

TCP Sample

Installation

The sample was written in Visual Studio 2002.
You need to unpack the provided archive and open the *TCP > Project.sln* solution file. Then rebuild the solution.
Press **F5** to run both client and server in Visual Studio.

Configuration

Server IP address is specified in the *Client > App.config* file. You can directly modify *Client > Bin > Debug > Client.exe.config* if you need to change the IP address without recompiling the solution.

Design

Known layer contains the declaration of the operation interface.

Server provides a business object bound to the known URI. Server calls *Thread.Sleep* to simulate a long-duration operation lasting for 24 hours.

Client invokes the server's business object and waits for 24 hours without any chance to interrupt this hanging, until the TCP connection will be broken.

Issue

If a host made an invocation, there is no way to interrupt it and release the thread unless network connection is broken.

GTCP Sample

Installation

The sample was written in Visual Studio 2002.
You need to unpack the provided archive and open the *GTCP 1.0 > Project.sln* solution file. Then rebuild the solution.
Press **F5** to run both client and server in Visual Studio.

Configuration

Server IP address is specified in the *Client > App.config* file. You can directly modify *Client > Bin > Debug > Client.exe.config* if you need to change the IP address without recompiling the solution.

Design

Known layer contains the declaration of the operation interface.

Server provides a business object bound to the known URI. Server performs *Thread.Sleep* operation to simulate a long-duration operation lasting for 24 hours.

Client invokes the server's business object, waits for 120 seconds and receives an exception that the remote side did not respond within the specified timeout. After this, all call resources are released.

Issue

The caller side always receives an exception and all invocation resources are released after this. Either the invocation finishes in time or an exception is dispatched after a timeout. You can vary the default timeout limit as well as you can specify the timeout of specific calls or all calls in the appropriate context.