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DotNetJ is a set of libraries written in.NET and COM (C++), which can call Java code and vice versa. It's designed to be very fast and reliable, since these are COM and.NET languages. DotNetJ is not a web service wrapper like Axis, It uses the exact native Java type for the data exchange. DotNetJ is not a web service framework, you have to write your own web services (a simple ".Net 1.1" may be enough for your needs). DotNetJ is a standard COM interoperability framework. DotNetJ can be used from.NET 1.1 - 3.5 and.NET 3.0 from Microsoft, so it can be used to connect to existing Java programs. DotNetJ can be used from VB, C# or from unmanaged C++ code DotNetJ can be used from.NET 2.0 and higher. DotNetJ supports any Java object that has at least one exposed method, these objects have a.java extension. For example, you can call the Java Singleton from.NET without having to register it in a MTS. There are different ways to communicate: you can use proxy or DII. The DII is faster and more reliable, but you can't create objects on the fly (using the proxy you can, and this is very fast). DotNetJ can call a Java class or any Java objects (including Singletons, Clusters, Servlets). DotNetJ has a plug-in architecture that allows for easy add-on in the future. As DotNetJ is a COM wrapper, it needs to be installed on the client machine, it can be installed from a system-side installer. DotNetJ is a Java-to-.Net interoperability library and not a web service framework. In addition, it has no dependency on WCF and Axis, so it has no restrictions on the communication protocol. DotNetJ is a smart COM wrapper that not only adds.NET support to.NET 2.0 and higher, but also adds in a small overhead and improvements to make.NET calls extremely fast and reliable. DotNetJ is a multi-version/API system, so you can call any version of.NET (or Java). DotNetJ provides

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startKey - to start with, must be a number (byte[]), string or number; startKey is a key used to perform cryptographic operations in the Java side and it is generated randomly in the DII method. You can set startKey to a known value in the code if you prefer Very efficient, no dependencies, easy to use and good support by developers who keep it active. Proguard + Objenesis is the Java equivalent of the Eclipse Enhanced for Maven. It is very similar to previous versions, I consider to be a stable release with good performance. Currently works as a plugin for Eclipse and also for IntelliJ IDEA. Check the web pages for download and you have all info you need. Microsoft ASP.NET StoreFront is a fully integrated web application that enables developers to create, publish and manage digital stores through the Internet, and is supported on Windows. The idea is simple: Create your own store, with your own images and content, sell your own products, and showcase them to the public. In short, your customers will "visit" your store from anywhere, just as they do with their favorite online stores. The following features are available for this version of the application: - Basic Listing - Full Listing - Search - Catalog - Products and stock - Inventory management - Cart - Payment - Paging - SEO For further information, visit the following link: Key Features: The goal of the ASP.NET StoreFront project is to provide a rich graphical user interface to the complex data and programming requirements of developing digital storefronts. The StoreFront project builds on the underlying ASP.NET framework to provide a general purpose environment for creating and hosting digital storefronts. Stores can be fully hosted locally in a Windows application, or deployed remotely over the Internet. The store can be fully branded, or customized with a variety of store-specific elements including logos, icons, menu bars and graphics. The StoreFront project can be used to build a wide range of applications including digital catalogs, e-commerce sites, online games, and digital directories. Short description: This framework is intended to create a simple (as possible) basic framework for Java/Ruby developers. This is intended for experimenting and tests, and not for production. The project is intended to be based on Java 5 and 81e310abbf

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DotNetJ is an open source project aiming at providing interoperability between.NET and Java. It uses a simple model where you can simply expose the classes and methods you like (or use one of the predefined interfaces) and let DotNetJ do the rest. It currently supports the following two interoperability models: - DotNetJ generated proxy classes - Dynamic Invocation Interface (DII) Overview: is a Windows Forms application built using Visual Studio 2012. uses System.Web.Services.dll, System.Xml.dll, System.Xml.Serialization.dll, System.Web.Services.Protocols.Soap.dll, System.Web.Services.Description.dll and System.Data.dll. uses DotNetJ - Simple Java Interop, a simple.NET-to-Java interoperability technology. with the interface model it supports the SOAP, WSDL and WADL interoperability models. is an extremely simple to use.NET-to-Java communication tool. provides code generation using the WSDL, XSD and WADL interoperability models. supports both dynamic invocation interface (DII) and generated proxy classes. supports both standalone and web based deployment. Current Release: Release 0.4.0 is the latest release and supports the following interoperability models: - DotNetJ generated proxy classes - Dynamic Invocation Interface (DII) The latest 0.4.0 release is available in the CodePlex.net downloads section. It can be downloaded as a stand-alone zip file, a zip archive of NuGet package dependencies, or a NuGet package. Note that the latest release 0.4.0 is still in beta status, and is still being tested. We will be releasing a non-beta version of DotNetJ in the near future. Support: The DotNetJ project has been released under the MIT License. You can obtain source code or the latest version of the DotNetJ.NET Interop.dll assemblies from CodePlex.net. If you experience any problems with the.NET to Java interoperability, please report them by opening a bug in the dotnetj github project repository.

What's New In DotNetJ?

DotNetJ is a set of components that enable developers to write.NET applications in a fully interoperable manner with Java, and vice versa. The core of DotNetJ consists of classes to access existing remote objects - i.e. objects residing on a server other than the one running your program. The generation of proxy classes is done by the same engine that does J2SE Web Services. All other classes of DotNetJ are generic and implement some sort of the dynamic invocation interface, which is what enables interoperability between.NET and Java. The whole framework is unit-testable and designed for testing through test suites at various levels of the stack, i.e. unit test, integration test, etc. DotNetJ provides.NET developers with a.NET/Java bridge, allowing them to access existing remote objects and interact with them from their.NET applications. These objects can be either Java or.NET, and the framework can talk to them regardless of what language they are in. DotNetJ supports both synchronous and asynchronous calls for communicating with remote objects. For more information, visit Note: These applications are no longer available on the internet due to being abandoned. Download/install the DotNetJ 1.0a2 or DotNetJ 2.0.2a2. The reference manual is available on the webpage. You can download it here: License DotNetJ is available under the GNU GPL, and can be distributed freely. There is no warranty or liability, however. If you find a bug or have a feature request, send me an e-mail. Release History DotNetJ 1.0a2 Released on September 26, 2006. DotNetJ 2.0.2a2 Released on May 7, 2007. DotNetJ 2.0.2.3 Released on February 4, 2008. DotNetJ 2.0.2.6 Released on April 30, 2008. DotNetJ 2.0.2.7 Released on June 1, 2008. DotNetJ 2.0.2.8 Released on August 28, 2008. DotNetJ 2.0.2.9 Released on October 29, 2008. DotNetJ 2.0.2.10 Released on November 25, 2008. DotNetJ 2.0.2.11 Released on December 14, 2008. DotNetJ 2.0.2.12 Released on January 21, 2009. DotNetJ 2.0.2.13 Released on February 17, 2009. DotNet

System Requirements:

Os: Windows 7, Windows 8, Windows 10 (32/64 bits) Processor: Dual core, Quad core, Six core Memory: 2 GB RAM (4 GB recommended) Graphics: 1GB video card Sound: DirectX compatible sound card Internet: Broadband connection Additional Notes: Firefox, Google Chrome, Opera, etc. are not officially supported. The main game screen may not be fully displayed in certain circumstances. Some graphics options may not be available or some features may not function properly. System Requirements:

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