

Wcf Multi Layer Services Development With Eny Framework Fourth Edition Liu Mike

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Windows Communication Foundation (WCF) is Microsoft's unified programming model to build service-oriented applications. It is built on Microsoft's .NET framework and unifies a broad array of distributed systems capabilities in a composable, extensible architecture that supports multiple transports, messaging patterns, encodings, network topologies, and hosting models.

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WCF is Microsoft's recommended model for building services and Entity Framework is Microsoft's preferred ORM for accessing underlying data storages. Learning WCF and Entity Framework has become essential and critical for every software developer to survive in this SOA world.

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Creating a client to consume the WCF service - WCF Multi-layer Services Development with Entity Framework - Fourth Edition Creating a client to consume the WCF service Now that we have successfully created and hosted a WCF service, we need a client to consume the service. We will create a C# client application to consume HelloWorldService.

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