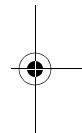
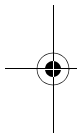


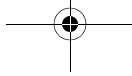


Foundations of Jini 2 Programming



Jan Newmarch

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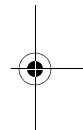
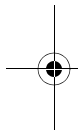
Contents at a Glance

About the Author	xvii
Acknowledgments	xix
Introduction	xxi

CHAPTER 1	Overview of Jini	1
CHAPTER 2	Troubleshooting Jini	21
CHAPTER 3	Ant	27
CHAPTER 4	Discovering a Lookup Service	35
CHAPTER 5	Entry Objects	53
CHAPTER 6	Service Registration	59
CHAPTER 7	Client Search	67
CHAPTER 8	Leasing	73
CHAPTER 9	A Simple Example	87
CHAPTER 10	Jini Extensible Remote Invocation	117
CHAPTER 11	Choices for Service Architecture	127
CHAPTER 12	Discovery Management	161
CHAPTER 13	Join Manager	167
CHAPTER 14	Security	171
CHAPTER 15	More Complex Examples	185
CHAPTER 16	Remote Events	215
CHAPTER 17	ServiceDiscoveryManager	237
CHAPTER 18	Example: Flashing Clocks	249
CHAPTER 19	Configuration	265
CHAPTER 20	Logging	281
CHAPTER 21	ServiceStarter	285
CHAPTER 22	Advanced Security	303



CHAPTER 23	Transactions	353
CHAPTER 24	User Interfaces for Jini Services	373
CHAPTER 25	Activation	389
CHAPTER 26	Introspection	431
CHAPTER 27	Extended Example: Home Audio System	437
CHAPTER 28	Web Services and Jini	465
INDEX		475



Contents

About the Author	xvii
Acknowledgments	xix
Introduction	xxi

■ CHAPTER 1 Overview of Jini 1

Jini	1
Eight Fallacies of Distributed Computing	3
Jini Success Stories	3
Jini Licensing and Apache	5
Jini in One Hour	6
Components	9
Service Registration	10
Client Lookup	12
Proxies	13
Client Structure	14
Server Structure	15
Partitioning an Application	16
Support Services	18
The End of Protocols	18
Summary	20

■ CHAPTER 2 Troubleshooting Jini. 21

Java Packages	21
Jini and Java Versions	22
Jini Packages	22
HTTP Server	23
Network Configuration	23
Could Not Obtain Preferred Value.	24
Lookup Service	24
RMI Stubs	24
Garbage Collection	24
Debugging	25
Summary	25

CHAPTER 3	Ant	27
	Top-Level Build File	27
	Project Files	30
	Summary	33
CHAPTER 4	Discovering a Lookup Service	35
	Running a Lookup Service	35
	reggie	35
	Unicast Discovery	36
	LookupLocator	36
	InvalidLookupLocator	36
	Running the InvalidLookupLocator	37
	Information from the LookupLocator	39
	getRegistrar	39
	Running the UnicastRegister	41
	Broadcast Discovery	43
	Groups	43
	LookupDiscovery	43
	DiscoveryListener	44
	DiscoveryEvent	45
	Staying Alive	47
	Running the MulticastRegister	48
	Broadcast Range	49
	ServiceRegistrar	50
	Information from the ServiceRegistrar	51
	Summary	52
CHAPTER 5	Entry Objects	53
	Entry Class	53
	Attribute Matching Mechanism	55
	Restrictions on Entries	55
	Convenience Classes	56
	Further Uses of Entries	57
	Summary	57

CHAPTER 6	Service Registration	59
	ServiceRegistrar	59
	ServiceItem	60
	Registration	60
	ServiceRegistration	60
	The SimpleService Program	61
	Running the SimpleService Program	63
	Information from the ServiceRegistration	64
	Service ID	65
	Entries	65
	Summary	66
CHAPTER 7	Client Search	67
	Searching for Services with the ServiceRegistrar	67
	Receiving the ServiceMatches Object	69
	Matching Services	70
	Summary	71
CHAPTER 8	Leasing	73
	Requesting and Receiving Leases	73
	Cancellation	74
	Expiration	74
	Renewing Leases	75
	Granting and Handling Leases	75
	Abstract Lease	76
	Landlord Package	77
	LandlordLease Class	79
	LeasedResource Interface	80
	LeasePeriodPolicy Interface	81
	Landlord Interface	82
	Summary	86
CHAPTER 9	A Simple Example	87
	Problem Description	87
	Service Specification	90
	Common Classes	91
	MIMEType	91
	FileClassifier Interface	93

The Client	94
Unicast Client	94
Multicast Client	99
Exception Handling	104
The Service Proxy	104
Uploading a Complete Service	105
FileClassifier Implementation	105
FileClassifierServer Implementation	106
Client Implementation	112
Running the FileClassifier	114
Summary	115
CHAPTER 10 Jini Extensible Remote Invocation	117
Traditional RMI	118
Exporter Class	119
Jeri Exporter	120
Exported Interfaces	121
Configuration	122
Garbage Collection	124
Proxy Accessor	125
Summary	125
CHAPTER 11 Choices for Service Architecture	127
Proxy Choices	127
Proxy Is the Service	127
RMI Proxy	128
Non-RMI Proxy	129
RMI and Non-RMI Proxies	131
RMI Proxy for FileClassifier	132
What Doesn't Change	132
RemoteFileClassifier	132
FileClassifierImpl	133
FileClassifierServer	134
Jeri: What Classes Need to Be Where?	136
JRMP: What Classes Need to Be Where?	140
Running the RMI Proxy FileClassifier	141

Non-RMI Proxy for FileClassifier	142
FileClassifierProxy	142
FileServerImpl	144
Server	145
What Classes Need to Be Where?	147
Running the Non-RMI Proxy FileClassifier	148
RMI and Non-RMI Proxies for FileClassifier	151
FileClassifierProxy	151
ExtendedFileClassifier	152
ExtendedFileClassifierImpl	153
FileClassifierServer	154
What Classes Need to Be Where?	156
Summary	159
 CHAPTER 12 Discovery Management	161
Finding Lookup Locators	161
LookupLocatorDiscovery	163
LookupDiscoveryManager	164
Summary	166
 CHAPTER 13 Join Manager	167
Registering Services	167
Summary	170
 CHAPTER 14 Security	171
Getting Going with No Security	171
Why AllPermission Is Bad	172
Removing AllPermission	173
Jini with Protection	175
Service Requirements	175
Client Requirements	177
RMI Parameters	179
ServiceRegistrar	179

Being Paranoiac	180
Protection Domains	180
Signing Standard Files	181
Signing Other Services	182
Permissions	182
Putting It All Together	183
Summary	184

■ CHAPTER 15 More Complex Examples185

Where Are the Class Files?	185
Problem Domain	185
NameEntry Interface	187
Naive Implementation	187
What Files Need to Be Where?	189
Factory Implementation	190
What Files Need to Be Where?	191
Using Multiple Class Files	192
What Files Need to Be Where?	193
Inexact Service Matching	193
Matching Using Local Services	196
Leased Changes to a Service	202
Leased FileClassifier	202
LeaseFileClassifier Implementation	203
Server	205
FileClassifierLeasedResource Class	206
Reaper	207
FileClassifierLandlord Class	208
Lease Client	211
Summary	213

■ CHAPTER 16 Remote Events 215

Event Models	215
Remote Events	216
Event Registration	217
Listener List	218
Single Listener	219
Multiple Listeners	220
Listener Source	221
File Classifier with Events	222

Leasing Event Listeners	230
Monitoring Changes in Services	230
Summary	235
CHAPTER 17 ServiceDiscoveryManager	237
ServiceDiscoveryManager Interface	237
ServiceItemFilter Interface	238
Finding a Service Immediately	238
Using a Filter	241
Building a Cache of Services	242
Running the CachedClientLookup	246
Monitoring Changes to the Cache	246
Summary	248
CHAPTER 18 Example: Flashing Clocks	249
Timer	249
TickerTimer	250
ComputerTimer	251
ClockFrame	252
TickerTimer Driver	259
ComputerTimer Driver	260
Multiple Clocks	260
ClockDevice	261
Runtime Behavior	264
Summary	264
CHAPTER 19 Configuration	265
Runtime Configuration	265
ConfigurationFile	266
Specifying the Configuration	267
Storing the Service ID	268
Specifying the Codebase	271
Using localhost	274
A Generic Server	274
Summary	279

CHAPTER 20	Logging	281
	Logging LookupDiscovery	281
	Summary	283
CHAPTER 21	ServiceStarter	285
	ServiceDescriptor	285
	Starting a Nonactivatable Service	287
	Starting a Nonactivatable Server	297
	reggie and ServiceStarter	300
	Summary	301
CHAPTER 22	Advanced Security	303
	Invocation Constraints	303
	Method Constraints	305
	Logging	305
	Protocols	306
	TCP	306
	SSL	307
	Proxy Preparer	307
	File Classifier Server	312
	Integrity	318
	Client	318
	TCP Server	319
	SSL Server	320
	Proxy Verification	322
	HTTPMD	322
	Calculating HTTPMD URLs	323
	reggie and HTTPMD	325
	Proxy Verifier	325
	Client with Proxy Verification	326
	SSL Trusted Server	327
	Errors	328
	Confidentiality	330
	Client	330
	SSL Confidential Server	331
	Mix and Match	332

Identity Management	334
Java Authentication and Authorization Service (JAAS)	335
Keystores	336
Authenticating Server	338
Client Requiring Authentication	343
Alternative Constraints	344
Authenticating Client	344
Server Requiring Authentication	349
Authorization	350
Summary	351

CHAPTER 23 Transactions..... 353

Two-Phase Commit Protocol	353
Transactions Overview	353
Transaction Manager	354
Transaction Participant	355
mahalo Transaction Manager	355
Transactions Example	355
PayableFileClassifierImpl	358
AccountsImpl	363
Client	366
Summary	371

CHAPTER 24 User Interfaces for Jini Services373

User Interfaces As Entries	373
User Interfaces from Factory Objects	374
Current Factories	375
Marshalling Factories	375
UIDescriptor	376
Toolkit	377
Role	377
Attributes	378
File Classifier Example	379
Images	387
ServiceType	388
Summary	388

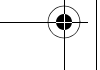
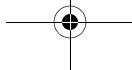
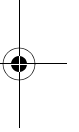
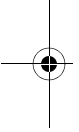
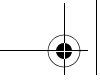
CHAPTER 25	Activation	389
	The phoenix Activation Server	390
	A Service Using Activation	391
	Service	391
	Server	393
	Running the Service	398
	Nonlazy Services	401
	Maintaining State	401
	Using a Configuration	407
	LeaseRenewalService	410
	The norm Service	411
	Using the LeaseRenewalService	412
	LookupDiscoveryService	419
	The fiddler Service	421
	Using the LookupDiscoveryService	422
	Summary	430
CHAPTER 26	Introspection	431
	Basic Service Lister	431
	Unknown Services	433
	Introspection	434
	Unknown Classes	435
	Summary	436
CHAPTER 27	Extended Example: Home Audio System	437
	Distributed Audio	438
	Parameters for A/V Content	438
	Source/Sink Interfaces	439
	Content Interfaces	441
	Transport Interfaces	442
	Linkages	442
	An HTTP Source	443
	An HTTP Ogg Vorbis Source	445
	An HTTP Sink	446
	Content Sinks	447
	Sink Implementation	450

Servers	453
Sink Server	453
Source Server	456
File Source Server	457
Playlists	461
Basic Client	462
Summary	464

CHAPTER 28 Web Services and Jini465

Integrating Web Services and Jini	465
Simple Web Service	467
Bridging Between a Jini Client and Web Service, Example 1	469
Bridging Between a Jini Client and Web Service, Example 2	470
Bridging Between a Web Service Client and Jini Service	471
Summary	474

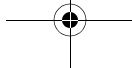
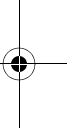
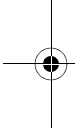
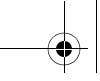
INDEX475



About the Author

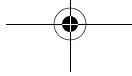
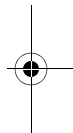
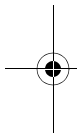


JAN NEWMARCH is Associate Professor in the Information Technology faculty at Monash University, Australia. He teaches and does research in the field of distributed computing and currently specializes in pervasive systems. His interests are broad and include user interfaces, security, and web-based technologies. He has published over 80 papers, and this is his fourth book. It is based on his online tutorial (<http://jan.netcomp.monash.edu.au/java/jini/tutorial/Jini.xml>), which has introduced Jini to thousands of programmers.



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Introduction

The business and academic worlds have long accepted the use of networking technologies, allowing users to share files and applications and to exchange information using network services such as e-mail. The continuing explosive growth of the Internet and the Web has made everyone conscious of the importance of networked applications, and this importance is increasing with the emergence of home, mobile, and sensor networks.

For the programmer, building distributed applications can be a complex business. There are issues related to network stability and accessibility involved, in addition to partitioning applications into portions that can run separately but still be linked into larger functional units. A variety of frameworks—both experimental and commercial—have been devised to make it easier to build and deploy distributed applications.

Service-oriented architectures (SOAs) have come to the fore recently as a means of structuring and linking components into distributed applications. There is much reinvention going on in this area, but people are beginning to realize that as long ago as 1998, Jini addressed and solved many of the issues that arise in building SOA systems. This has led to a resurgence of interest in what is all of a philosophy of building applications, an API, and an implementation.

Who This Book Is For

This book is aimed at the professional programmer who wants to build robust and reliable distributed applications. It assumes you have a background in Java programming and network programming. It also assumes that you are familiar with network concepts such as remote procedure calls, are familiar with Java syntax, and have a working knowledge of the Java core classes.

What This Book Covers

This is a hands-on, study-the-code book. My intention is to introduce you to code that can be readily understood and that can be copied and adapted for your own programs. The book covers the full range of Jini concepts, from the basics through to advanced topics, such as security, transactions, user interfaces, and linking Jini and Web Services.

This book originated from an online tutorial that began at ten pages in 1999 and has grown steadily since. In 2001, the tutorial was published as *A Programmer's Guide to Jini Technology* (Apress) and dealt with Jini version 1.1. Jini has continued to develop, and the tutorial has continued to evolve, so it's now appropriate to release this new edition covering Jini 2.1.



Note Jini 2.1 requires at least JDK 1.4, but it will also work with JDK 1.5.

The first nine chapters of this book deal with the basics of Jini programming, leading to a complete, but simple, application. The subsequent chapters discuss more advanced material. Most aspects of the Jini technology are covered, but of course there are always complexities that will take you beyond the bounds of this book. There is an active Jini mailing list, <http://archives.java.sun.com/archives/jini-users.html>, with many helping hands, if you find yourself in need of further assistance.

