











Client Processing Models

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Goals:

Explore models for client side processing evolving on the Web.

-> Challenges faced by developers

Note the benefits and drawbacks of various methods to gain a balanced understanding of the options.





Agenda

Processing models Smart Client Architecture

- Component Library
- Processing/behavior environment and controller
- Data services & Code Demo
- Connectivity to local or remote resources.
- Flexibility for extension

Composite Client Applications

Reference Model

Q & A





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Buzzword Bingo...

- Smart client something better than what exists today.
- Composite client a client that can aggregate and interact with resources from various sources in various protocols/presentation capabilities.
- Web 2.0 a general term to describe what people will do on the internet in years to come.





Client Server model

Client Tier

Application clients, rendering, component libraries, scripting/behavior

Presentation Tier

* Server Pages, Servlets, other UI elements

Business/Purpose Tier

Connections to Business, Government, Purpose Objects, Services

IntegrationTier

Application, data, legacy connectivity

Resource Tier

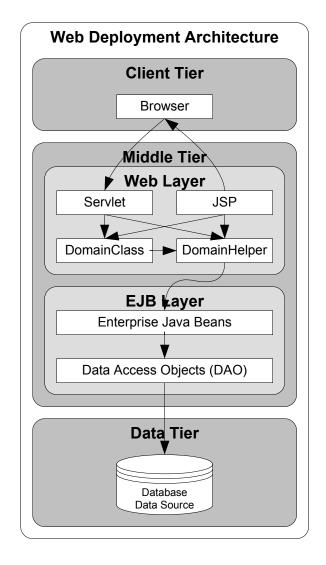
JDBC, External systems (Web Services), other legacy resources

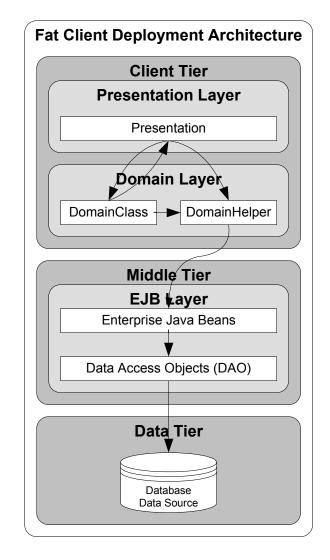


Client

Server

Java CS models.







Processing on the client

Areas of concern

- Manipulation of data
- Manipulation of view/presentation
- Processing functionality, sandbox
- Connectivity variations
- Creating RIA's, rich user experiences (formats)
- Targeting multiple platforms
- Security
- More...





Variations...

- Thin Client minimal client capabilities
- Rich client maximum processing offloaded onto client.
- Composite client one client uses local, remote resources and multiple areas of processing.
- NEW! Smart client evolving as a model based on what some think "Web 2.0" is.





Client Side Data Manipulation

- Security Environment
 - Interactions ONLY with data to which the user is authorized
 - Trade off -> More security = less capability and vice-versa
- Data Accessor Methods
 - Persistent Data on the client does not change
 - Read only access but not to restricted data (address books etc)
- Data Mutator Methods
 - Client Side Data that the client can change
 - Effective "Sandbox" (micro DB) for persisting data on client
 - Example: Cookie DB
 - Concerns over access to hard drive





Online interruptions and fixes

- Going Offline
 - Decide what data/logic are required by client
 - Synchronizing changes when onlineStatus = "1"
- Caching
 - Long term / Short term
 - Data expiration and constraints
 - Security risks
- Design for all models:
 - Always

-Network connection essential

Mostly

- -Infrequently disconnected
- Sometimes
- -Disconnected for significant amount of time
- Intermittent
- -Connectivity nice to have and/or expensive

Offline

-Explicitly offline

Client Side Processing

- Access restricted to processes "owned" by client
 - Interactions to client system resources limited
 - Many exploitation points (buffer overflow, API calls, plug in exploitation...)
- Can be interrupted when online connectivity ceases
 - AJAXians keep trying
 - Examples: Offline form completion
- Requires delicate care for 2PC's, ACID and other transaction models.





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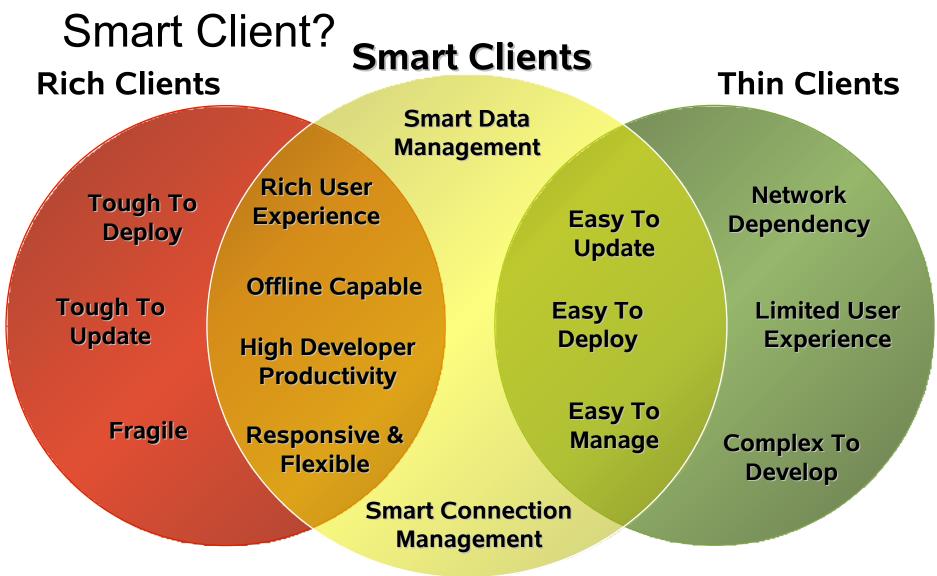
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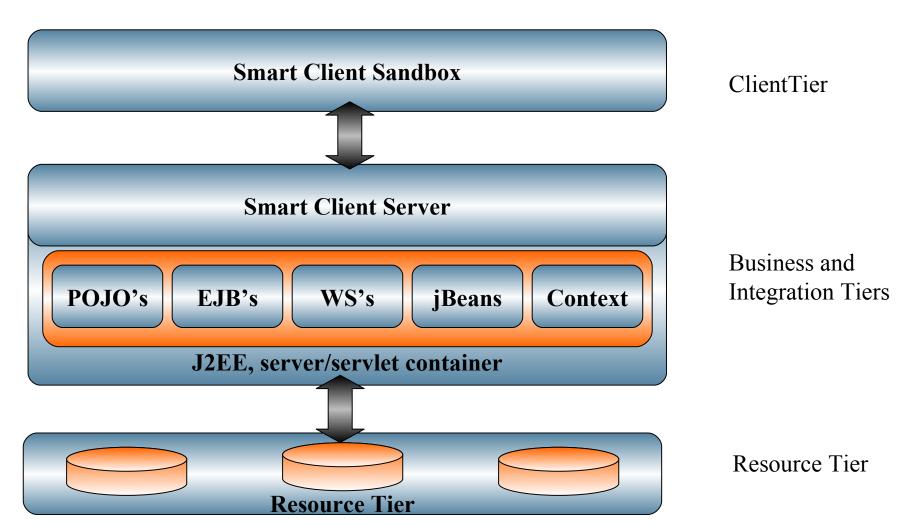








Smart Client Model



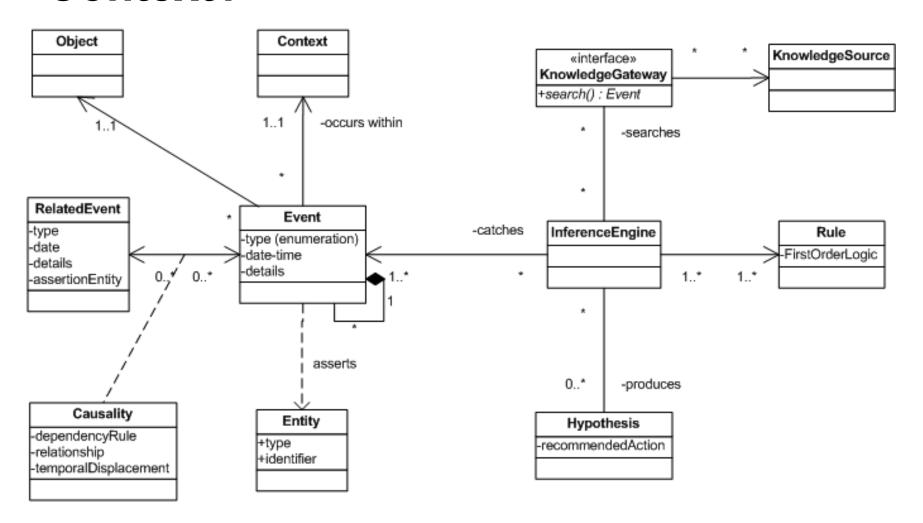


What does Smart Client need?

- Component Library
- Processing/behavior environment and controller
- Data services
- Connectivity to local or remote resources (Beans, servlets, PJO's etc..)
- Presentation (RIA)
- Flexibility for extension, updating, self configuring...
- Contextual configuration

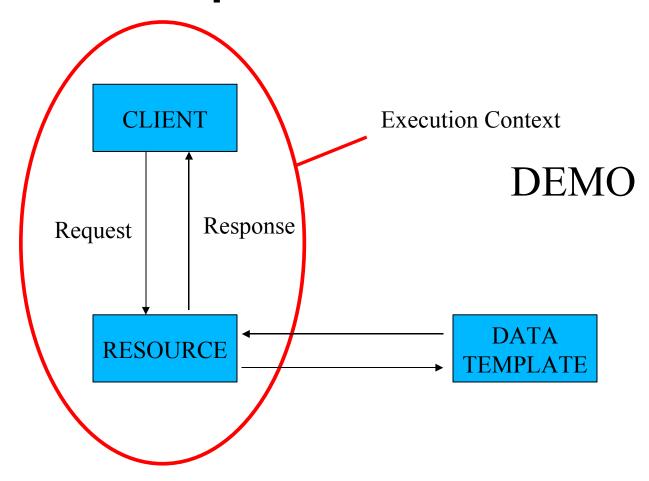


Context?





Context-Specialist Pattern







Requirements for developers

- Standard architecture models
 - SOA, MVC
- Standard programming models
 - Client side scripting model (ECMAScript, JavaScript, ActionScript et al.)
 - Client/server side program execution (Java beans, POJO's)
 - OOP methodologies
 - J2EE on server
- Standards for connectivity on the wire
 - Web Services





Smart Client Component Library

- Availability of multiple libraries:
 - HTML components
 - XForms, PDF Forms, et al.
 - Flash, Flex components
 - Java Swing components
 - AJAX widgets
 - •
- Developers can opt for best of class for each component
- Smart client layout should include ability to mix panes of different components



Processing and control

- Generally with lightweight scripting langauges
 - ECMAScript, JavaScript, ActionScript
 - Common approach to processing (event based)
 - Java can be used too (n-tier architecture).
 - Bridge the scripting languages to use your classes.
- Enforce consistent use of OOP techniques where possible.
 - Lexically scoped variables
 - Accessor/mutator for class members
- Ease of interaction to bind data (local or remote) to presentation components.
 - Registering eventListeners on objects



W3C DOM Event Model

- Triggers are events.
- Standard event model
 - Focus(), blur(), click(), mouseOver(), ...
 - Timer based, user initiated, server initiated...
 - http://www.w3.org/TR/DOM-Level-2-Events/events.html
- Event listeners detection
- doSomething() correlation between events and actions.
- Events have targets and source objects.
- Can be abused example: (onBlur(focus());



Event handling example

```
//create a new empty object
myobject = new Object();
//now register our interest in the Mouse objects
broadcast
Mouse.addListener(myobject);
//define the onMouseMove event handler for our
object
myobject.onMouseMove = function() {
trace("Mouse was moved");
};
//now register our interest in the Key objects
broadcast.
Key.addListener(myobject);
//define the onKeyDown event handler for our object
myobject.onKeyDown = function() {
trace("Key was pressed");
                      2006 JavaOne<sup>SM</sup> Conference | Session TS-9180 | 23
```



Data Services

- Access to local and remote data
- Consistent security model
- Authorization and audit capabilities
- Client side sandbox
- Requires a new model for persistent DRM
- Semantics and Structure

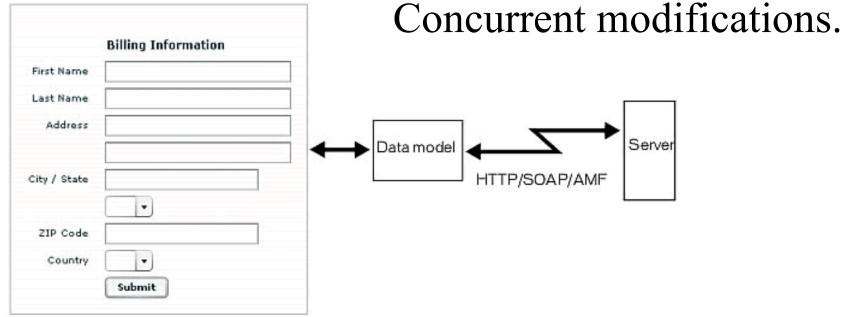




Data synchronization

- Easy if 1:1

- More difficult in 1:* to manage







Concurrency

- Most business process span transactions.
 One transaction is used to read the data
 and display it to the user, and another
 transaction is used to update the
 persistent store with the user's
 modifications.
- Concurrency issues can crop up on client too based on a client offerings services as well as consuming them.





Connectivity

- Calling web services over various protocols
 - HTTP, UDP
- Reliable messaging
- Asynchronous and Synchronous models
- P2P, server calls, RPC, pull or push, eventing...
- Other key concepts
 - Idempotent
 - Security sessions, trust
 - Conflict resolution





Presentation components

- Clean separation from M/C
 - Skins
- Timeline/state based models possible
- Binding point between creative professionals and developers





Keys to design/dev workflow goals

- Separate out code into "code behind" pages
 - Use <Script source="xxx"> or other methods to separate the control from container.
 - Designer: Build presentation components, then add events and handlers.
 - Developer: Build cool app then build GUI.
 - They think differently!
- Do as much styling in CSS as possible
- Designers and Developer should understand each others technologies as much as possible.





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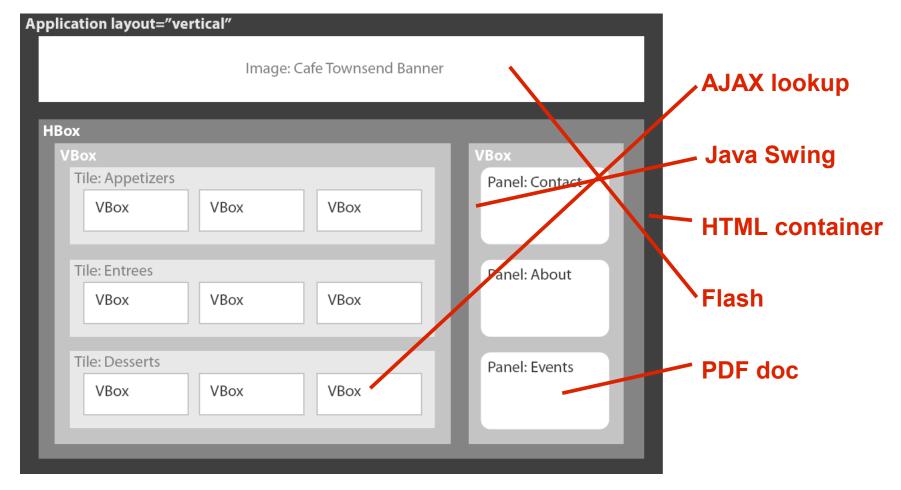
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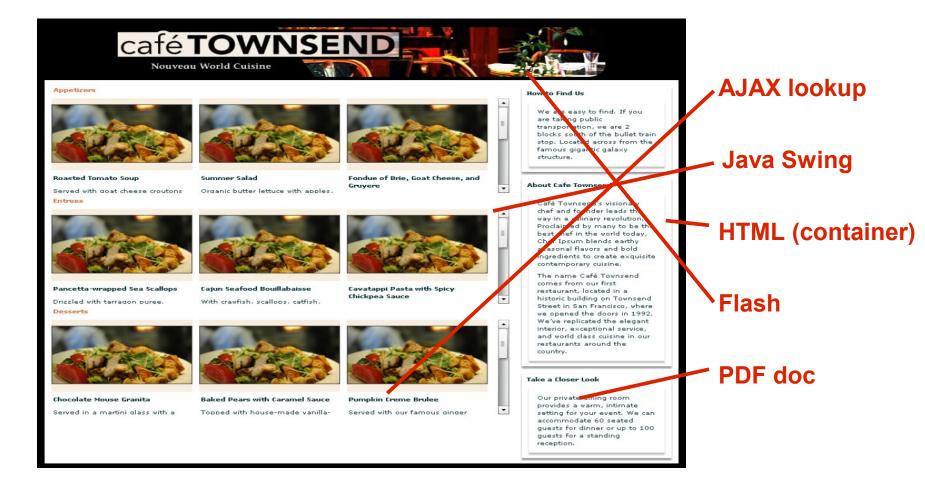


Composite Client Example

And interactions between all...











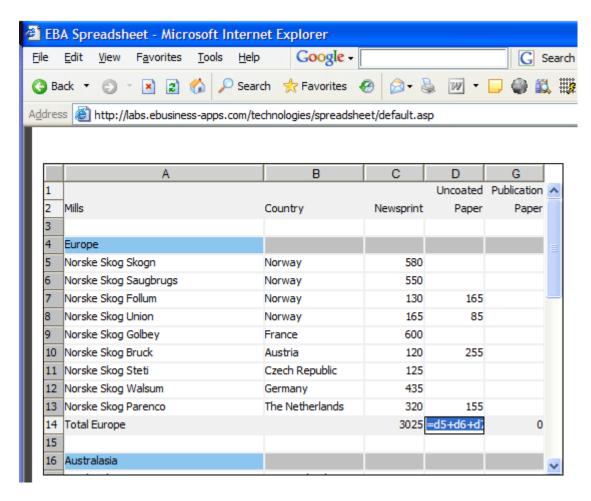
Composite client

- Blurs lines between software, client interactions with a server, P2P etc.
- Composed of multiple pieces of functionality in some form of container.
 - Example: imagine XL* built of Flex, Ajax, Swing components rendered in a browser with a multi user security model.
 - DEMO: http://labs.ebusiness-apps.com/wiki/default.asp?EBASpreadsheetSneakPe ak

^{*} A hypothetical name for a spreadsheet like program that may be made by a large software company.



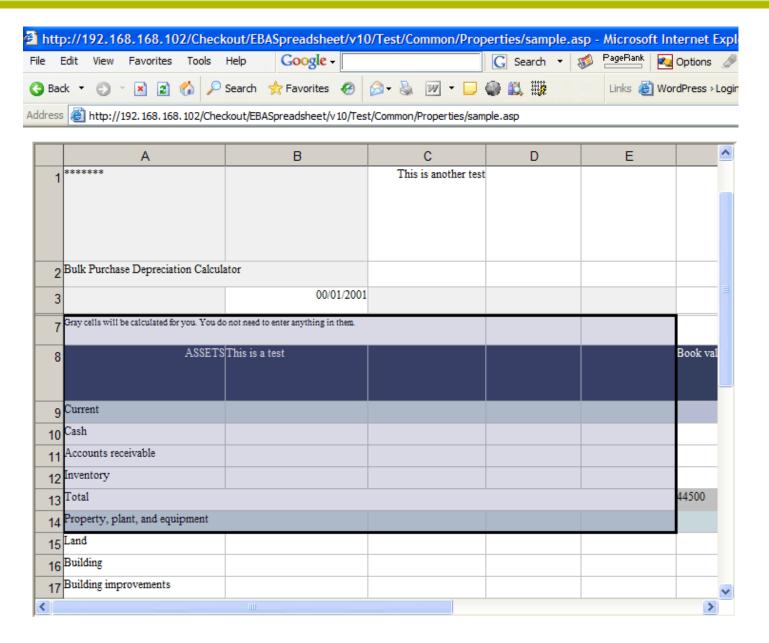
AJAX Spreadsheets....







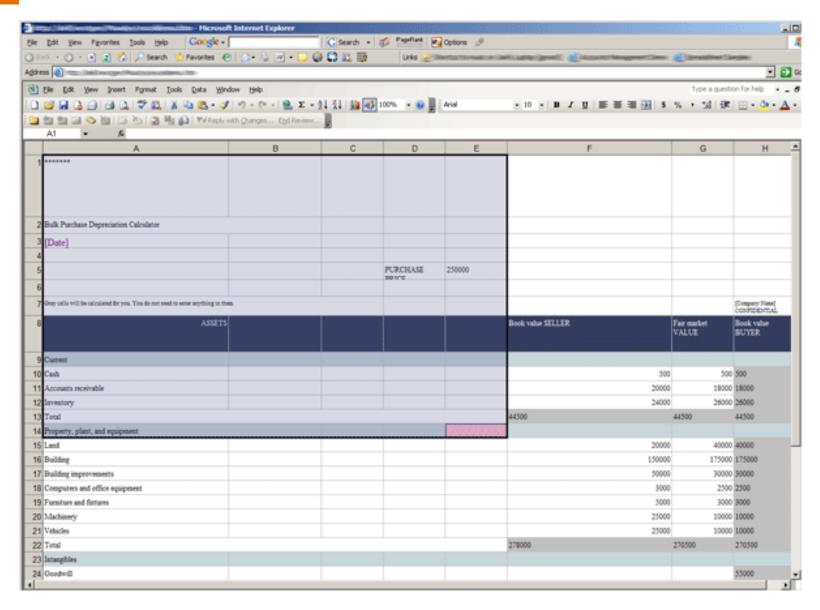








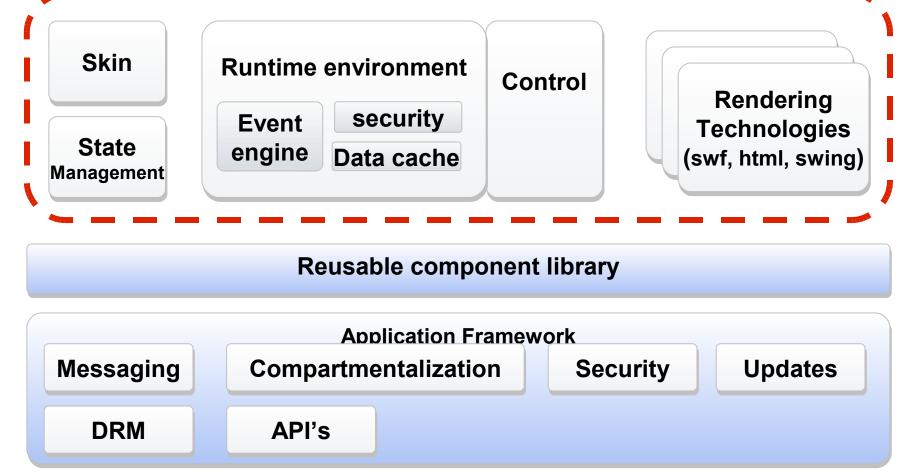








Composite client model







A perspective...

Server Client





A perspective...

Client





Summary

- Programming models are stable
 - Supporting technologies still changing
- Smart client is evolution
- Too many creative people building the future to stay where we are.
 - Web 2.0 (whatever that really means)
- Clients are servers too.
- Interested to hear your thoughts.



Q&A

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Thank you

Java on the Client – processing models

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