**Demonstrate Connection Point**

**Implementation**

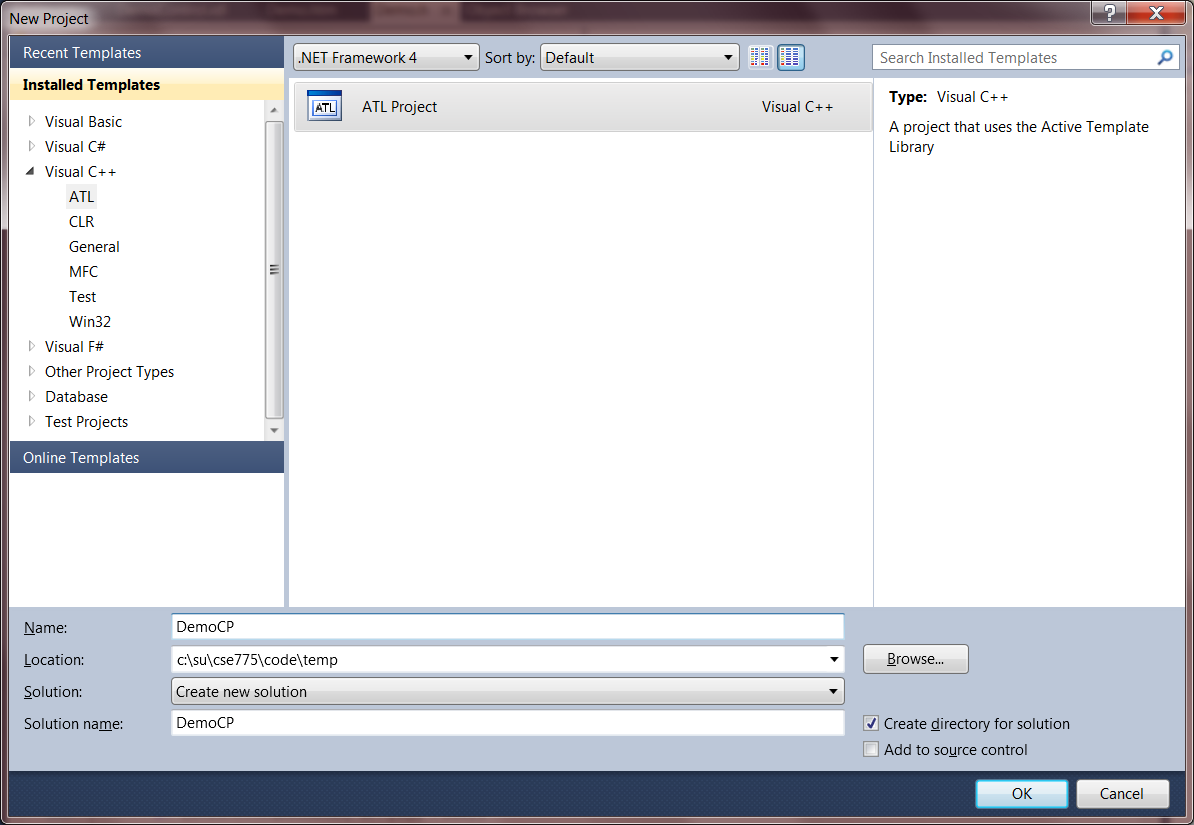
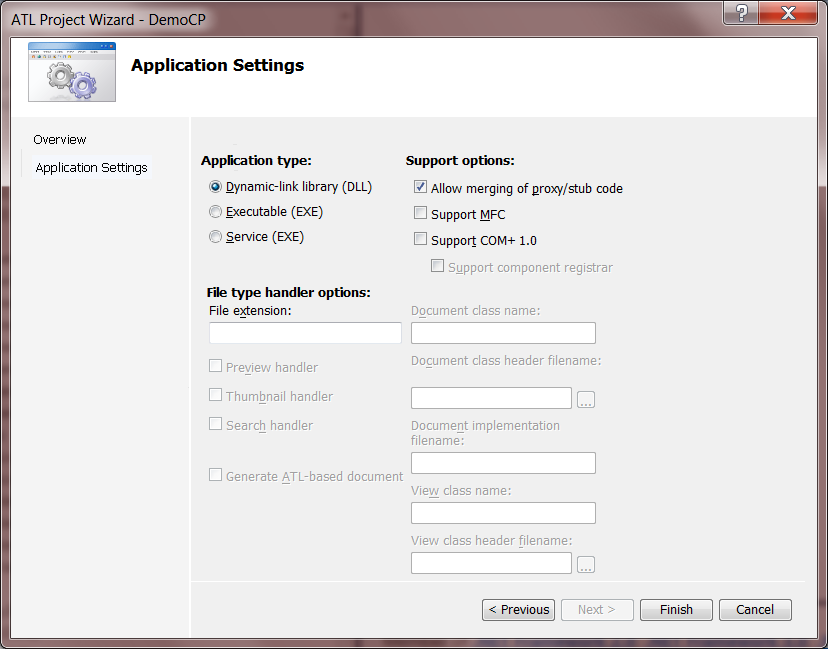
Step-by-step

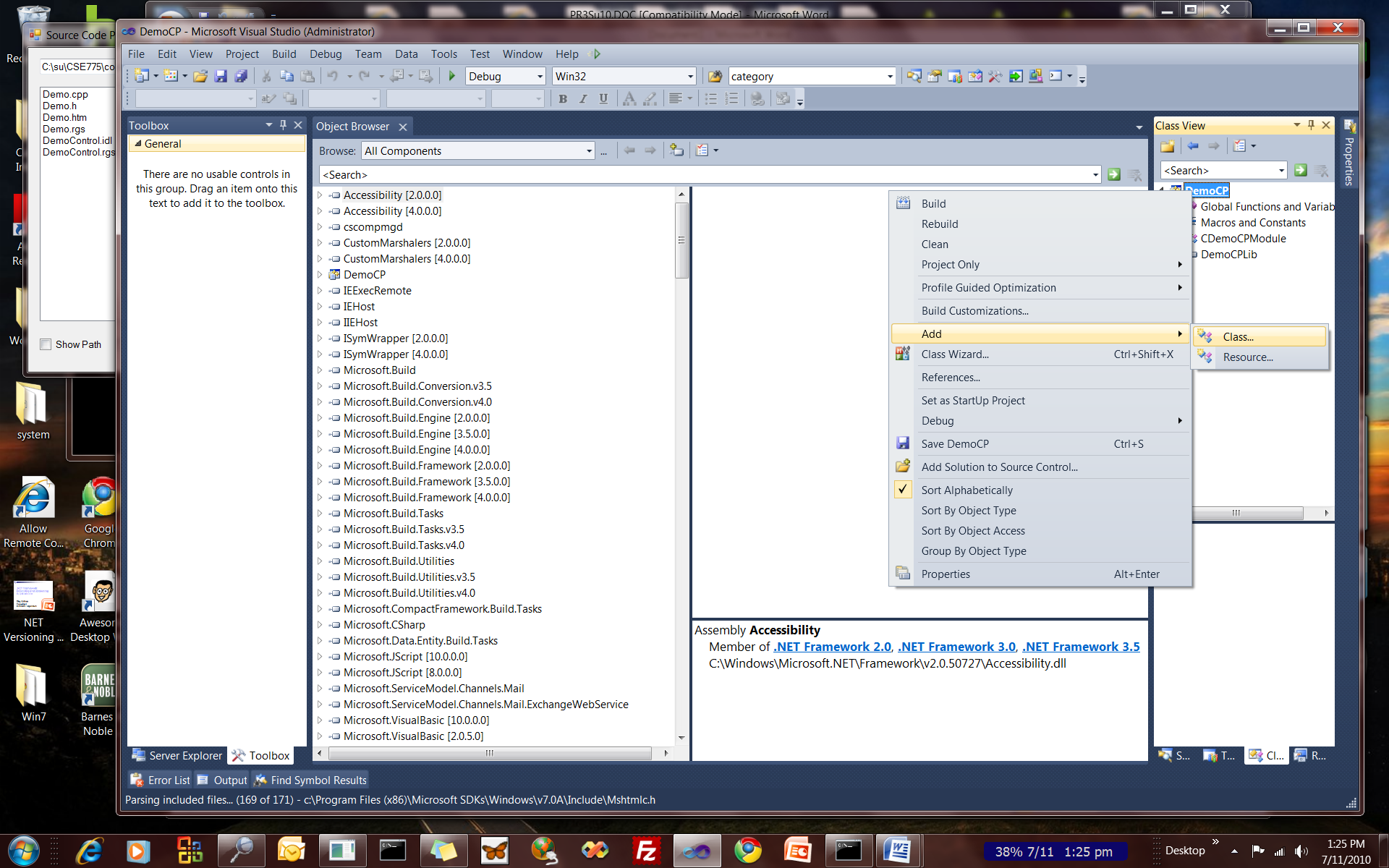
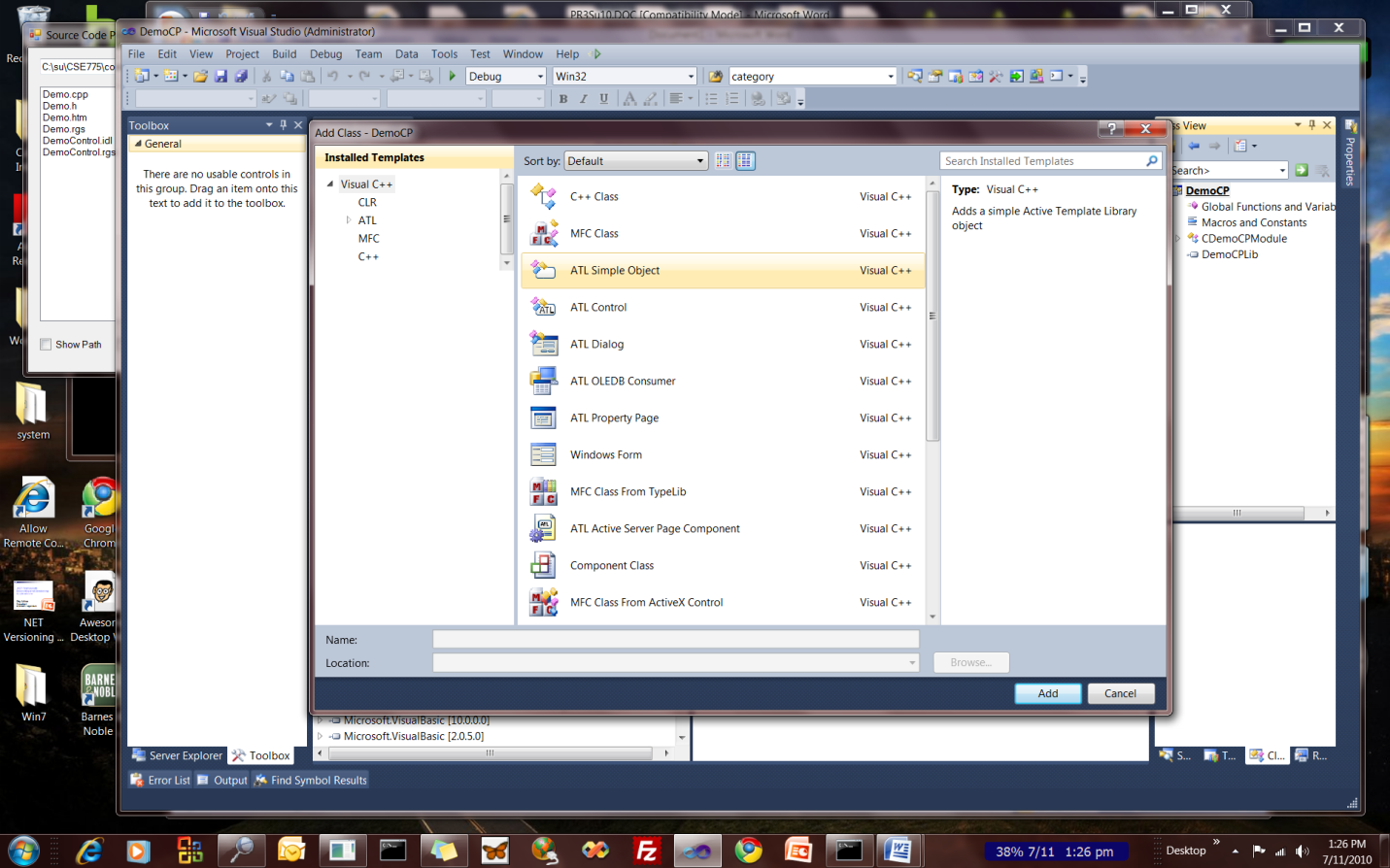
Screen Shots

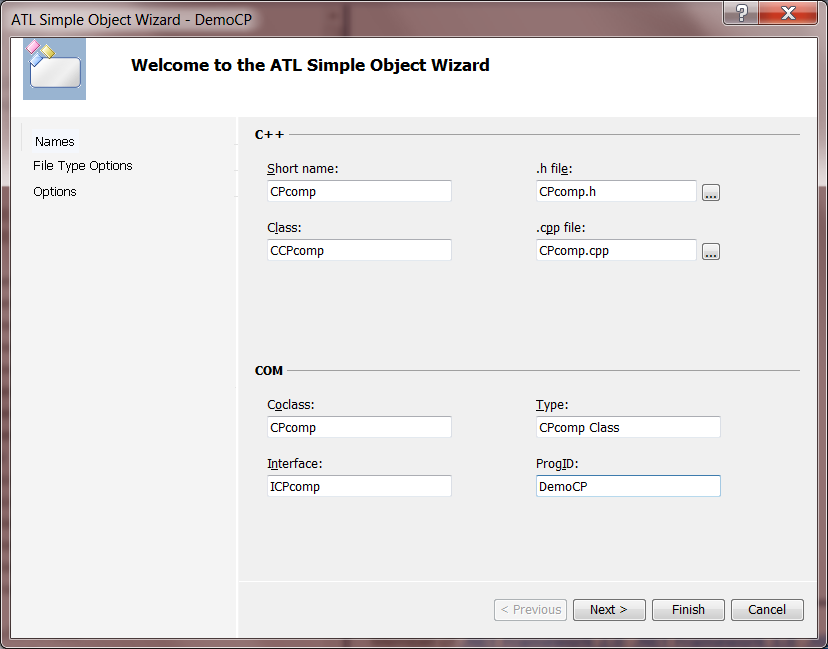
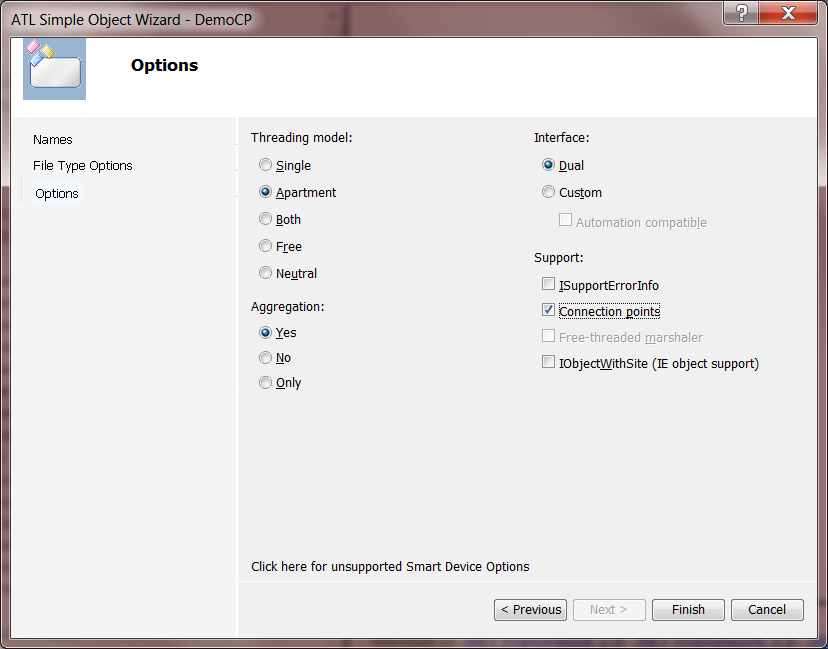
Jim Fawcett

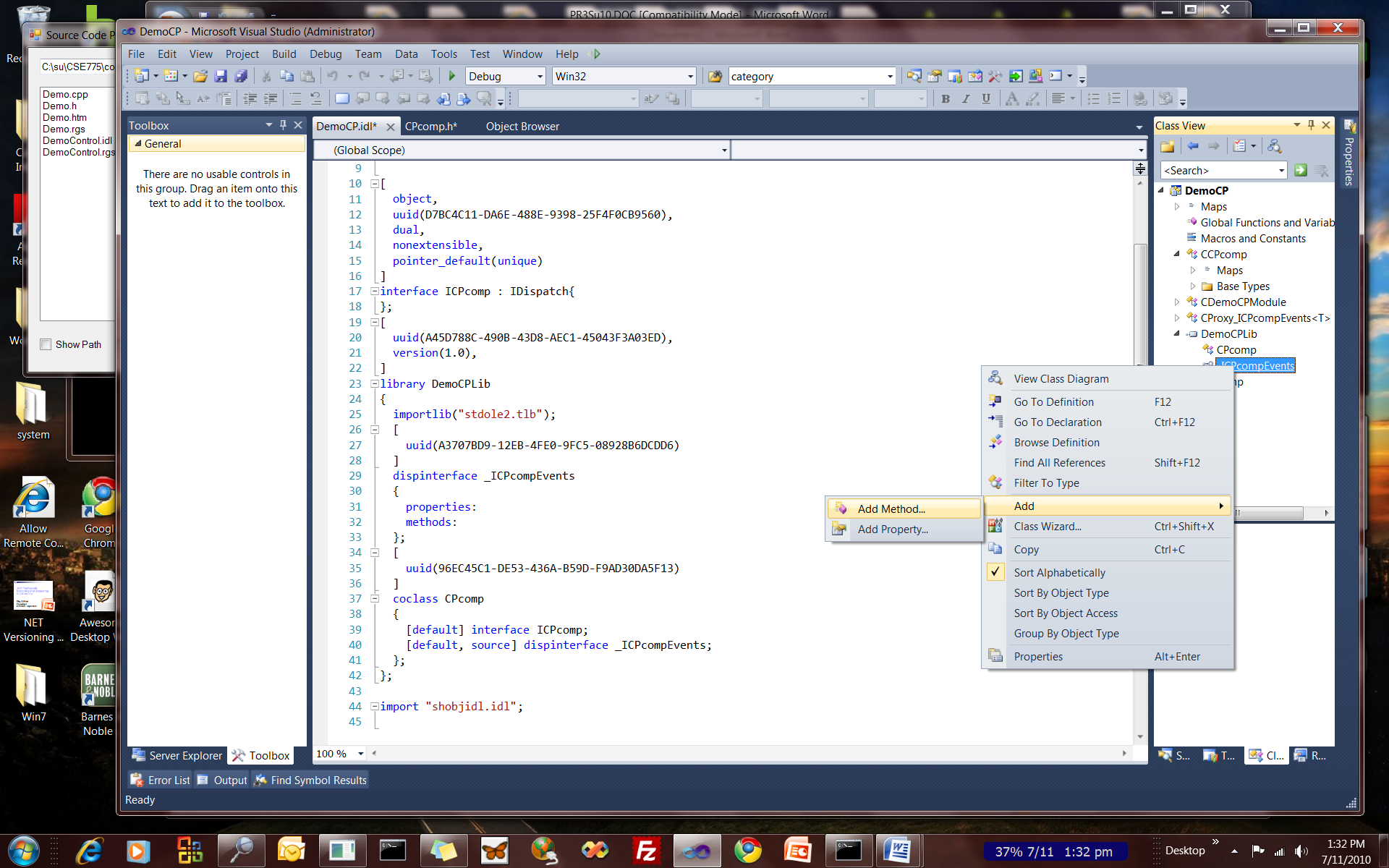
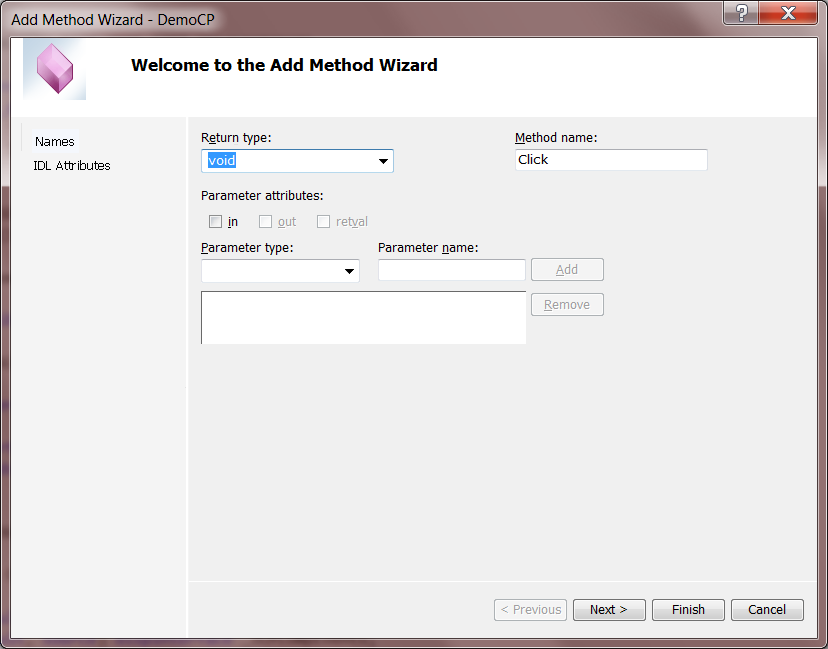
CSE775 – Distributed Objects

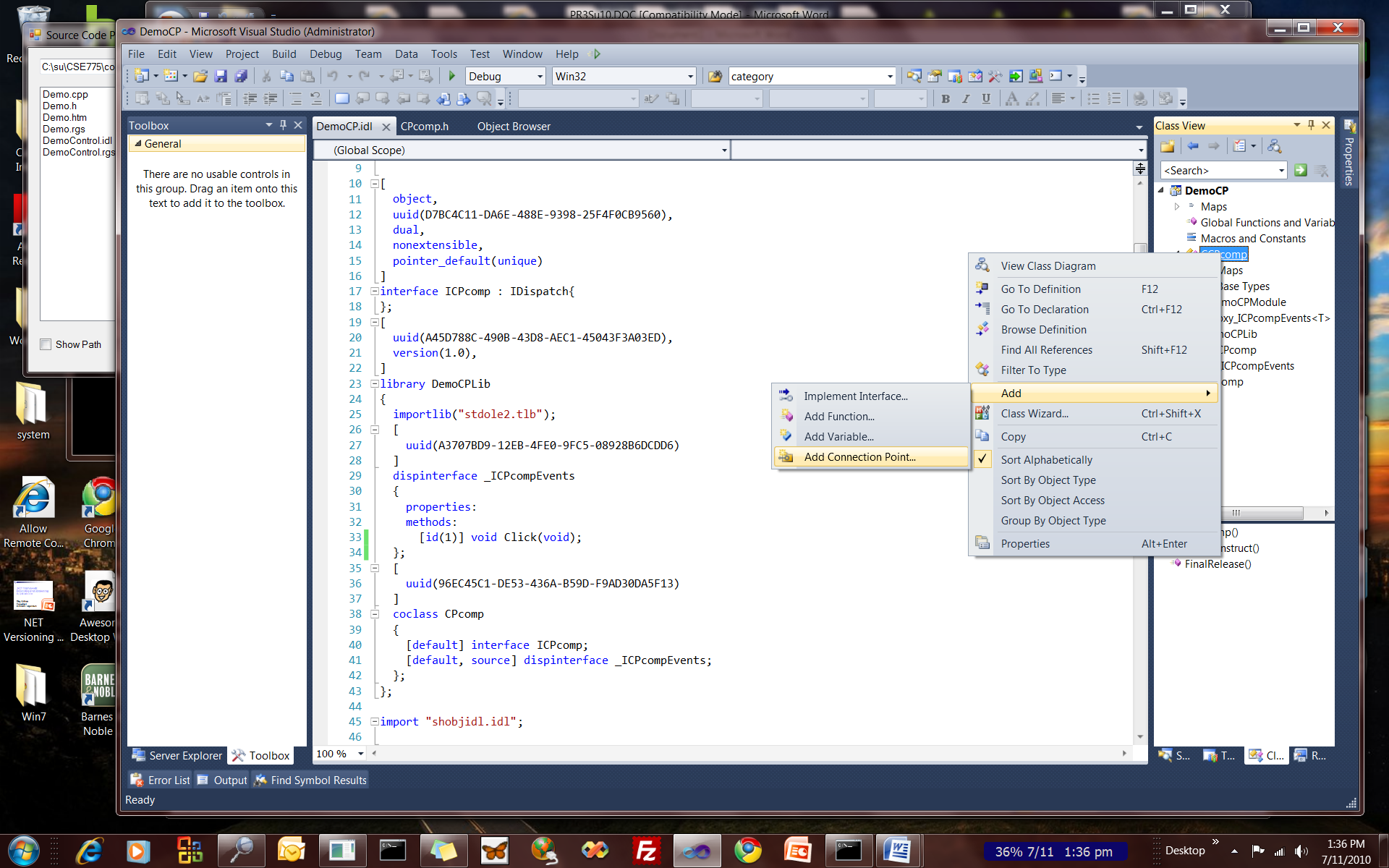
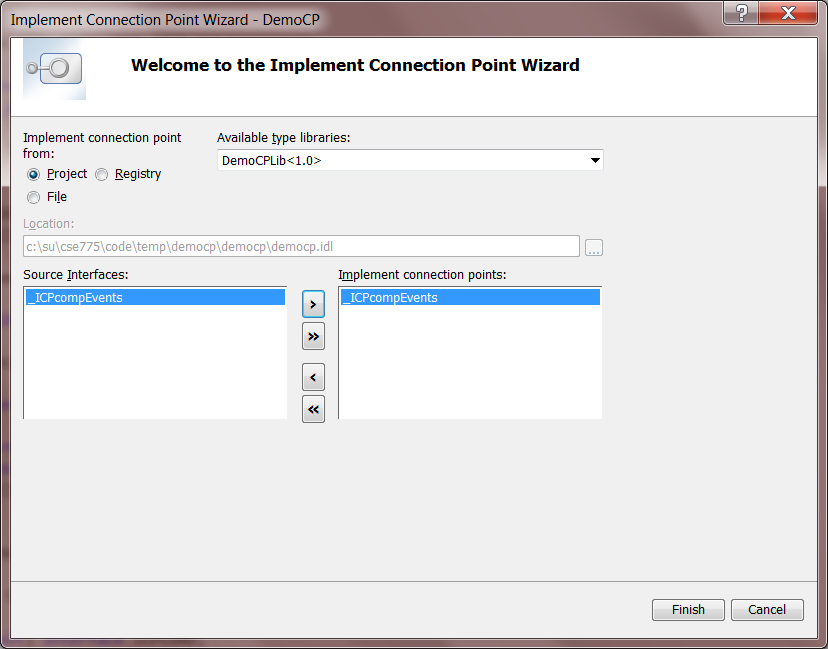
Summer 2010

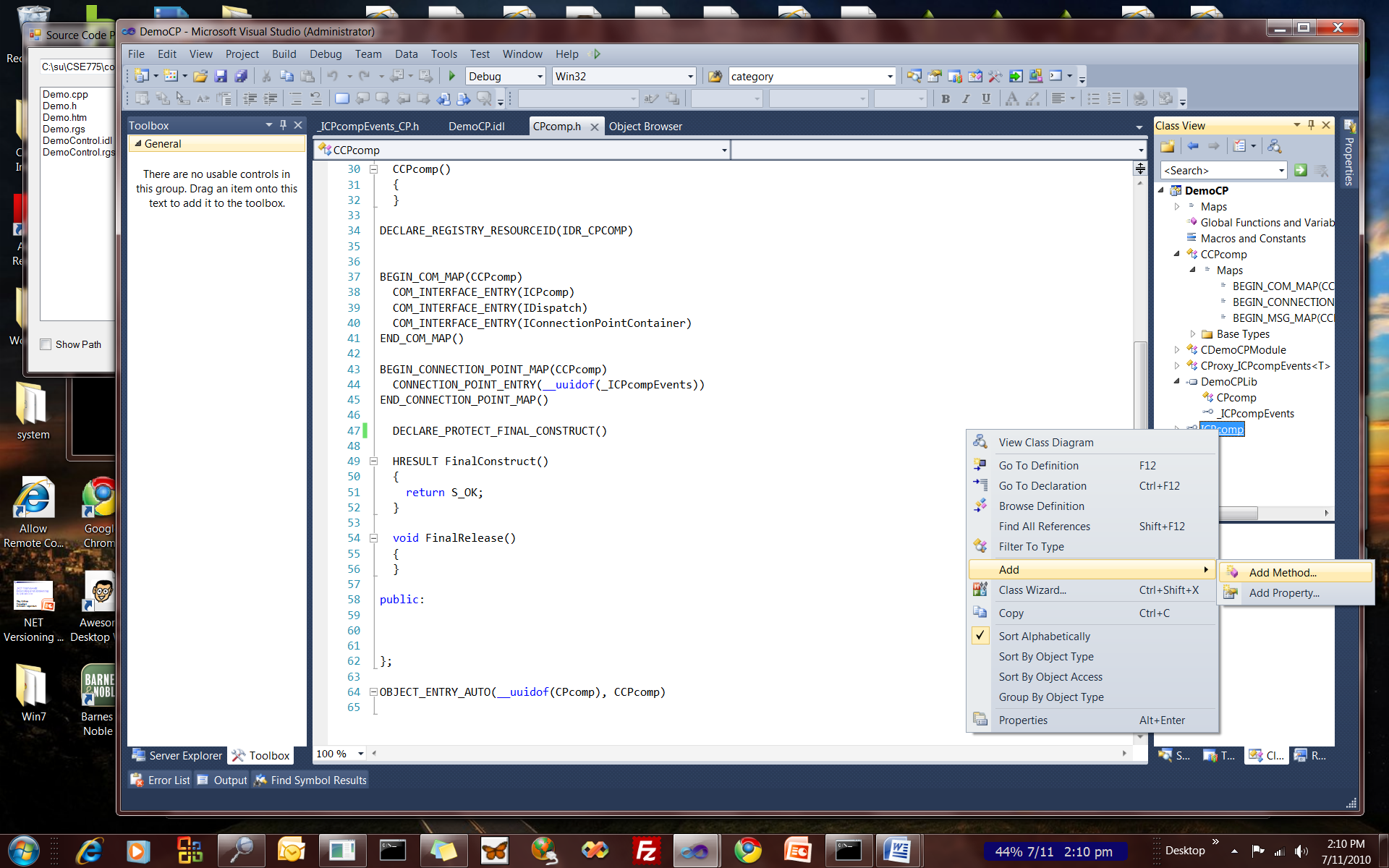
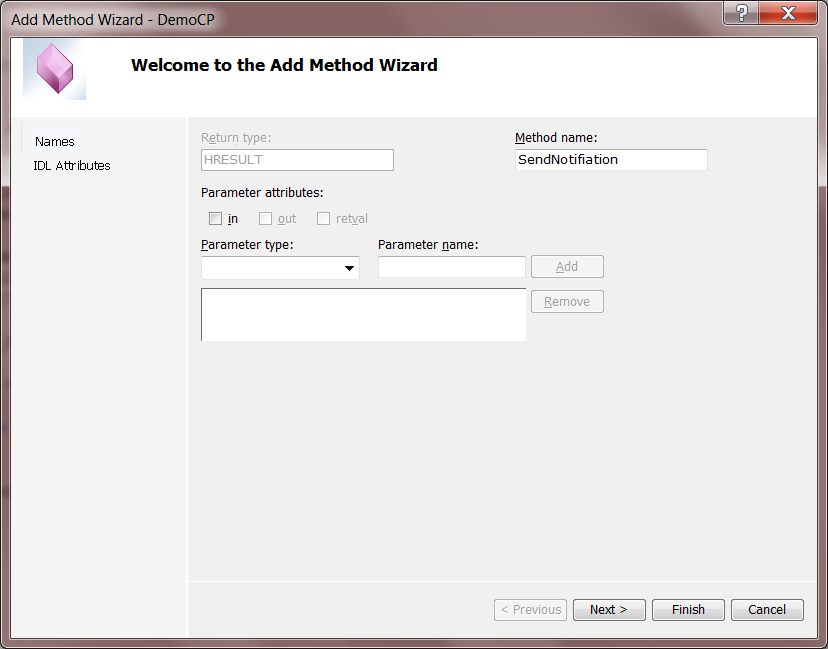












Now, simply:

1. Call Fire\_Click in SendNotifications function. That is a notification, e.g., the function defined on the connection points interface.
2. Implement a client to subscribe and sink the connection point calls.

Here’s the result for a C# client:

