

# Publishing Interfaces

by Paul Hammant

## 1. Introduction

Publishing is a server responsibility obviously, it is quite straight forward.

## 2. Publishing

You have to choose your server, publish the implimentation (reiterating the interfaces that will be pass-by-reference boundaries), then start the server.....

```
AbstractServer as = new CompleteSocketCustomStreamServer(1235);
TestInterfaceImpl ti = new TestInterfaceImpl();
as.publish(ti, "Hello", new PublicationDescription(TestInterface.class, TestInt
as.start());
```

After starting the server client connections will be accepted.

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