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Information technology — Object oriented BioAPI —

Part 3:
C# implementation

Technlogies de l'information — Objet orienté BioAPI —

Partie 3: Mise en oeuvre de C#

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Contents

Foreword

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The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, SC 37, *Biometrics*.

ISO/IEC 30106 consists of the following parts, under the general title *Information technology — Object-oriented BioAPI*:

— *Part 1: Architecture*

— *Part 2: Java implementation*

— *Part 3: C# implementation*

Introduction

In this part of ISO/IEC 30106, an application programming interface expressed in C# language is specified. C# is intended to be a simple, general-purpose, object-oriented programming language that is aimed at enabling programmers to quickly build a wide range of applications for the Microsoft .NET platform.

One of the advantages of using C# is that, as it is designed for the Common Language Infrastructure (CLI), it allows multiple high-level languages to be used on different computer platforms without being rewritten for specific architectures.

C# shares some features (overloading, some syntactic details, etc.) with C++ but includes new characteristics (reference and output parameters, enumerations, unified type system, etc.). Besides, C# is very similar to Java (interfaces, exceptions, object-orientation, etc.), which implies that the structure of interfaces and namespaces (which is the equivalent to packages in Java language) is mostly the same as Java but, as expected, code implementation and compilation are different.

As Java implementation allows an easy use of Java BSPs, Java-based application servers or Java applets, C# is the best way to write windows desktop and web applications/services and provides an advanced and well-designed remote framework.

Information technology — Object oriented BioAPI —

Part 3:
C# implementation

1   Scope

This part of ISO/IEC 30106 specifies an interface of a BioAPI C# framework and BioAPI C# BSP which will mirror the corresponding components specified in ISO/IEC 30106-1. The semantic equivalence of this part of ISO/IEC 30106 will be maintained with ISO/IEC 30106-2 (Java implementation). In spite of the differences in actual parameters passed between functions, the names and interface structure are the same.

2   Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 30106-1, *Information technology — BioAPI for object oriented programming languages — Part 1: Architecture*

3   BioAPI C# namespace structure

3.1   Overall structure

The BioAPI C# interface will be divided into several namespaces. The following are the namespace structure:

— namespace BioAPI: contains functionality to manage units, BSPs, BFPs, the framework and applications;

— namespace BioAPI.Data: contains all the data structures.

3.2   Namespace BioAPI

3.2.1   Namespace description

This namespace contains all the components responsible for managing and executing the functionality of BioAPI. Component registry interface is also defined in this namespace.

3.2.2   Structure

The description of this namespace is given explaining a bottom-up structure. In Clause 4, the interfaces needed to be implemented for each of the unit types are explained. It is important to note that such interfaces do not refer to an implemented class by itself, as the accessible class will be either the Biometric Service Provider (BSP) or the Biometric Function Provider (BFP), but the specifications in such clause are common to the methods and properties to be added to the implemented BSP and/or BFP classes.