Abstract

This paper proposes a new optimal method for synchronizing flux orchestration services. By orchestration, we mean the process of communicating different applications in a collaborating context, generally in a complex SOA Architecture. Current way for resolving this problem is done manually by developers themselves, which increases economical cost and programming complexity. Traditional method consumes physical resources and makes the software maintenance harder than ever because functional and non-functional aspects are not separated. The proposed method is a multiagent system composed by a set of slave agents and a master agent. A slave agent is an event's listener and an alert sender to the master agent. This one makes adequate reaction based on a primary simple configuration.

References

Multi-Agent System Design for Synchronizing Software Components Communication: Application on Orchestration in Complex SOA Architecture

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Index Terms

Computer Science Communications

Keywords
Multi-Agent System Synchronization Orchestration SOA Architecture Web Services Aspect Oriented Programming "AOP"