



POCO Remoting is a **distributed objects** and **web services** framework for C++. With POCO Remoting, building distributed applications or web services based on the Simple Object Access Protocol (**SOAP**) and the Web Service Definition Language (**WSDL**) becomes a breeze. Forget the complexity of CORBA. With POCO Remoting, making C++ objects available remotely over the network or turning them into a web service is as easy as adding a few annotations to the class definition. The code generator does the rest. There is no need to maintain a separate interface definition, using an awkward interface definition language.

FLEXIBLE PROTOCOL SUPPORT

POCO Remoting supports different network transport protocols. For applications that need efficient and fast network communication, a binary protocol implementation is supported. For maximum **interoperability with Java™ or .NET** based applications, SOAP/WSDL web services are supported as well. And for very special communication needs, POCO Remoting can be easily extended with custom network protocols.

DEVICE WEB SERVICES MADE EASY

The efficient implementation of POCO Remoting makes it perfectly suited for adding web services to networked embedded systems or smart devices. Connecting smart devices to enterprise systems is just one possible usage scenario. Like the open source POCO C++ Libraries which form its foundation, POCO

Remoting is written in standard ISO/ANSI C++ and is highly portable across different platforms.

ADD WEB SERVICES TO LEGACY C/C++ CODE

POCO Remoting can be easily integrated with legacy C or C++ code. By adding a web service interface to an existing application it becomes a first class citizen in a service oriented architecture (SOA) based IT landscape and can communicate with Java™ or .NET applications.

BASED ON THE POCO C++ LIBRARIES

The **POCO C++ Libraries** are a collection of open source C++ class libraries that simplify and accelerate the development of network-centric, portable applications in C++. The libraries integrate perfectly with the C++ Standard Library and fill many of the functional gaps left open by it. For more information on the POCO C++ libraries, please visit the POCO C++ Libraries Community Website at <http://pocoproject.org>.

PART OF THE POCO PLATFORM

The **POCO Platform** is a comprehensive and powerful collection of C++ software components, libraries and tools for the development of networked/distributed and server applications in C++, scalable from embedded to enterprise platforms. Based on the open source POCO C++ Libraries, the POCO Platform provides a solid foundation for every network-based C++ software development project.

```

//@ remote, synchronized = "true"
class PizzaService
{
public:
    PizzaService();
    ~PizzaService();

    //@ pizza={mandatory="true"}
    //@ deliveredAt={mandatory="false"}
    bool order(const Pizza& pizza,
               Poco::Timestamp& deliveredAt);

    //@ cacheResult="true", cacheExpire="8h"
    Poco::UInt32 getPrice(const std::string& pizzaName);

private:
    std::map<std::string, Pizza> _pizzas;
};

//@ serialize
class Pizza
{
public:
    Pizza();
    const std::string& getName() const;
    void setName(const std::string& name);
    const std::vector<Topping>& getTopping() const;
    void setTopping(const std::vector<Topping>& tops);

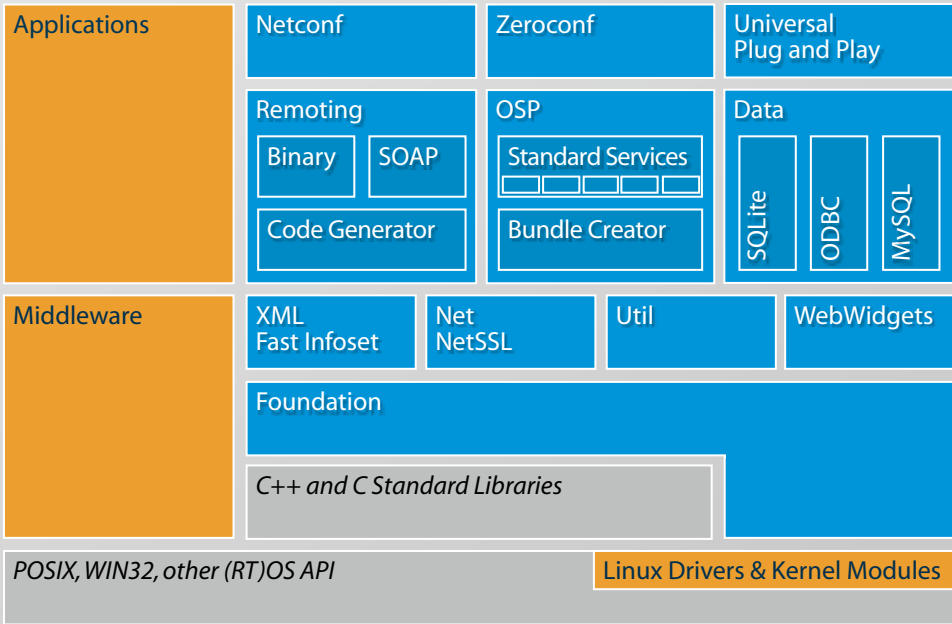
private:
    std::string _name;
    std::vector<Topping> _topping;
};

```

Turn C++ classes into web services by adding annotations.

FEATURES AT-A-GLANCE

- ✓ make any C++ object accessible remotely or available as a web service
- ✓ no separate interface definition required, no interface definition language to learn
- ✓ all C++ types (including std::string and std::vector), as well as your own classes are supported as method arguments and return types
- ✓ annotate your C++ source code to specify which objects and member functions should be accessible remotely; annotations are hidden in C++ comments
- ✓ a code generator creates the necessary stub, skeleton, serializers, deserializers and helper code, as well as WSDL documents for web services
- ✓ web services are callable from Java™ and .NET based applications
- ✓ written in standard ANSI/ISO C++, based on POCO libraries
- ✓ available for many platforms
- ✓ perfect for adding web services to embedded systems or to integrate legacy C/C++ code into a Service Oriented Architecture (SOA)



- Customer-specific software development
- Off-the-shelf libraries and tools
- Operating System/Standard Libraries

SUPPORTED OPERATING SYSTEMS

POCO Remoting is available on many operating system and hardware platforms. All major desktop and server platforms are supported, including Windows, Mac OS X, Linux and Solaris. POSIX-compliant embedded/real-time operating systems, including embedded Linux are supported as well. The POCO Remoting code is highly portable and can be easily ported to new platforms.

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