

Re: Application design

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2008-10/msg00346.html>

- *From:* "David" <david.colliver.NEWS@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 29 Oct 2008 16:20:11 -0000
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Thanks Patrice,

I have never done a queue based system (and also done very little in the way of generating events, which leads me onto a new thread that I will ask in a short while.).

Would you be able to do a quick mock up so that I can understand the principle (or point me in the direction)?

Thanks.

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Best regards,
Dave Colliver.

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"Patrice" <<http://www.chez.com/scribe/>> wrote in message
news:BE6B921E-0F83-43FE-9562-8658659E93CA@xxxxxxxxxxxxxxxxxxxxx

Same as Peter, I meant I would add them a processing queue (this is the word I omitted) or even queues (for example depending on priority) . In addition to the pure technical difference between a file system watcher and a queue, I feel it would allow to store some additional data that could help in managing each entry.

It should be quite easy to do a mock up to simulate the base principle you would use...

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Patrice

"David" <david.colliver.NEWS@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx> a écrit dans le message de groupe de discussion : O1dGeBcOJHA.1744@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hi,

Re: Application design

Thanks Sloan, Peter and Patrice. Definately food for thought.

Patrice, can you expand on what you mean?

The system has to work with a plugin architecture and be scalable. For example, it will also be database driven and I need to be able to use different databases. This I can easily achieve by using a layered approach, something I haven't mentioned yet though is that it has to be able to work from a clustered perspective as well (such as a clustered DB server or clustered web server etc.) However, I don't think that affects this part of the structure.

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Best regards,
Dave Colliver.