

Re: How to return a user-defined data type object from a webservice?

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.webservices/2008-03/msg00011.htm>

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- *From:* "John Saunders [MVP]" <john.saunders at trizetto.com>
  - *Date:* Tue, 4 Mar 2008 17:46:31 -0500
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"nano2k" <adrian.rotaru@xxxxxxxxxxx> wrote in message  
<news:35fd1af1-4792-47a3-a0af-a03f77292227@xx>

On 3 Mar, 14:34, "John Saunders [MVP]" <john.saunders at trizetto.com>  
wrote:

"nano2k" <adrian.rot...@xxxxxxxxxxx> wrote in message

<news:e6603399-aff7-4e0e-b6aa-d66db798e4b6@xx>  
Anyway,

Passing DataSet or XmlNode objects works by itself.  
How can I enable my Person class to act like the above ones?

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You don't want to. Really.

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John Saunders | MVP – Windows Server System – Connected System Developer

Sorry, but why?  
Just for the record.

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I pretty much told you why before. It's just not how Web Services works.

The paradigm of Web Services is all about interoperability between client and server by using industry-standard protocols (HTTP) and data formats (XML). You are asking how you can use the above to pass data specific to a particular platform (Microsoft .NET). There is no provision for that in the Web Services standards. If you read those standards, you'll find mention of the use of standards (XML Schema) to describe the structure of the data to be exchanged. Nowhere in any of those standards is there an ability for you to specify a particular data type from a particular platform.

This is in contrast to .NET Remoting, which is platform-specific, and which actually transmits the full typename and assembly name of the types of the

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data being transferred. This permits the client to receive instances of the precise type sent by the server. There is no provision for anything like this in Web Services.

Now, I'm only just recently getting up to speed on WCF, but it looks like when you create a Service Reference (the WCF equivalent of a Web Reference), you have the ability to tell WCF to try to reuse datatypes if the types are declared in particular assemblies. This may give you what you're looking for, as long as you are in a controlled environment where you can be certain that the type that WCF will choose for you is compatible with the type being sent by the server. An example of such an environment is when the server and all of its clients are in the same .NET solution. This may be acceptable for "internal" web services, which are only ever meant to be used by well-known clients. It cannot work in the general case.

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John Saunders | MVP – Windows Server System – Connected System Developer

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