                     |                                                                                                                                                                                                                                                                                                                                                               |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>     | <pre>Object OBfactory ();</pre>                                                                                                                                                                                                                                                                                                                               |
| <b>Description</b>  | The operation <code>OBfactory()</code> returns a reference to the object group factory in the Naming Service. Before using the returned object, narrow it to type <code>LoadBalancing::ObjectGroupFactory</code> . You can then use this object to create new object groups and to find existing groups, as described in Chapter 3 (C++) or Chapter 5 (Java). |
| <b>Return Value</b> | Returns a reference to the object group factory. To use this object reference, first narrow it to type <code>LoadBalancing::ObjectGroupFactory</code> .                                                                                                                                                                                                       |
| <b>Notes</b>        | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                          |
| <b>See Also</b>     | <code>LoadBalancing</code><br><code>LoadBalancing::ObjectGroup</code><br><code>LoadBalancing::ObjectGroupFactory</code>                                                                                                                                                                                                                                       |

**CosNaming::NamingContext::rebind()**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                |                |                                                                                                                |                  |                                                                  |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|----------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void rebind (in Name n, in Object obj)     raises (NotFound, CannotProceed, InvalidName);</pre>                                                                                                                                                                                                                                                                                                           |                |                                                                                                                |                  |                                                                  |
| <b>Description</b> | The operation <code>rebind()</code> creates a binding between a name that is already bound in the target naming context and an object. The previous name is unbound and the new binding is created in its place. As is the case with <code>CosNaming::NamingContext::bind()</code> , all but the last component of a compound name must exist, relative to the naming context on which you call the operation. |                |                                                                                                                |                  |                                                                  |
| <b>Parameters</b>  | <table><tr><td><code>n</code></td><td>The name to be bound to the specified object, relative to the naming context on which the operation is called.</td></tr><tr><td><code>obj</code></td><td>The application object to be associated with the specified name.</td></tr></table>                                                                                                                              | <code>n</code> | The name to be bound to the specified object, relative to the naming context on which the operation is called. | <code>obj</code> | The application object to be associated with the specified name. |
| <code>n</code>     | The name to be bound to the specified object, relative to the naming context on which the operation is called.                                                                                                                                                                                                                                                                                                 |                |                                                                                                                |                  |                                                                  |
| <code>obj</code>   | The application object to be associated with the specified name.                                                                                                                                                                                                                                                                                                                                               |                |                                                                                                                |                  |                                                                  |
| <b>Notes</b>       | CORBA compliant.                                                                                                                                                                                                                                                                                                                                                                                               |                |                                                                                                                |                  |                                                                  |
| <b>See Also</b>    | <code>CosNaming::NamingContext::bind()</code><br><code>CosNaming::NamingContext::CannotProceed</code><br><code>CosNaming::NamingContext::InvalidName</code><br><code>CosNaming::NamingContext::NotFound</code><br><code>CosNaming::NamingContext::resolve()</code>                                                                                                                                             |                |                                                                                                                |                  |                                                                  |

**CosNaming::NamingContext::rebind\_context()**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void rebind_context (in Name n, in NamingContext nc)     raises (NotFound, CannotProceed, InvalidName);</pre>                                                                                                                                                                                                                                                                                                           |
| <b>Description</b> | The <code>rebind_context()</code> operation creates a binding between a name that is already bound in the context on which the operation is called, and a naming context. The previous name is unbound and the new binding is made in its place. As is the case for <code>CosNaming::NamingContext::bind_context()</code> , all but the last component of a compound name must name an existing <code>NamingContext</code> . |

### Parameters

- n      The name to be bound to the specified naming context, relative to the naming context on which the operation is called.
- nc     The naming context to be associated with the specified name.

### Notes

CORBA compliant.

### See Also

`CosNaming::NamingContext::bind_context()`  
`CosNaming::NamingContext::CannotProceed`  
`CosNaming::NamingContext::InvalidName`  
`CosNaming::NamingContext::NotFound`  
`CosNaming::NamingContext::resolve()`

## **CosNaming::NamingContext::resolve()**

### Synopsis

```
Object resolve (in Name n)
 raises (NotFound, CannotProceed, InvalidName);
```

### Description

The `resolve()` operation returns the object reference bound to the specified name, relative to the naming context on which the operation was called. The first component of the specified name is resolved in the target naming context.

The return type is IDL `Object`, which maps to type `CORBA::Object_ptr` in C++ or to type `org.omg.CORBA.Object` in Java. You must narrow the result to the appropriate type before using it in your application.

If the name `n` refers to a naming context, it is possible that the corresponding `NamingContext` object no longer exists in the Naming Service. For example, this could happen if you call `CosNaming::NamingContext::destroy()` to destroy a context without first unbinding the context name. In this case, `resolve()` raises a CORBA system exception.

### Parameters

- n      The name to be resolved, relative to the naming context on which the operation is called.

**Return Value**   Returns a reference to the object associated with the specified name.

### Notes

CORBA compliant.

**See Also**      `CosNaming::NamingContext::CannotProceed`  
                 `CosNaming::NamingContext::InvalidName`  
                 `CosNaming::NamingContext::NotFound`  
                 `CosNaming::NamingContext::resolve_object_group()`

### **CosNaming::NamingContext::resolve\_object\_group()**

**Synopsis**      `Object resolve_object_group (in Name n)`  
                 `raises (NotFound, CannotProceed, InvalidName);`

**Description**      The operation `resolve_object_group()` returns the `LoadBalancing::ObjectGroup` object associated with a name binding. Before using the returned object, narrow it to type `LoadBalancing::ObjectGroup`. You can then use this object to manipulate the contents of the object group, as described in Chapter 3 (C++) or Chapter 5 (Java).

The required `LoadBalancing::ObjectGroup` object must already exist and the specified name must be bound to it. To create a `LoadBalancing::ObjectGroup` object, first call the operation `ObFactory()` on a naming context to create a `LoadBalancing::ObjectGroupFactory` object, then use this object to create the required type of object group.

If the name passed to `resolve_object_group()` is bound to an object that is not of type `LoadBalancing::ObjectGroup`, the operation returns the associated object reference. However, if you then attempt to narrow this object to type `LoadBalancing::ObjectGroup`, the narrow operation will fail.

#### **Parameters**

n      The name bound to the required object group, relative to the naming context on which the operation is called.

**Return Value**      Returns a reference to the object group to which the specified name is bound. To use this object reference, first narrow it to type `LoadBalancing::ObjectGroup`.

**Notes**              OrbixNames specific.

**See Also**           `LoadBalancing`  
                 `LoadBalancing::ObjectGroup`

### **CosNaming::NamingContext::unbind()**

**Synopsis**

```
void unbind (in Name n)
 raises (NotFound, CannotProceed, InvalidName);
```

**Description**

The operation `unbind()` removes the binding between a specified name and the object associated with it. Unbinding a name does not delete the application object or naming context object associated with the name. For example, if you wish to remove a naming context completely from the Naming Service, you should first unbind the corresponding name, then delete the `NamingContext` object by calling `CosNaming::NamingContext::destroy()`.

**Parameters**

- n     The name to be unbound in the Naming Service, relative to the naming context on which the operation is called.

**Notes**

CORBA compliant.

**See Also**

`CosNaming::NamingContext::CannotProceed`  
`CosNaming::NamingContext::destroy()`  
`CosNaming::NamingContext::InvalidName`  
`CosNaming::NamingContext::NotFound`

# LoadBalancing

## Synopsis

The module LoadBalancing, defined in the OrbixNames file LoadBalancing.idl, provides access to the load balancing features of OrbixNames described in Chapter 3 (C++) or Chapter 5 (Java). The definitions in this module are specific to OrbixNames.

There are four IDL interfaces in the module LoadBalancing: ObjectGroup, ObjectGroupFactory, RandomObjectGroup, and RoundRobinObjectGroup. This chapter describes all data types defined directly within the scope of the LoadBalancing module, other than these four interfaces. These four interfaces are described in detail in subsequent chapters.

## IDL

```
// IDL
module LoadBalancing {
 exception no_such_member{};
 exception duplicate_member{};
 exception duplicate_group{};
 exception no_such_group{};

 typedef string memberId;
 typedef sequence<memberId> memberIdList;

 struct member {
 Object obj;
 memberId id;
 };

 typedef string groupId;
 typedef sequence<groupId> groupIdList;

 interface ObjectGroup;
 interface RoundRobinObjectGroup;
 interface RandomObjectGroup;
```

```
interface ObjectGroupFactory {
 RoundRobinObjectGroup createRoundRobin (in groupId id)
 raises (duplicate_group);
 RandomObjectGroup createRandom (in groupId id)
 raises (duplicate_group);
 ObjectGroup findGroup (in groupId id)
 raises (no_such_group);
 groupList rr_groups();
 groupList random_groups();
};

interface ObjectGroup {
 readonly attribute string id;
 Object pick();
 void addMember (in member mem)
 raises (duplicate_member);
 void removeMember (in memberId id)
 raises (no_such_member);
 Object getMember (in memberId id)
 raises (no_such_member);
 memberIdList members();
 void destroy();
};

interface RandomObjectGroup : ObjectGroup {};
interface RoundRobinObjectGroup : ObjectGroup {};
};
```

**See Also**

```
CosNaming::NamingContext::OBfactory()
CosNaming::NamingContext::resolve_object_group()
```

### **LoadBalancing::no\_such\_group**

**Synopsis**

```
exception no_such_group {};
```

**Description**

The operation `LoadBalancing::ObjectGroupFactory::findGroup()` returns a reference to a specified object group. This operation takes the group identifier as an `in` parameter and then searches for the group in the Naming Service. If no group exists for the specified identifier, the operation raises a `no_such_group` exception.

**Notes**

OrbixNames specific.

**LoadBalancing::no\_such\_member**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>exception no_such_member {};</code>                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Description</b> | <p>An operation that finds or removes an existing member of an object group takes a member identifier as an <code>in</code> parameter. In such cases, the identifier must correspond to an existing group member. If it does not, the operation raises a <code>no_such_member</code> exception.</p> <p>The following operations can raise this exception:</p> <pre>LoadBalancing::ObjectGroup::getMember(); LoadBalancing::ObjectGroup::removeMember();</pre> |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                                                                                          |

**LoadBalancing::duplicate\_group**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>exception duplicate_group {};</code>                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Description</b> | <p>An operation that creates an object group takes the new group identifier as a parameter. If the group identifier is already used in the Naming Service, the operation raises a <code>duplicate_group</code> exception.</p> <p>The following operations can raise this exception:</p> <pre>LoadBalancing::ObjectGroupFactory::createRandom(); LoadBalancing::ObjectGroupFactory::createRoundRobin();</pre> |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                                         |

**LoadBalancing::duplicate\_member**

|                    |                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>exception duplicate_member {};</code>                                                                                                                                                                                                                                                                                                                                         |
| <b>Description</b> | <p>The operation <code>LoadBalancing::ObjectGroup::addMember()</code> adds a member to an object group. This operation takes a parameter that specifies the object to be added to the group, and the member identifier to be associated with the object. If the member identifier is already used in the group, the operation raises a <code>duplicate_member</code> exception.</p> |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                |

### **LoadBalancing::groupId**

|                    |                                                                                                                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>typedef string groupId;</code>                                                                                                                                                                                                                      |
| <b>Description</b> | Each object group has an associated identifier, of type <code>groupId</code> . The format of this identifier is application specific and is not specified by OrbixNames. However, the identifier for each group must be unique within the Naming Service. |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                      |
| <b>See Also</b>    | <code>LoadBalancing::groupList</code>                                                                                                                                                                                                                     |

### **LoadBalancing::groupList**

|                    |                                                                                                                                                                                                                                                                                                         |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>typedef sequence&lt;groupId&gt; groupList;</code>                                                                                                                                                                                                                                                 |
| <b>Description</b> | The operations <code>LoadBalancing::ObjectGroupFactory::random_groups()</code> and <code>LoadBalancing::ObjectGroupFactory::rr_groups()</code> allow you to obtain a list of object groups in the Naming Service. These operations return a list of group identifiers, as type <code>groupList</code> . |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                                                                    |
| <b>See Also</b>    | <code>LoadBalancing::groupId</code><br><code>LoadBalancing::ObjectGroupFactory::random_groups()</code><br><code>LoadBalancing::ObjectGroupFactory::rr_groups()</code>                                                                                                                                   |

### **LoadBalancing::member**

|                    |                                                                                                                                                                                                                                    |
|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>struct member {     Object obj;     memberId id; };</pre>                                                                                                                                                                     |
| <b>Description</b> | An object group contains a set of member objects. For each object in the group, the group maintains a reference to the object and an identifier that is unique within the group. This information is stored in a member structure. |

A member structure contains two fields:

- obj     A reference to the member object.
- id     The member identifier for the object. This value must be unique within the object group.

**Notes**            OrbixNames specific.

**See Also**        LoadBalancing::memberId

### LoadBalancing::memberId

**Synopsis**        typedef string memberId;

**Description**    Each object reference in an object group has an associated member identifier, of type memberId. The format of this identifier is application specific and is not specified by OrbixNames. However, each member identifier must be unique within a given object group.

**Notes**            OrbixNames specific.

**See Also**        LoadBalancing::member  
LoadBalancing::memberIdList

### LoadBalancing::memberIdList

**Synopsis**        typedef sequence<memberId> memberIdList;

**Description**    The operation LoadBalancing::ObjectGroup::members() returns a list of the member identifiers in a given object group. This list is returned as type memberIdList, which is a sequence of memberId values.

**Notes**            OrbixNames specific.

**See Also**        LoadBalancing::memberId  
LoadBalancing::ObjectGroup::members()



# LoadBalancing::ObjectGroup

## Synopsis

The interface `LoadBalancing::ObjectGroup` allows you to manage the contents of an existing object group. This interface is usually accessed in server applications.

This interface also supports the operation `pick()`, which `OrbixNames` calls when a client resolves a name bound to an object group. This operation selects a member of the group in accordance with the group selection algorithm.

The interfaces `LoadBalancing::RandomGroup` and `LoadBalancing::RoundRobinGroup` inherit this interface.

## IDL

```
// IDL
module LoadBalancing {
 ...

 interface ObjectGroup {
 readonly attribute string id;

 Object pick();
 void addMember (in member mem)
 raises (duplicate_member);
 void removeMember (in memberId id)
 raises (no_such_member);
 Object getMember (in memberId id)
 raises (no_such_member);
 memberIdList members();
 void destroy();
 };

 ...
};
```

## See Also

`CosNaming::NamingContext::resolve_object_group()`  
`LoadBalancing::ObjectGroupFactory`  
`LoadBalancing::RandomObjectGroup`  
`LoadBalancing::RoundRobinObjectGroup`

### LoadBalancing::ObjectGroup::addMember()

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                  |                                                                                        |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|----------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void addMember (in member mem)     raises (duplicate_member);</pre>                                                                                                                                                                                                                                                                                                                                                                                              |                  |                                                                                        |
| <b>Description</b> | An Orbix server calls the operation <code>addMember()</code> to add a member object to a group. This operation takes an <code>in</code> parameter, of type <code>member</code> , that specifies the member identifier and provides a reference to the object. The member identifier must not already exist in the object group on which the operation is called. If the identifier exists, <code>addMember()</code> raises a <code>duplicate_member</code> exception. |                  |                                                                                        |
| <b>Parameters</b>  | <table><tr><td><code>mem</code></td><td>A structure containing a reference to the new member object and the member identifier.</td></tr></table>                                                                                                                                                                                                                                                                                                                      | <code>mem</code> | A structure containing a reference to the new member object and the member identifier. |
| <code>mem</code>   | A structure containing a reference to the new member object and the member identifier.                                                                                                                                                                                                                                                                                                                                                                                |                  |                                                                                        |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                  |                                                                                        |
| <b>See Also</b>    | <code>LoadBalancing::member</code>                                                                                                                                                                                                                                                                                                                                                                                                                                    |                  |                                                                                        |

### LoadBalancing::ObjectGroup::destroy()

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>void destroy ();</pre>                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Description</b> | <p>Calling operation <code>destroy()</code> on an object group completely removes that group from the Naming Service. It is not necessary to remove the members of a group before calling <code>destroy()</code>.</p> <p>Operation <code>destroy()</code> does not affect the name binding associated with the group. Before calling <code>destroy()</code>, call <code>CosNaming::NamingContext::unbind()</code> to remove the associated name binding.</p> |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>See Also</b>    | <code>CosNaming::NamingContext::unbind()</code>                                                                                                                                                                                                                                                                                                                                                                                                              |

### LoadBalancing::ObjectGroup::getMember()

|                     |                                                                                                                                                                                                                                                                                                                                                                                                                           |                 |                                                                                |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|--------------------------------------------------------------------------------|
| <b>Synopsis</b>     | <pre>Object getMember (in memberId id)     raises (no_such_member);</pre>                                                                                                                                                                                                                                                                                                                                                 |                 |                                                                                |
| <b>Description</b>  | An application calls the operation <code>getMember()</code> to obtain a reference to a specific member object in an object group. This operation takes the member identifier as an <code>in</code> parameter, of type <code>memberId</code> . If this identifier does not correspond to an object in the group on which <code>getMember()</code> is called, the operation raises a <code>no_such_member</code> exception. |                 |                                                                                |
| <b>Parameters</b>   | <table><tr><td><code>id</code></td><td>The identifier of the member object for which an object reference is required.</td></tr></table>                                                                                                                                                                                                                                                                                   | <code>id</code> | The identifier of the member object for which an object reference is required. |
| <code>id</code>     | The identifier of the member object for which an object reference is required.                                                                                                                                                                                                                                                                                                                                            |                 |                                                                                |
| <b>Return Value</b> | Returns a reference to the object associated with the specified member identifier.                                                                                                                                                                                                                                                                                                                                        |                 |                                                                                |
| <b>Notes</b>        | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                                                      |                 |                                                                                |
| <b>See Also</b>     | <code>LoadBalancing::memberId</code>                                                                                                                                                                                                                                                                                                                                                                                      |                 |                                                                                |

### LoadBalancing::ObjectGroup::id

|                    |                                                                                                                                                                                                                             |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>readonly attribute string id;</pre>                                                                                                                                                                                    |
| <b>Description</b> | This attribute stores the identifier of the object group. The format of this identifier is application specific and is not specified by OrbixNames. However, the group identifier must be unique within the Naming Service. |
| <b>Notes</b>       | OrbixNames specific.                                                                                                                                                                                                        |

### LoadBalancing::ObjectGroup::members()

|                    |                                                                                                                                                                                                                                                                                                                   |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <pre>memberIdList members ();</pre>                                                                                                                                                                                                                                                                               |
| <b>Description</b> | The operation <code>members()</code> returns a list of all members in the group on which it is called. Only the identifier for each member is returned. To obtain a reference to a member object associated with a specific identifier, call the operation <code>LoadBalancing::ObjectGroup::getMember()</code> . |

**Return Value** Returns a list of identifiers of all members in the object group.

**Notes** OrbixNames specific.

**See Also** `LoadBalancing::memberIdList`  
`LoadBalancing::ObjectGroup::getMember()`

### **LoadBalancing::ObjectGroup::pick()**

**Synopsis** `Object pick();`

**Description** The operation `pick()` selects a member of an object group and returns a reference to the member object. In a round-robin selection object group, the operation `pick()` implements a round-robin selection algorithm to choose a member of the object group. In a random selection object group the operation `pick()` randomly chooses a member of the group.

When a client resolves a Naming Service name that has been bound to an object group, OrbixNames calls operation `pick()` to determine which member object the name should resolve to.

**Return Value** Returns a reference to the object selected by OrbixNames.

**Notes** OrbixNames specific.

### **LoadBalancing::ObjectGroup::removeMember()**

**Synopsis** `void removeMember (in memberId id) raises (no_such_member);`

**Description** An Orbix server calls the operation `removeMember()` to remove a member object from a group. This operation takes an `in` parameter, of type `memberId`, which specifies the identifier of the member object to be removed. If this identifier does not correspond to an object in the group on which `removeMember()` is called, the operation raises a `no_such_member` exception.

#### **Parameters**

`id`      The identifier of the member to be removed.

**Notes** OrbixNames specific.

**See Also** `LoadBalancing::memberId`

# LoadBalancing::ObjectGroupFactory

## Synopsis

The interface `LoadBalancing::ObjectGroupFactory` allows you to create object groups and find existing groups in the Naming Service. To obtain a reference to a `LoadBalancing::ObjectGroupFactory`, call `CosNaming::NamingContext::OBfactory()` on any `CosNaming::NamingContext` object.

## IDL

```
// IDL
module LoadBalancing {
 ...

 interface ObjectGroupFactory {
 RoundRobinObjectGroup createRoundRobin (in groupId id)
 raises (duplicate_group);
 RandomObjectGroup createRandom (in groupId id)
 raises (duplicate_group);
 ObjectGroup findGroup (in groupId id)
 raises (no_such_group);
 groupList rr_groups();
 groupList random_groups();
 };

 ...
};
```

## See Also

`CosNaming::NamingContext::OBfactory()`  
`LoadBalancing::ObjectGroup`

### **LoadBalancing::ObjectGroupFactory::createRandom()**

|                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                 |                                                                                                     |
|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|-----------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>     | <code>RandomObjectGroup createRandom (in groupId id)</code><br><code>raises (duplicate_group);</code>                                                                                                                                                                                                                                                                                                                                                                                                                                        |                 |                                                                                                     |
| <b>Description</b>  | <p>This operation creates a new object group. When OrbixNames calls the operation <code>LoadBalancing::ObjectGroup::pick()</code> to choose a member from the resulting group, a random selection algorithm is used.</p> <p>The operation <code>createRandom()</code> takes a group identifier as an <code>in</code> parameter. This identifier must be unique within the Naming Service. If an existing group is already associated with this identifier, the operation raises a <code>LoadBalancing::duplicate_group</code> exception.</p> |                 |                                                                                                     |
| <b>Parameters</b>   | <table><tr><td><code>id</code></td><td>The group identifier for the new object group. This value must be unique within the Naming Service.</td></tr></table>                                                                                                                                                                                                                                                                                                                                                                                 | <code>id</code> | The group identifier for the new object group. This value must be unique within the Naming Service. |
| <code>id</code>     | The group identifier for the new object group. This value must be unique within the Naming Service.                                                                                                                                                                                                                                                                                                                                                                                                                                          |                 |                                                                                                     |
| <b>Return Value</b> | Returns a reference to the <code>RandomObjectGroup</code> object for the newly created group.                                                                                                                                                                                                                                                                                                                                                                                                                                                |                 |                                                                                                     |
| <b>Notes</b>        | OrbixNames specific.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                 |                                                                                                     |
| <b>See Also</b>     | <code>LoadBalancing::duplicate_group</code><br><code>LoadBalancing::groupId</code><br><code>LoadBalancing::RandomObjectGroup</code>                                                                                                                                                                                                                                                                                                                                                                                                          |                 |                                                                                                     |

### **LoadBalancing::ObjectGroupFactory::createRoundRobin()**

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>    | <code>RoundRobinObjectGroup createRoundRobin (in groupId id)</code><br><code>raises (duplicate_group);</code>                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Description</b> | <p>This operation creates a new object group. When OrbixNames calls the operation <code>LoadBalancing::ObjectGroup::pick()</code> to choose a member from the resulting group, a round-robin selection algorithm is used.</p> <p>The operation <code>createRoundRobin()</code> takes a group identifier as an <code>in</code> parameter. This identifier must be unique within the Naming Service. If an existing group is already associated with this identifier, the operation raises a <code>LoadBalancing::duplicate_group</code> exception.</p> |

### Parameters

`id` The group identifier for the new object group. This value must be unique within the Naming Service.

**Return Value** Returns a reference to the RoundRobinObjectGroup object for the newly created group.

**Notes** OrbixNames specific.

**See Also** LoadBalancing::duplicate\_group  
LoadBalancing::groupId  
LoadBalancing::RoundRobinObjectGroup

### LoadBalancing::ObjectGroupFactory::findGroup()

**Synopsis** ObjectGroup findGroup (in groupId id)  
raises (no\_such\_group);

**Description** An application calls the operation findGroup( ) to obtain a reference to a specific object group. This operation takes the group identifier as an in parameter, of type groupId. If this identifier does not correspond to an existing object group in the Naming Service, the operation raises a no\_such\_group exception.

### Parameters

`id` The group identifier for the required object group.

**Return Value** Returns a reference to the ObjectGroup object for the required group.

**Notes** OrbixNames specific.

**See Also** LoadBalancing::groupId  
LoadBalancing::no\_such\_group

### **LoadBalancing::ObjectGroupFactory::random\_groups()**

|                     |                                                                                                                                                                                                                                                                                                                              |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>     | <code>groupList random_groups ();</code>                                                                                                                                                                                                                                                                                     |
| <b>Description</b>  | The operation <code>random_groups()</code> returns a list of all random groups that currently exist in the Naming Service. Only the group identifiers are returned. To obtain a reference to a group associated with a specific identifier, call the operation <code>LoadBalancing::ObjectGroupFactory::findGroup()</code> . |
| <b>Return Value</b> | Returns a list of the identifiers of all random groups in the Naming Service.                                                                                                                                                                                                                                                |
| <b>Notes</b>        | OrbixNames specific.                                                                                                                                                                                                                                                                                                         |
| <b>See Also</b>     | <code>LoadBalancing::groupList</code><br><code>LoadBalancing::ObjectGroupFactory::findGroup()</code>                                                                                                                                                                                                                         |

### **LoadBalancing::ObjectGroupFactory::rr\_groups()**

|                     |                                                                                                                                                                                                                                                                                                                               |
|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Synopsis</b>     | <code>groupList rr_groups ();</code>                                                                                                                                                                                                                                                                                          |
| <b>Description</b>  | The operation <code>rr_groups()</code> returns a list of all round-robin groups that currently exist in the Naming Service. Only the group identifiers are returned. To obtain a reference to a group associated with a specific identifier, call the operation <code>LoadBalancing::ObjectGroupFactory::findGroup()</code> . |
| <b>Return Value</b> | Returns a list of the identifiers of all round-robin groups in the Naming Service.                                                                                                                                                                                                                                            |
| <b>Notes</b>        | OrbixNames specific.                                                                                                                                                                                                                                                                                                          |
| <b>See Also</b>     | <code>LoadBalancing::groupList</code><br><code>LoadBalancing::ObjectGroupFactory::findGroup()</code>                                                                                                                                                                                                                          |

# LoadBalancing::RandomObjectGroup

**Synopsis**      The interface `LoadBalancing::RandomObjectGroup` represents an object group in which `OrbixNames` applies a random selection algorithm when choosing a member object. This interface is a simple specialization of `LoadBalancing::ObjectGroup`, and adds no new attributes or operations.

**IDL**

```
// IDL
module LoadBalancing {
 ...

 interface RandomObjectGroup : ObjectGroup {
 };
};
```

**See Also**      `LoadBalancing::ObjectGroup`  
                 `LoadBalancing::ObjectGroup::pick()`  
                 `LoadBalancing::RoundRobinObjectGroup`



# LoadBalancing::RoundRobinObjectGroup

**Synopsis**      The interface `LoadBalancing::RoundRobinObjectGroup` represents an object group in which `OrbixNames` applies a round-robin selection algorithm when choosing a member object. This interface is a simple specialization of `LoadBalancing::ObjectGroup`, and adds no new attributes or operations.

**IDL**

```
// IDL
module LoadBalancing {
 ...

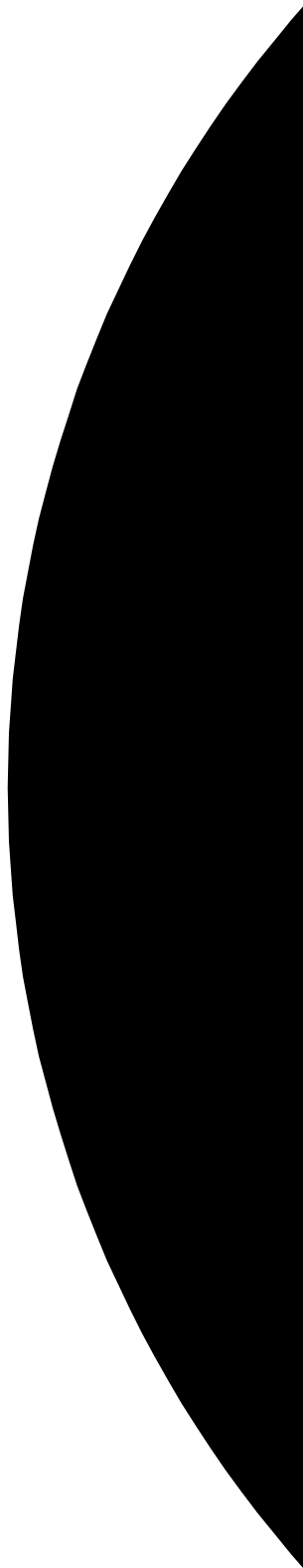
 interface RoundRobinObjectGroup : ObjectGroup {
 };
};
```

**See Also**      `LoadBalancing::ObjectGroup`  
                 `LoadBalancing::ObjectGroup::pick()`  
                 `LoadBalancing::RandomObjectGroup`



Part VI

Appendices





# Appendix A

## Configuration Variables

There are two forms of Orbix configuration variables: those that are common to multiple IONA products and variables that are specific to OrbixNames only.

### Common Configuration Variables

You can set the following variables using the Configuration Explorer GUI tool, or by editing the `common.cfg` configuration file, or as environment variables.

| Variable               | Description                                                                                                                                                              |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| IT_DAEMON_PORT         | TCP port number for the Orbix daemon.                                                                                                                                    |
| IT_DAEMON_SERVER_BASE  | The starting TCP port number for servers launched by the Orbix daemon.                                                                                                   |
| IT_DAEMON_SERVER_RANGE | The number set in this variable is used together with that set in <code>IT_DAEMON_SERVER_BASE</code> to determine the range of port numbers available for Orbix servers. |
| IT_IMP_REP_PATH        | The full path name of the Implementation Repository directory.                                                                                                           |
| IT_INT_REP_PATH        | The full path name of the Interface Repository directory.                                                                                                                |
| IT_LOCAL_DOMAIN        | The name of the local internet domain; for example, <code>iona.com</code> .                                                                                              |
| IT_LOCATOR_PATH        | The full path name of the directory holding the locator files.                                                                                                           |

### OrbixNames-Specific Configuration Variables

You can set the following variables using the Configuration Explorer GUI tool, or by editing the `orbixnames3.cfg` configuration file, or as environment variables:

| Variable                 | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| IT_NAMES_HOME            | This variable specifies the full path to the bin directory of your Orbix installation.                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| IT_NAMES_IP_ADDR         | <p>By default, a call to <code>CORBA::ORB::resolve_initial_reference("NameService")</code> expects the location of the OrbixNames server to be specified in the Orbix locator configuration files. You can also specify the IP address of the server host by setting the variable <code>IT_NAMES_IP_ADDR</code>. This value overrides the Orbix locator.</p> <p>If this value is set, <code>IT_USE_HOSTNAME_IN_IOR</code> must be set to false.</p>                                                                                                               |
| IT_NAMES_PORT            | By default, an application contacts the OrbixNames server using the port number defined in the Orbix <code>IT_DAEMON_PORT</code> configuration variable. However, if the OrbixNames server uses another port, you can override <code>IT_DAEMON_PORT</code> by setting the value of <code>IT_NAMES_PORT</code> .                                                                                                                                                                                                                                                   |
| IT_NAMES_REPOSITORY_PATH | <p>This variable specifies the path name to the Bindings Repository. The Bindings Repository is a persistent repository of name bindings maintained by the Naming Service. The results of all update operations, such as <code>bind()</code>, <code>rebind()</code>, and <code>bind_new_context()</code>, are committed to the Bindings Repository.</p> <p>An alternative approach is to use the <code>'-r'</code> flag of the naming service executable. This flag also specifies a Bindings Repository and overrides <code>IT_NAMES_REPOSITORY_PATH</code>.</p> |

| Variable               | Description                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| IT_NAMES_SERVER        | <p>By default, a call to <code>CORBA::ORB::resolve_initial_reference("NameService")</code> expects an OrbixNames server to be registered in the Implementation Repository with the name <code>NS</code>.</p> <p>If this variable is set, <code>resolve_initial_references()</code> searches for an OrbixNames server with the name specified.</p>                                                                                                      |
| IT_NAMES_SERVER_HOST   | <p>By default, a call to <code>CORBA::ORB::resolve_initial_reference("NameService")</code> expects the location of the OrbixNames server to be specified in the Orbix locator configuration files. You can also specify the server host name by setting the variable <code>IT_NAMES_SERVER_HOST</code>. This value overrides the Orbix locator.</p> <p>If this value is set, <code>IT_USE_HOSTNAME_IN_IOR</code> must be set to <code>true</code>.</p> |
| IT_USE_HOSTNAME_IN_IOR | <p>When OrbixNames stores an IOR in the Bindings Repository, the host on which the object runs is embedded in the IOR. If <code>IT_USE_HOSTNAME_IN_IOR</code> is set to <code>true</code>, the name of the host is embedded in the IOR; if it is set to <code>false</code>, the IP address is embedded. The default setting is <code>true</code>.</p>                                                                                                  |
| IT_NS_HASH_TABLE_SIZE  | <p>This variable specifies the size of the hash table associated with each naming context to store references to bindings. By default, this variable is set to 23.</p> <p>You can also alter this value when executing the OrbixNames server using the <code>-h &lt;hash table size&gt;</code> flag.</p>                                                                                                                                               |

## OrbixNames Programmer's and Administrator's Guide

---

| Variable                  | Description                                                                                                                                                                                                                                                                                               |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| IT_NAMES_TIMEOUT          | <p>This specifies the amount of time, in seconds, that the server may remain idle before timing out. The default value is -1, or infinite. This means that the server does not time out.</p> <p>You can also alter this value when executing the OrbixNames server using the -t &lt;timeout&gt; flag.</p> |
| IT_NAMES_DIAGNOSTICS      | <p>This variable specifies the diagnostic level used by OrbixWeb within the naming service. The default value is 0, with a maximum value of 255.</p>                                                                                                                                                      |
| IT_NAMES_THREAD_POOL_SIZE | <p>This variable sets the size of the thread pool used to handle incoming requests to the multi-threaded OrbixNames server. The default value of this variable is 11.</p> <p>You can also alter this value when executing the OrbixNames server using the -p &lt;thread pool size&gt; flag.</p>           |
| IT_NAMES_CACHE_SIZE       | <p>This variable sets the number of naming contexts that should be cached in memory by the OrbixNames server. The default value of this variable is 10.</p> <p>You can also alter this value when executing the OrbixNames server using the -e &lt;cache size&gt; flag.</p>                               |

---

**Note:** Entries in IONA configuration files are scoped with a prefix; for example, `Common.IT_DAEMON_PORT` or `OrbixNames.IT_NAMES_REPOSITORY_PATH`. Environment variables are not scoped.

---

For further details of Orbix-specific configuration variables, refer to the *Orbix C++ Administrator's Guide* or the *OrbixWeb Administrator's Guide*.

---

# Index

## A

- add\_member utility 122, 123, 124
- add\_object\_to\_group() function 49, 53, 101
- adding objects to object groups 42, 46, 49, 53, 90, 94, 101, 123, 172
- addMember() operation 41, 54, 89, 103, 167, 172
- algorithms, selection 41, 89, 123, 174
  - random 176, 178, 179
  - round-robin 176, 178, 181
- AlreadyBound exception 152
- associating names
  - with naming contexts 153, 154
  - with object groups 52, 100
  - with objects 6, 16–18, 66–69, 114, 116, 137, 153
- authentication, SSL 29, 79
  - authenticating clients 30, 80

## B

- bind() operation 6, 16–18, 66–69, 146, 153
- bind\_context() operation 154
- bind\_name\_to\_group() function 51, 52, 53, 100, 101
- bind\_new\_context() operation 8, 18, 68, 154
- binding names
  - to naming contexts 153, 154
  - to object groups 52, 100
  - to objects 6, 16–18, 66–69, 114, 116, 137, 153
- Binding structure 145, 157
- BindingIterator interface 5, 22, 143, 149–150, 157
- BindingList type 145, 157
- Bindings Repository 186, 187
- bindings. *See* name bindings 4
- BindingType enumerated type 146
- browser, OrbixNames 127–140
  - connecting to OrbixNames server 129
  - disconnecting from OrbixNames server 133
  - starting 128

## C

- CA 29, 80
- caching in the OrbixNames server 27, 77
- cat\_group utility 122, 124

- cat\_member utility 122, 124
- catns utility 114, 118, 120
- catnsj utility 114, 120
- certificates 29, 80
- Certification Authority 29, 80
- client authentication 30, 80
- code examples 15, 65
- compiling OrbixNames applications 24, 74
- components 4, 147, 153
- compound names 4, 7, 153
- configuration
  - file 25, 76
  - IT\_NAMES\_CACHE\_SIZE variable 188
  - IT\_NAMES\_DIAGNOSTICS variable 188
  - IT\_NAMES\_HOME variable 186
  - IT\_NAMES\_IP\_ADDR variable 186
  - IT\_NAMES\_PATH variable 26, 77
  - IT\_NAMES\_PORT variable 186
  - IT\_NAMES\_REPOSITORY\_PATH variable 186
  - IT\_NAMES\_SERVER variable 15, 65, 187
  - IT\_NAMES\_SERVER\_HOST variable 187
  - IT\_NAMES\_THREAD\_POOL\_SIZE variable 188
  - IT\_NAMES\_TIMEOUT variable 188
  - IT\_NS\_HASH\_TABLE\_SIZE variable 187
  - IT\_USE\_HOSTNAME\_IN\_IOR variable 187
  - of locator for OrbixNames server 25, 75
  - OrbixNames scope 25, 76
  - server switches 26, 76
- SSL
  - IT\_AUTHENTICATE\_CLIENTS variable 30, 80
  - IT\_CA\_LIST\_FILE variable 30, 81
  - IT\_CERTIFICATE\_FILE variable 29, 80
  - IT\_PRIVATEKEY\_FILE variable 29, 80
  - IT\_SECURITY\_POLICY variable 28, 79
- contacting the Naming Service 6, 15, 16, 65, 66
- contexts. *See* naming contexts
- CORBA Initialization Service 15, 65
- CORBA module
  - BOA interface
    - impl\_is\_ready() operation 49, 56
  - ORB interface
    - resolve\_initial\_references() operation 15, 22,

- 65, 68
- CORBA Naming Service. *See* Naming Service
- CORBAServices specification 3
- CosNaming module 4, 143–147
  - Binding structure 145, 157
  - BindingIterator interface 5, 22, 143, 149–150, 157
    - destroy() operation 149
    - next\_n() operation 22, 72, 150
    - next\_one() operation 150
  - BindingList type 145, 157
  - BindingType enumerated type 146
  - Istring type 5, 146
  - Name type 5, 18, 22, 68, 69, 72, 147
  - NameComponent structure 5, 147
  - NamingContext interface 5, 143, 151
    - AlreadyBound exception 152
    - bind() operation 6, 16–18, 66–69, 146, 153
    - bind\_context() operation 153, 154
    - bind\_new\_context() operation 18, 68, 154
    - CannotProceed exception 155
    - destroy() operation 8, 156
    - InvalidName exception 157
    - list() operation 22, 72, 145, 149, 157
    - new\_context() operation 23, 73, 154, 158
    - NotEmpty exception 158
    - NotFound exception 159
    - NotFoundReason enumerated type 160
    - OBfactory() operation 41, 49, 89, 97, 151, 160, 175
    - rebind() operation 119, 146, 161
    - rebind\_context() operation 161
    - resolve() operation 6, 22, 72, 162
    - resolve\_object\_group() operation 44, 92, 151, 163
    - unbind() operation 8, 156, 164, 172
  - NamingContext interface0
    - bind\_new\_context() operation 8
  - create\_group() function 49, 50, 51, 97, 99, 100
  - createRandom() operation 41, 89, 176
  - createRoundRobin() operation 51, 100, 176
  - creating
    - name bindings 116, 137, 153
    - naming contexts 8, 114, 116, 134, 154, 158
    - object groups 41, 46, 50, 51, 89, 94, 122, 160, 163, 176

## D

- del\_group utility 122, 123, 124
- del\_member utility 122, 124

- destroy() operation 8, 43, 91, 149, 156, 172
- domains 185
- duplicate\_group exception 167
- duplicate\_member exception 54, 103, 167

## E

- e switch to the OrbixNames server 26, 27, 77, 78
- environment variables 25, 76
- examples
  - code 15, 65
  - load balancing 44, 92

## F

- f switch to the OrbixNames utilities 121
- factories, object group 41, 89, 160, 175
- federation of name spaces 32–35, 83–84, 155
- files, IDL 13, 24, 63, 74
- find\_group() function 57, 105
- findGroup() operation 42, 58, 90, 106, 166, 177
- finding
  - members of object groups 173
  - object groups 44, 57, 92, 105, 163, 177
  - objects by name 6, 19–20, 69–71, 114, 118
- format of names 4, 9, 147
  - in lost+found naming context 23, 73

## G

- get\_root\_context() function 49, 97
- getMember() operation 173
- graphs, naming 154
  - example of 14, 64
- group identifiers 42, 44, 90, 92
- groupId type 168
- groupList type 168
- groups, object. *See* object groups

## H

- h switch to the OrbixNames server 26, 77
- h switch to the OrbixNames utilities 121, 125
- hash tables for naming contexts 26, 77

## I

- I switch to the OrbixNames server 15, 26, 65, 77
- i switch to the OrbixNames utilities 123, 125
- id attribute 173
- identifiers
  - in name components 5, 147

- of object group members 42, 90, 169
  - of object groups 42, 90, 168, 173
- IDL files, OrbixNames 13, 24, 63, 74
- IOP 121, 125
- impl\_is\_ready() operation 49, 56
- Implementation Repository 25, 75
  - directory path 185
- Initialization Service 15, 65, 121
- insecure switch to the OrbixNames server 32, 82
- internet domains 185
- Internet Inter-ORB Protocol. *See* IOP
- Interoperable Object References. *See* IORs
- InvalidName exception 157
- IORs 187
- Istring type 5, 146
- IT\_AUTHENTICATE\_CLIENTS variable 30, 80
- IT\_CA\_LIST\_FILE variable 30, 81
- IT\_CERTIFICATE\_FILE variable 29, 80
- IT\_DAEMON\_PORT 185
- IT\_DAEMON\_SERVER\_BASE 185
- IT\_DAEMON\_SERVER\_RANGE 185
- IT\_IMP\_REP\_PATH 185
- IT\_INT\_REP\_PATH 185
- IT\_LOCAL\_DOMAIN 185
- IT\_LOCATOR\_PATH 185
- IT\_NAMES\_CACHE\_SIZE variable 188
- IT\_NAMES\_DIAGNOSTICS variable 188
- IT\_NAMES\_HOME variable 186
- IT\_NAMES\_IP\_ADDR variable 186
- IT\_NAMES\_PATH variable 26, 77
- IT\_NAMES\_PORT variable 186
- IT\_NAMES\_REPOSITORY\_PATH variable 186
- IT\_NAMES\_SERVER variable 15, 65, 187
- IT\_NAMES\_SERVER\_HOST variable 187
- IT\_NAMES\_THREAD\_POOL\_SIZE variable 188
- IT\_NAMES\_TIMEOUT variable 188
- IT\_NS\_HASH\_TABLE\_SIZE variable 187
- IT\_PRIVATEKEY\_FILE variable 29, 80
- IT\_SECURITY\_POLICY variable 28, 79
- IT\_USE\_HOSTNAME\_IN\_IOR variable 187

## K

- k switch to the OrbixNames utilities 118
- keys, private 29, 80
- killing the OrbixNames server 26, 76
- kind values in name components 5, 147

## L

- l switch to the OrbixNames server 26, 77
- libraries 75
- list() operation 22, 72, 145, 149, 157
- list\_group utility 123
- list\_groups utility 124
- list\_member utility 122
- list\_members utility 123, 124
- listing
  - bindings in a context 20–22, 71–72, 114, 118, 145, 149, 157
  - members of object groups 123, 169, 173
  - object groups 123, 168, 178
- load balancing 26, 37–60, 77, 85–110, 165
  - example of 44, 92
- LoadBalancing module 40, 88, 165–169
  - duplicate\_group exception 167
  - duplicate\_member exception 54, 103, 167
  - groupId type 168
  - groupIdList type 168
  - member structure 54, 103, 168
  - memberId type 169
  - memberIdList type 169
  - no\_such\_group exception 166
  - no\_such\_member exception 167
- ObjectGroup interface 41, 89, 163, 165, 171–174
  - addMember() operation 41, 54, 89, 103, 167, 172
  - destroy() operation 43, 91, 172
  - getMember() operation 173
  - id attribute 173
  - members() operation 169, 173
  - pick() operation 171, 174, 176
  - removeMember() operation 43, 91, 174
- ObjectGroupFactory interface 41, 89, 165, 175–178
  - createRandom() operation 41, 89, 176
  - createRoundRobin() operation 41, 51, 89, 100, 176
  - findGroup() operation 42, 58, 90, 106, 166, 177
  - random\_groups() operation 168, 178
  - rr\_groups() operation 168, 178
- RandomObjectGroup interface 165, 179
- RoundRobinObjectGroup interface 165, 181
- LoadBalancing.idl file 24, 40, 74, 88
- locator, configuring for OrbixNames server 25, 75
- looking up names. *See* resolving names

lost+found naming context 23, 73, 120  
lsns utility 114, 118, 120  
lsnsj utility 114, 120

### M

member structure 54, 103, 168  
memberId type 169  
memberIdList type 169  
members() operation 169, 173  
members, object group 42, 90, 123, 172  
    finding 173  
    identifiers 42, 90, 123, 169  
    listing 123, 169, 173  
    removing 124, 174  
    viewing object references for 124

### N

-n switch to the OrbixNames utilities 123, 125  
name bindings 4  
    creating 6, 16–18, 66–69, 116, 137, 153  
    listing in a context 20–22, 71–72, 114, 118, 145, 149, 157  
    managing 114  
    removing 8, 114, 120, 139, 164  
    types 4, 145, 146  
name management utilities 113–121  
name spaces, federation of 32–35, 83–84, 155  
Name type 5, 18, 22, 68, 69, 72, 147  
NameComponent structure 5, 147  
names  
    associating with naming contexts 153, 154  
    associating with objects 6, 16–18, 66–69, 114, 116, 137, 153  
    compound 4, 7, 153  
    differentiating 5, 147  
    format in Naming Service 4, 147  
    IDL type of 5  
    of length zero 157  
    rebinding  
        to contexts 161  
        to objects 114, 119, 161  
    removing association with objects 8, 114, 120, 139, 164  
    resolving 6, 19–20, 69–71, 114, 118, 162  
    string format of 9  
    unbinding 8, 114, 156, 164  
naming contexts 4  
    associating names with 8, 153, 154  
    caching in the OrbixNames server 27, 77

    creating 8, 114, 116, 134, 154, 158  
    finding unreachable contexts 23, 73  
    getting the root naming context 6, 15, 16, 49, 65, 66, 97  
    hash tables for 26, 77  
    listing bindings in 20–22, 71–72, 114, 118, 145, 149, 157  
    lost+found 23, 73, 120  
    rebinding names to 161  
    removing 8, 23, 73, 114, 136, 156  
naming graphs 154  
    example of 14, 64  
Naming Service  
    applications  
        compiling 75  
        running 75  
    contacting 6, 15, 16, 65, 66  
    format of names 4  
    IDL definitions 13, 63  
    interface to 4  
    introduction to 3  
NamingContext interface 5, 143, 151  
NamingService.idl file 24, 74  
ncontext binding type 146  
new\_context() operation 23, 73, 154, 158  
new\_group utility 122, 125  
new\_groupj utility 122  
newncns utility 114, 116, 120  
newncnsj utility 114, 120  
next\_n() operation 22, 72, 150  
next\_one() operation 150  
no\_such\_group exception 166  
no\_such\_member exception 167  
nobject binding type 146  
NotEmpty exception 158  
NotFound exception 159  
NotFoundReason enumerated type 160

### O

OBfactory() operation 41, 49, 89, 97, 151, 160, 175  
object groups 39–60, 87–110, 171  
    accessing from clients 58, 106  
    adding objects to 42, 46, 53, 90, 94, 101, 123, 172  
    binding names to 52, 100  
    creating 41, 46, 50, 51, 89, 94, 122, 160, 163, 176  
    factories for 41, 89, 160, 175  
    finding 44, 57, 92, 105, 163, 177

- 
- finding members of 173
  - group identifiers 42, 90, 168, 173
  - listing 123, 168, 178
  - listing members of 123, 169, 173
  - member identifiers 42, 90, 169
  - removing 43, 91, 122, 123, 172
  - removing objects from 42, 90, 124, 174
  - selection algorithms 41, 89, 123
  - utilities 113, 122–125
  - Object Management Group. *See* OMG
  - ObjectGroup interface 163, 165, 171–174
  - ObjectGroupDemo module 45, 93
  - ObjectGroupFactory interface 41, 89, 165, 175–178
  - objects
    - associating names with 6, 16–18, 66–69, 114, 116, 153
    - finding by name 6, 19–20, 69–71, 118
    - rebinding names to 114, 139, 161
    - removing association with names 8, 120, 139, 164
    - removing from object groups 42, 90
  - OMG 3
  - options to the OrbixNames server 26, 76
  - Orbix protocol 121, 125
  - OrbixNames
    - browser 127–140
    - configuration file 25, 76
    - IDL files 13, 24, 63, 74
    - server 13, 15, 24, 25, 63, 65, 74, 76
      - e switch 26, 27, 77, 78
      - h switch 26, 77
      - l switch 15, 26, 65, 77
      - insecure switch 32, 82
      - l switch 26, 77
      - p switch 27, 77
      - r switch 26, 77
    - running securely 30, 31, 81, 82
    - secure switch 32, 82
    - switches to 26, 76
    - v switch 26, 77
  - utilities 9, 35, 83, 113–125
    - add\_member 122, 123, 124
    - cat\_group 122, 124
    - cat\_member 122, 124
    - catns 114, 118, 120
    - catnsj 114, 120
    - del\_group 122, 123, 124
    - del\_member 122, 124
    - list\_group 123
    - list\_groups 124
    - list\_member 122
    - list\_members 123, 124
    - lsns 114, 118, 120
    - lsnsj 114, 120
    - new\_group 122, 125
    - new\_groupj 122
    - newncns 114, 116, 120
    - newncnsj 114, 120
    - pick\_member 122, 124, 125
    - putncns 114, 116, 120
    - putncnsj 114, 120
    - putnewncns 114, 116, 120
    - putnewncnsj 120
    - putns 114, 116, 120
    - putnsj 114, 121
    - reputncns 114, 119, 121
    - reputncnsj 114, 121
    - reputns 114, 119, 121
    - reputnsj 114, 121
    - rmns 114, 120, 121
    - rmnsj 114, 121
    - running securely 32, 83
    - syntax of 120, 124
    - version information 121, 125
  - OrbixNames scope in configuration files 25, 76
  - orbixprot switch to the OrbixNames
    - utilities 115, 121, 125
  - OrbixSSL 28–32, 78–83
- ## P
- p switch to the OrbixNames server 27, 77
  - pick() operation 171, 174, 176
  - pick\_member utility 122, 124, 125
  - port for OrbixNames server 186
  - ports
    - for Orbix daemon 185
    - for servers 185
  - private keys 29, 80
  - protocols
    - IIOF 121, 125
    - Orbix 121, 125
  - putncns utility 114, 116, 120
  - putncnsj utility 114, 120
  - putnewncns utility 114, 116, 120
  - putnewncnsj utility 120
  - putns utility 114, 116, 120
  - putnsj utility 114, 121

### R

- r switch to the OrbixNames server 26, 77
- random selection algorithm 176, 178, 179
- random\_groups() operation 168, 178
- RandomObjectGroup interface 165, 179
- rebind() operation 119, 146, 161
- rebind\_context() operation 161
- rebinding names
  - to naming contexts 161
  - to objects 114, 119, 139, 161
- registering the OrbixNames server 25, 75, 76
- registry, system 25, 26, 76, 77
- removeMember() operation 43, 91, 174
- removing
  - members of object groups 124
  - name bindings 8, 114, 120, 139
  - naming contexts 8, 23, 73, 114, 136, 156
  - object groups 43, 91, 122, 123, 172
  - objects from object groups 42, 90, 174
- Repository, Bindings 186, 187
- reputncns utility 114, 119, 121
- reputncnsj utility 114, 121
- reputns utility 114, 119, 121
- reputnsj utility 114, 121
- resolve() operation 6, 22, 72, 162
- resolve\_initial\_references() operation 15, 22, 65, 68
- resolve\_object\_group() operation 44, 92, 151, 163
- resolving names 6, 19–20, 69–71, 114, 118, 162
  - of object groups 58, 106
- rmns utility 114, 120, 121
- rmnsj utility 114, 121
- root naming context 6, 49, 97
- round\_robin switch to the OrbixNames
  - utilities 123
- round-robin selection algorithm 123, 176, 178, 181
- RoundRobinObjectGroup interface 165, 181
- rr\_groups() operation 168, 178
- running
  - OrbixNames applications 24, 74
  - the OrbixNames server 26, 76

### S

- s switch to the OrbixNames utilities 121
- scoping configuration variables 25, 76
- secure switch to the OrbixNames server 32, 82
- security, SSL 28–32, 78–83
- selecting object group members 174

- selection algorithms 174
  - random 176, 178, 179
  - round-robin 123, 176, 178, 181
- server locator
  - directory path 185
- server, OrbixNames 13, 15, 24, 25, 63, 65, 74, 76
  - connecting to 129
  - disconnecting from 133
  - l switch 15, 65
  - running securely 30, 31, 81, 82
  - switches to 26, 76
- SSL security 28–32, 78–83
  - authentication 29, 79
- starting the OrbixNames server 26, 76
- stock market example 44, 92
- stopping the OrbixNames server 26, 76
- string format of names 9
- switches
  - to the OrbixNames server 26, 76
    - e 26, 27, 77, 78
    - h 26, 77
    - l 26, 77
    - l 26, 77
    - p 27, 77
    - r 26, 77
    - v 26, 77
  - to the OrbixNames utilities 120
    - f 121
    - h 121, 125
    - i 123, 125
    - k 118
    - n 123, 125
    - orbixprot 115, 121, 125
    - round\_robin 123
    - s 121
    - v 121, 125
    - x 121
- syntax
  - of object group utilities 124
  - of the name management utilities 120
- system registry 25, 26, 76, 77

### T

- tables, hash 26, 77
- thread pool in OrbixNames server 27, 77
- types of name binding 145, 146

### U

- unbind() operation 8, 156, 172

unbinding names 8, 156  
unreachable naming contexts 23, 73  
utilities 9

- name management 113–121
  - catns 114, 118, 120
  - catnsj 114, 120
  - lsns 114, 118, 120
  - lsnsj 114, 120
  - newncns 114, 116, 120
  - newncnsj 114, 120
  - putncns 114, 116, 120
  - putncnsj 114, 120
  - putnewncns 114, 116, 120
  - putnewncnsj 120
  - putns 114, 116, 120
  - putnsj 114, 121
  - reputncns 114, 119, 121
  - reputncnsj 114, 121
  - reputns 114, 119, 121
  - reputnsj 114, 121
  - rmns 114, 120, 121
  - rmnsj 114, 121
  - syntax of 120
- object group 113, 122–125
  - add\_member 122, 123, 124
  - cat\_group 122, 124
  - cat\_member 122, 124
  - del\_group 122, 123, 124
  - del\_member 122, 124
  - list\_group 123
  - list\_groups 124
  - list\_member 122
  - list\_members 123, 124
  - new\_group 122, 125
  - new\_groupj 122
  - pick\_member 122, 124, 125
  - syntax of 124
- OrbixNames 35, 83, 113–125
- running securely 32, 83

**Z**  
zero length names 157

**V**  
-v switch to the OrbixNames server 26, 77  
-v switch to the OrbixNames utilities 121, 125  
version information for OrbixNames 121, 125

**X**  
-x switch to the OrbixNames utilities 121