

I - Static Construction

- ⇒ What are the basic issues? Why?
- ⇒ What is the process of static assembly?
 - ↳ What are the steps?
 - ↳ What are the important concepts?
 - ↳ When are you finished?
- ⇒ What are the build roles?
 - ↳ Why are they important?
 - ↳ What to these roles accomplish?
- ⇒ What are the problems?

II - Dynamic Construction

- ⇒ What is the primary technique used in dynamic construction? Why is it useful? Problems?
- ⇒ What is CORBA?
 - ↳ How general is it?
 - ↳ What kinds of systems is it useful for?
 - ↳ What is it architecturally?
 - ↳ What are its goals? Benefits? Problems?
- ⇒ What is the basic structure of CORBA?
 - ↳ What are the basic elements?
 - ↳ What do they do? Why?
 - ↳ What is the basic concept used?
 - ↳ What is the basic method employed?
 - ↳ How does it accomplish this method
 - What are its basic elements and what do they do?
 - ↳ How do you get started?
 - ↳ What are some of its critical services?

III - Microsoft COM

- ⇒ What is COM and how does it differ from CORBA?
- ⇒ What is the fundamental entity?
 - ↳ What is its structure?
 - ↳ What technique does it use?
 - ↳ What concepts does it need to work?
- ⇒ What operations are needed? For what problems?
- ⇒ How does COM keep track of system elements?
- ⇒ What composition/structuring techniques does COM provide?
 - ↳ What are the differences?
 - ↳ What are their uses?
 - ↳ What are their various benefits and problems?
- ⇒ How are components distinguished?
- ⇒ What other services are provided?

IV - Deployment 1

This paper provides a good example of an elegant design to provide a useful solution to a std problem!

- ⇒ What are the basic post-development activities?
- ⇒ Why does deployment require careful coordination and interaction? Between?
- ⇒ What was the current state at the time of the paper? Now?
- ⇒ What are the typical problems?
- ⇒ What are the requirements of tools/technologies to support deployment?
- ⇒ What is the primary analogy in play here? What benefits do we gain from this?

V - Deployment 2

- ⇒ What is a software dock?
 - ↳ What are its characteristics?
 - ↳ What techniques does it use?
- ⇒ Example: What is OLLA and what does it do? How?
- ⇒ What are the SW Dock components?
 - ↳ What do they do?
 - ↳ Why are they important?
 - ↳ How are they structured? Is there a common structure?