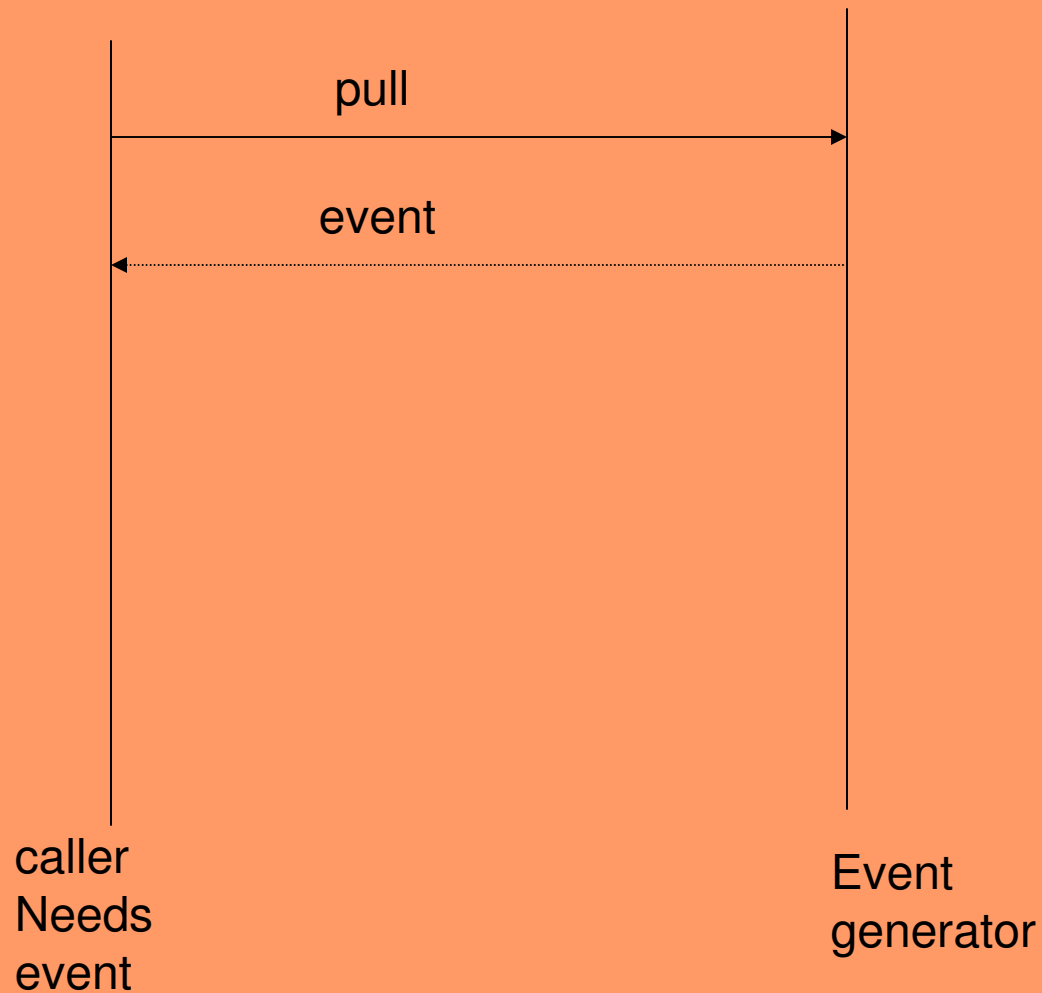


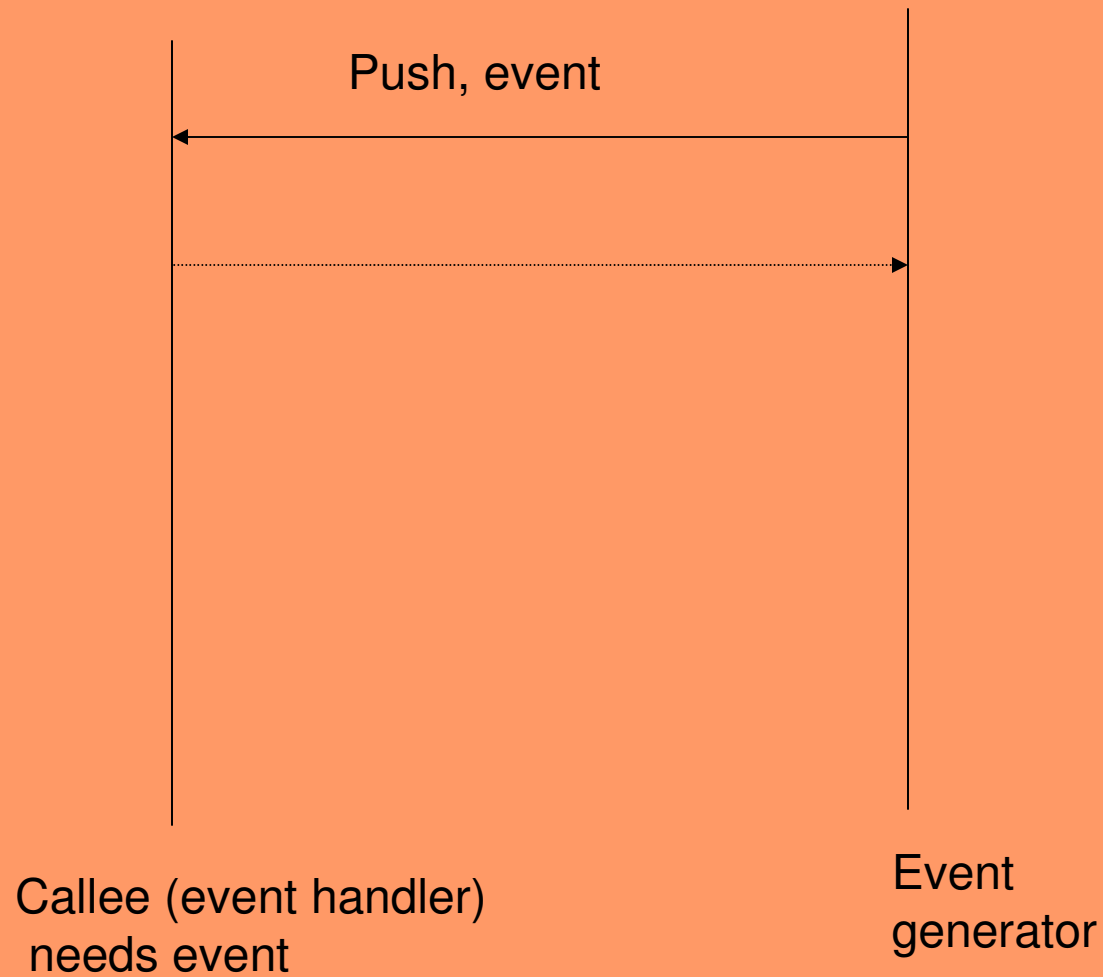
Push Pull Architectures

A CS 451 lecture

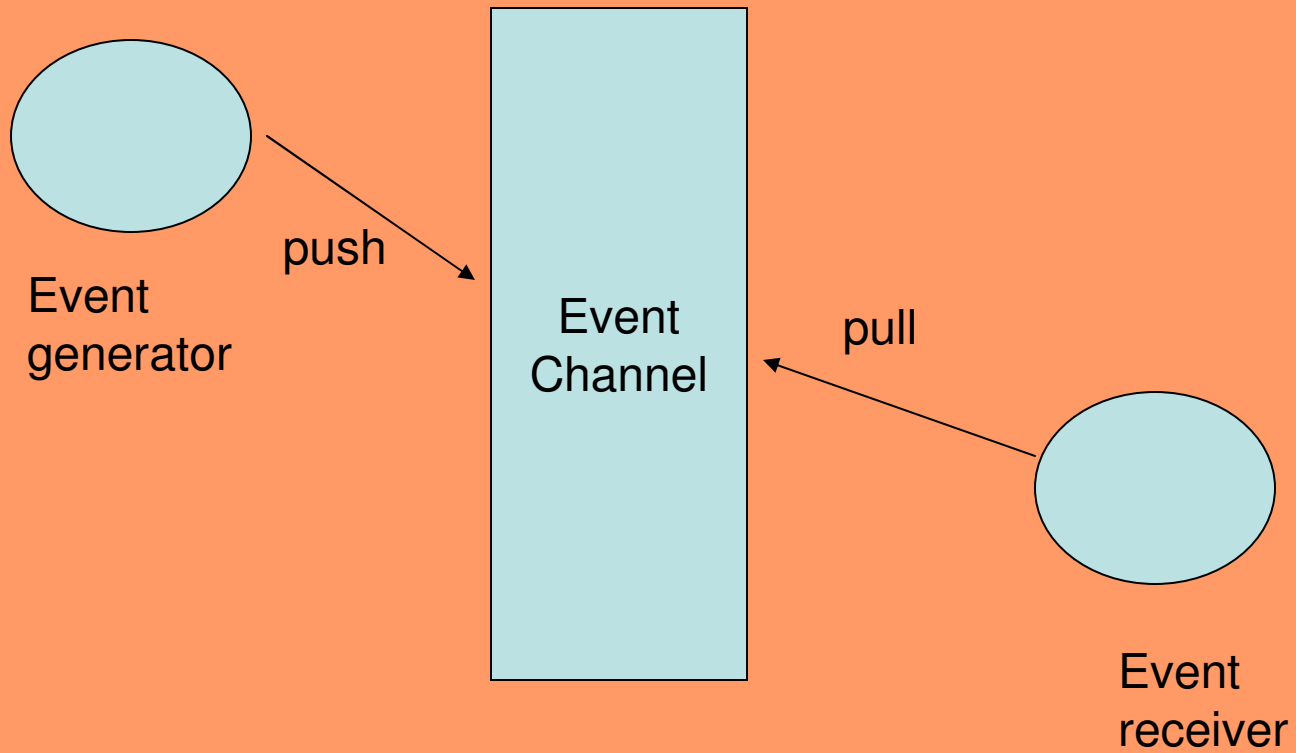
Pull Style Communication



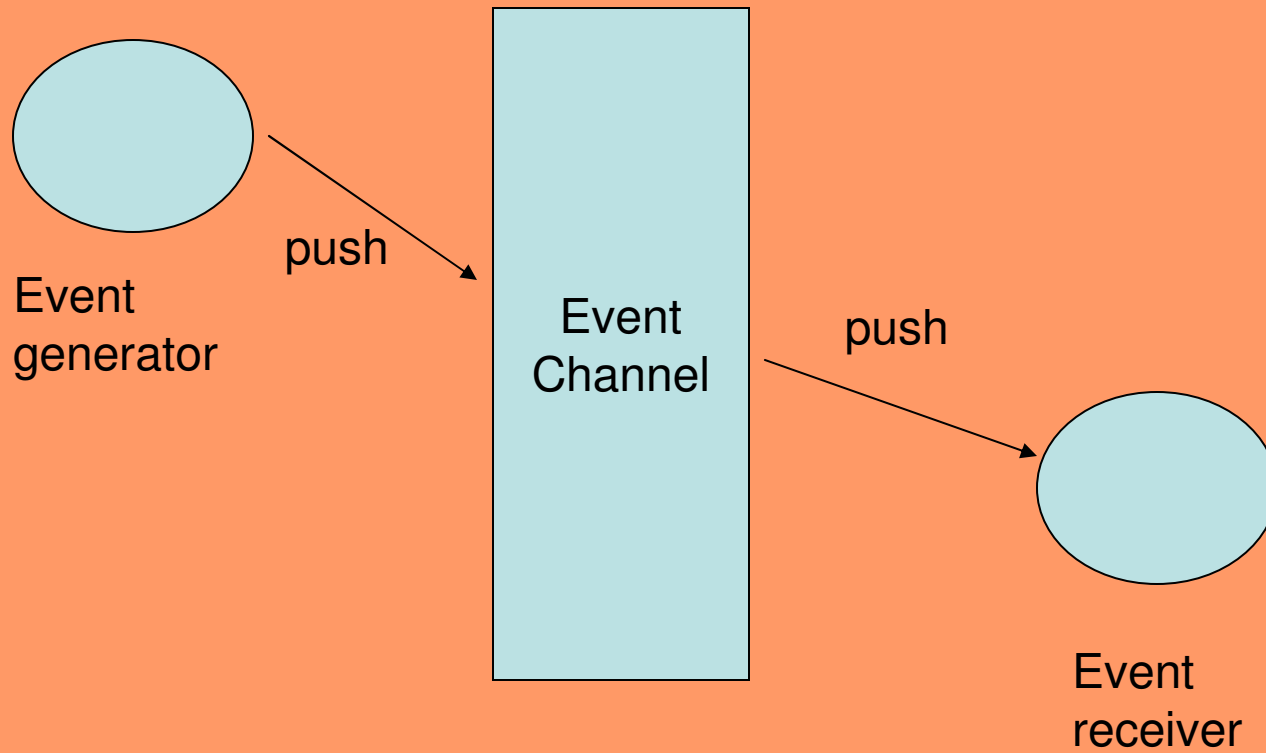
Push Style Communication



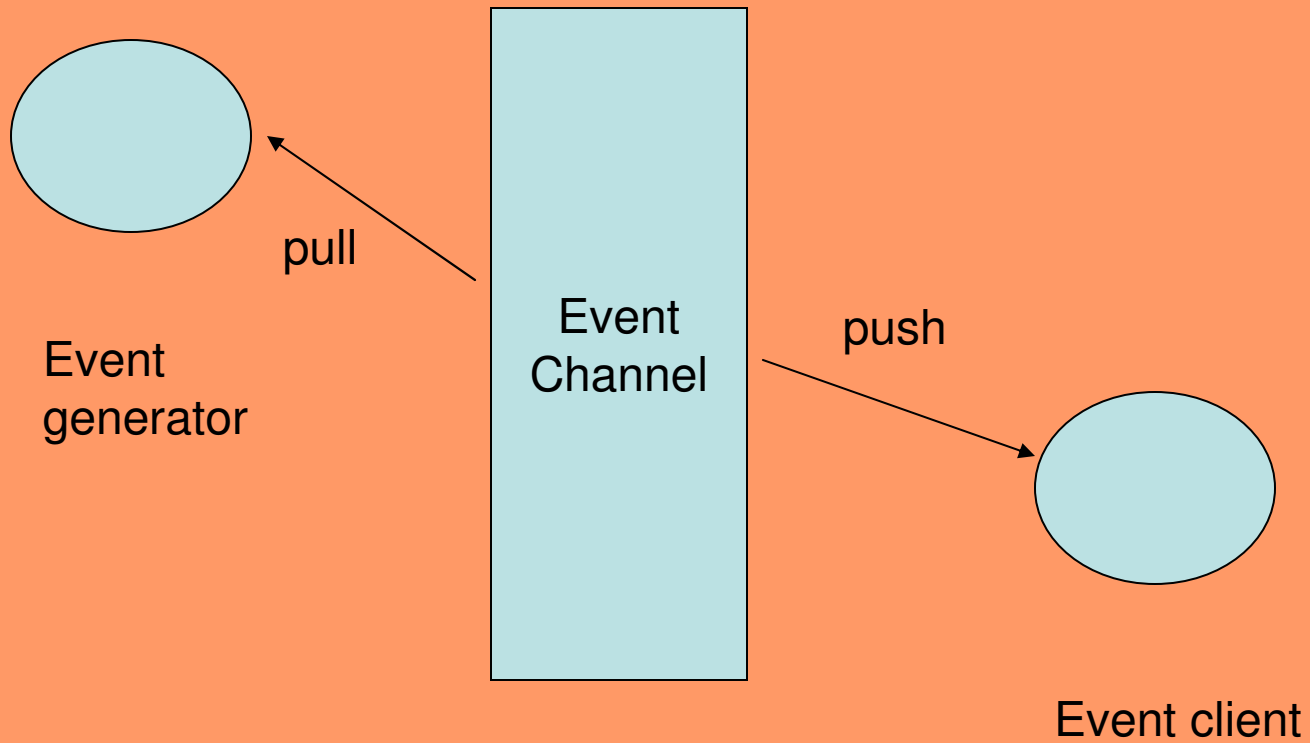
Push-Pull



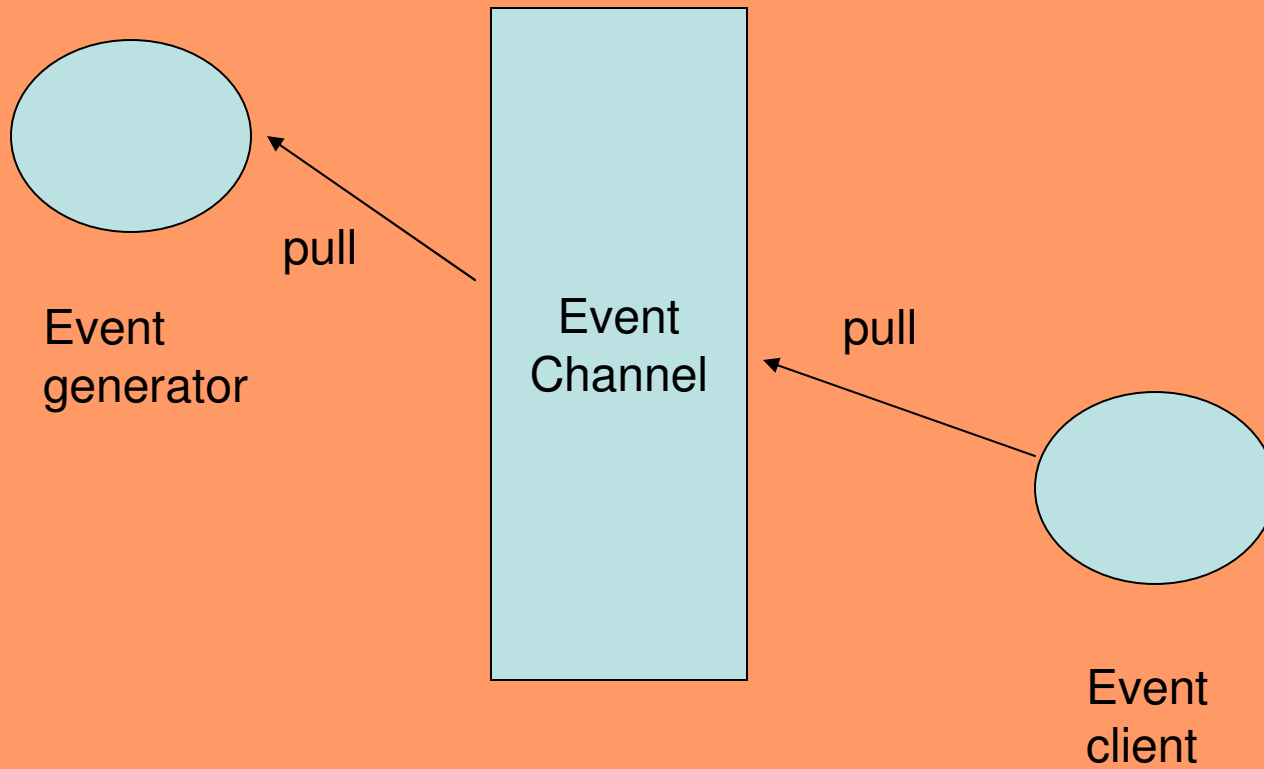
Push-Push



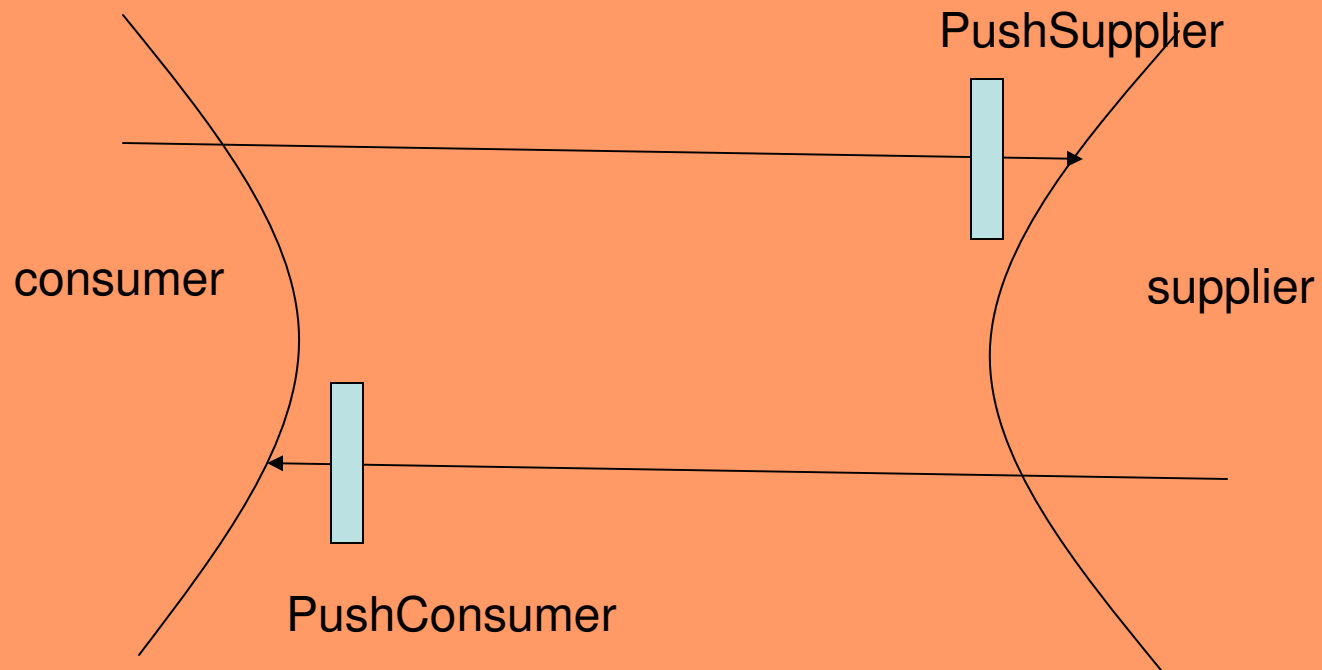
Pull-Push



Pull-Pull



Interface Design for Push style communication



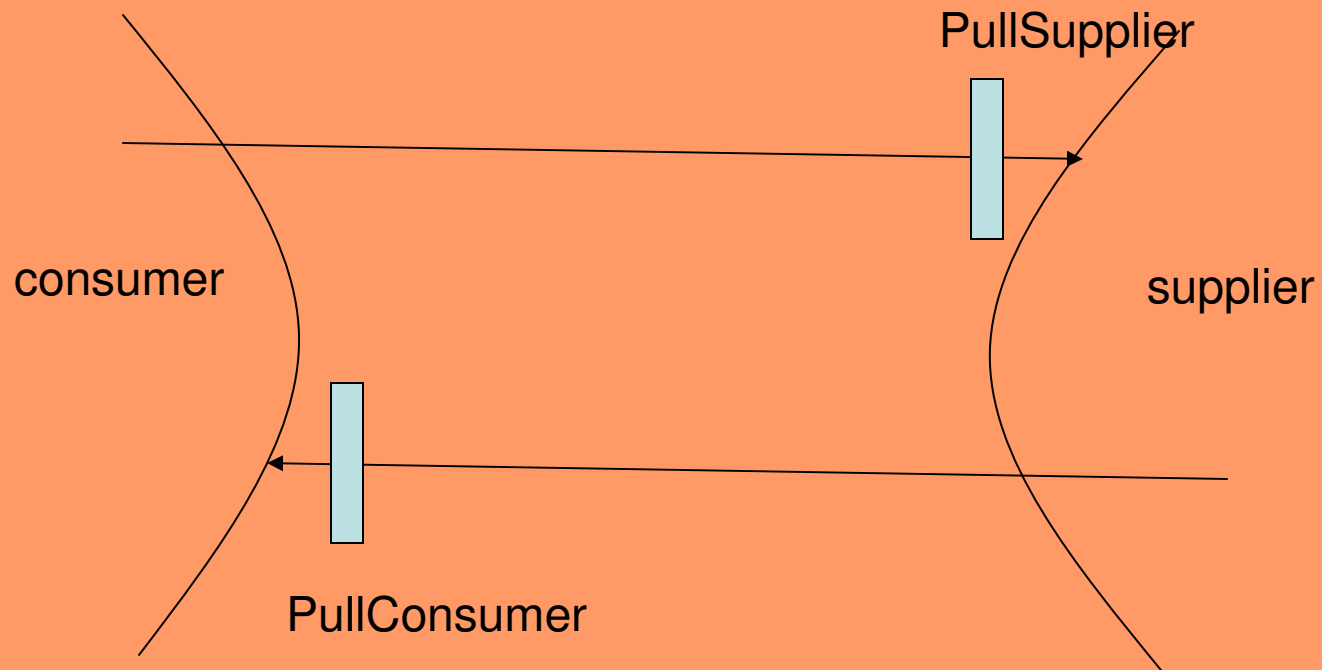
Interface PushConsumer

- Void push (data) raises Disconnected
- Void disconnect_push_consumer ();

Interface PushSupplier

- `Void Disconnect_push_supplier()`

Interface Design for Pull style communication



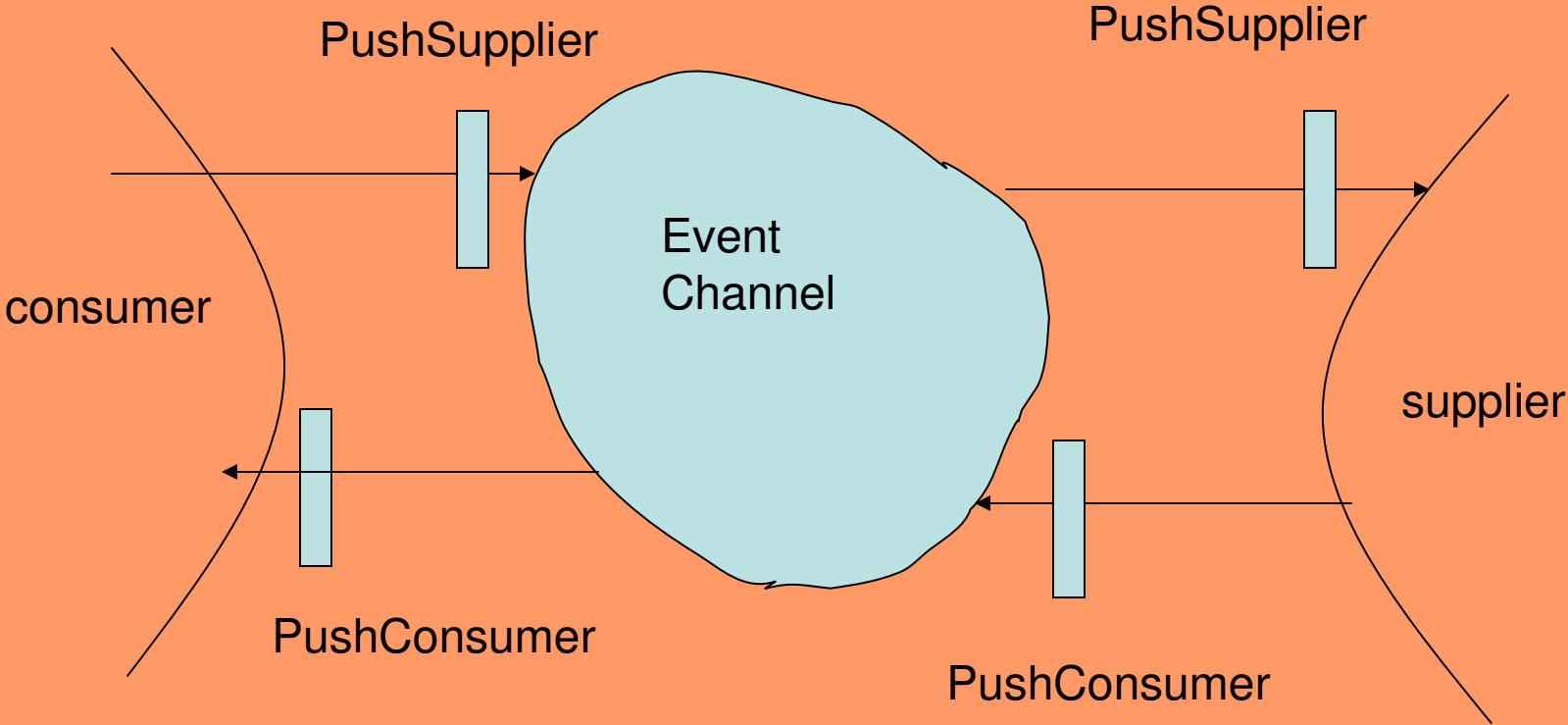
Interface PullSupplier

- Any Pull () raises Disconnected
- Any tryPull (out boolean event) raises Disconnected
- Void disconnect_pull_supplier()

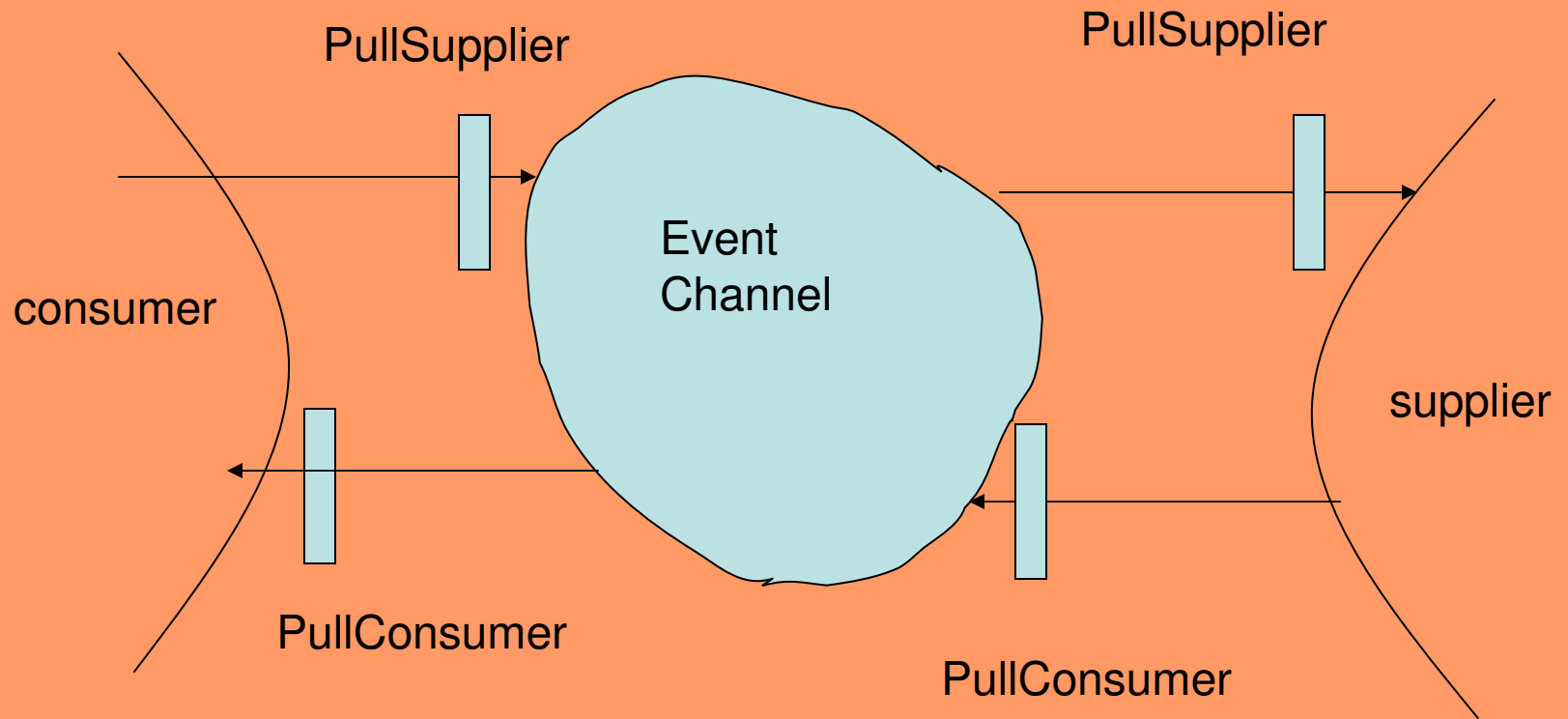
Interface PullConsumer

- `Void disconnect_pull_consumer ();`

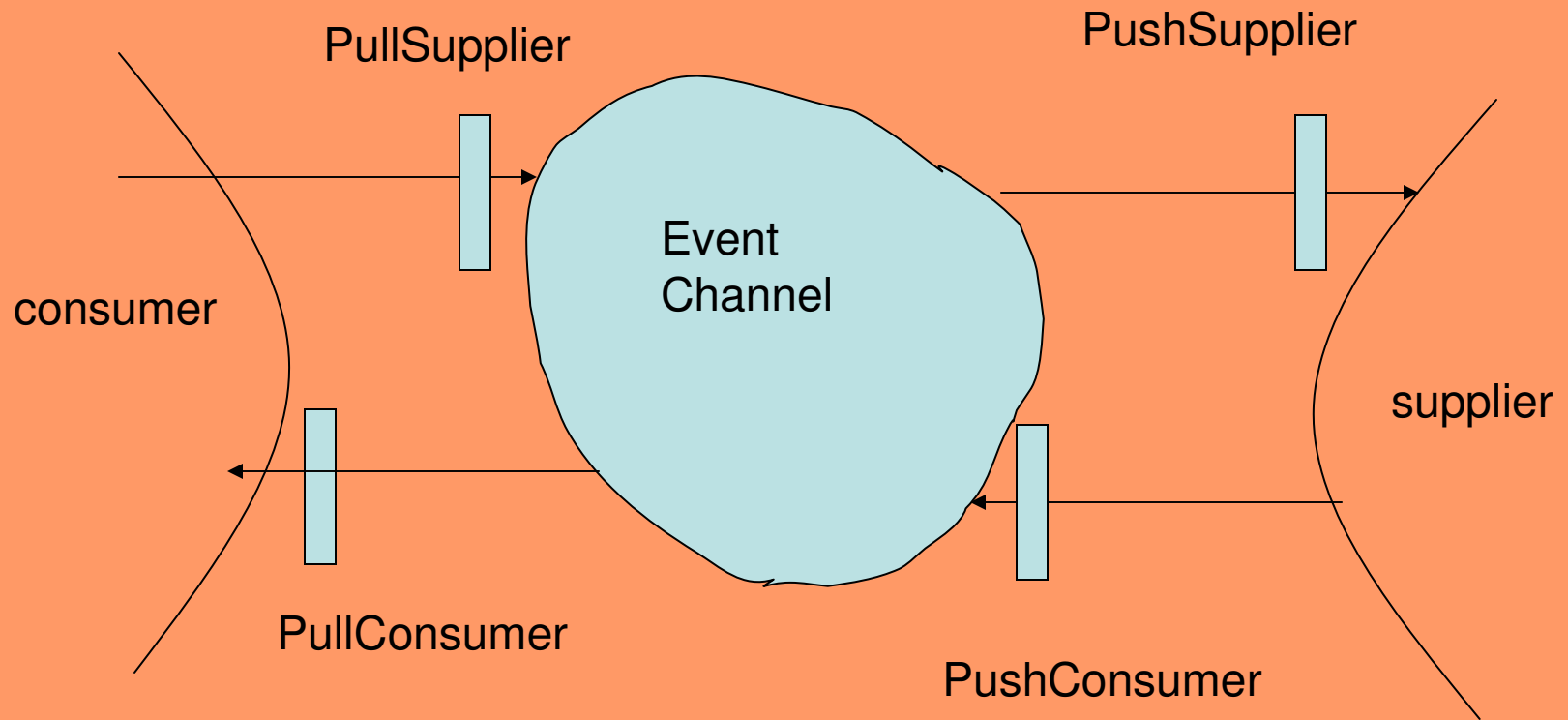
Push style communication through Event Channel



Pull style communication through Event Channel

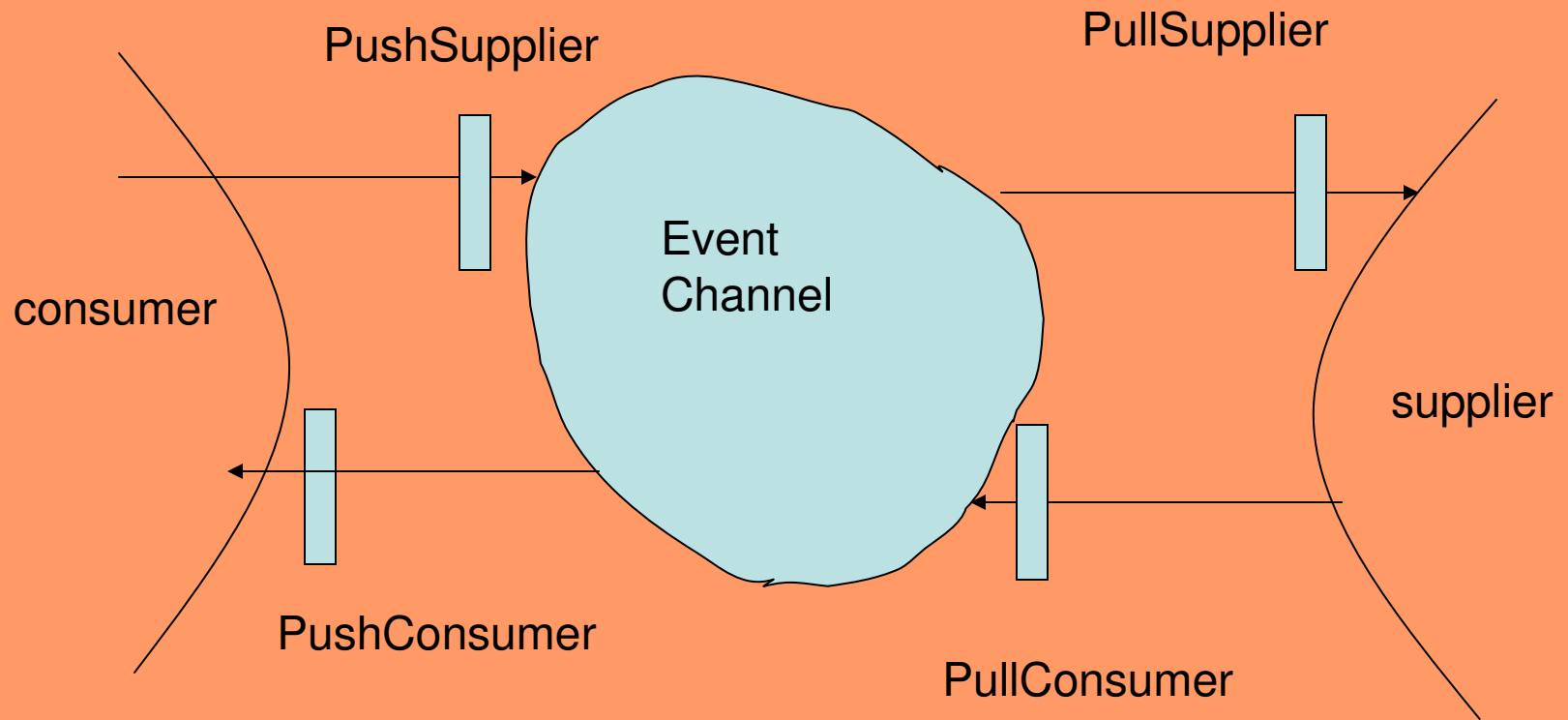


Mixed style communication through Event Channel



Push style communication between supplier and channel
Pull style communication between consumer and channel

Mixed style communication through Event Channel



Pull style communication between supplier and channel
Push style communication between consumer and channel

Reference

- **OMG: CORBA Event Service Specification
Version 1.1, March 2001**