

remote object, or simply a Proxy object that provides a representation of the remote object's interface. In either case, you can access remote objects on a distributed server. However, only the Proxy object is required on the client for distributed processing. By deploying Proxy objects in your client applications, you can reduce the size of your clients and also add a layer of security by preventing the clients from accessing sensitive business algorithms. To define a proxy object, you need to use the proxy object generator, which is available in the Project painter.

2.2 Invoking Remote Object Functions

Here, we issue an asynchronous call with the Post keyword, the server adds the request to a queue and performs the processing at a later point in time; meanwhile, the client can continue to do other work while the server handles the request.

2.3 Destroying the Object Instance

After you've finished using a remote object, you can explicitly destroy the object by using the

DESTROY statement, or you can let Power - Builder's garbage collection facility clear the object out of memory for you automatically.

3 Conclusion

User Objects are the basement in developing distributed PowerBuilder applications. If we want to develop a high quantity application, we must master the user objects in distributed application.

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Determination of Signal Number in Super-Resolution Ocean Surface Current Algorithm of OSMAR2000

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Abstract: Due to the failure of the traditional detection methods of signal number of the first-order sea echo signals at a given Doppler shift, a new method of determination of signal number in the superresolution ocean surface current algorithm for OSMAR200 is developed in this paper. The processing procedure and results of measurements of OSMAR2000 are investigated in this paper.

Key words: HF ground wave radar; ocean surface current; super-resolution algorithm; MUSIC