

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

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"Bradley Plett" <plettb@xxxxxxxxxxxxxxxxxx> wrote in message <news:g15vs319lq7ae3jrnjdsm20unj0ps3q1j@xxxxxxxxxx>

Yes, I understand that they're different classes and different objects. That is, after all, the implication of different namespaces. I also understand that there can be issues around the constructor and any hidden data, but pragmatically the solution I suggested will handle the majority of the situations common programmers deal with between server-side and client-side objects. :-)

Sure, remoting might be a preferable solution to maintain the full, true object, but sometimes remoting is overkill and I think sometimes we tend to over-think/over-analyze and ignore simple solutions which may be less elegant and less pure, but do the job.

Brad, in answering newsgroup and forum posts on this topic, I have found many people who do expect the code they wrote in their server-side classes to appear on the client side. In my opinion, that's because .NET makes it so easy to call a "web method". After all, it's a `_method_`, isn't it?

The problem is that this totally obscures what's actually happening, so many people never even learn that there is something different happening at all. I recommend naming web references with the word "Proxy" in the name, so that, maybe, some new developer will at least wonder "proxy for what"? It would also make it easier for me, when they ask "where's my indexer", to answer, "remember, it's only a proxy class". They could then say, "oh, so `_that's_` why it's called Proxy".

;-)

Also, Brad, if you're going to suggest that people modify the proxy class, you should remind them that the class will be overwritten whenever "Update Web Reference" is used. For that reason, I never suggest modifying generated code.

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