





Agenda

- WebObjects as a Framework
- Building a Web Application
- Framework Specifics
- How it Works
- Summary
- Q&A



A Definition of WebObjects

WebObjects is a collection of frameworks that facilitate the rapid development of sophisticated Web-based applications



What Is a Framework?

A Framework is a collection of classes that work together to solve specific problems in a particular domain





 Apple concentrates on delivering a strong foundation



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- Partners can build on that foundation
 - Tools (goLive's CyberStudio)
 - New Frameworks (Dover Pacific)



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- ^o Run on multiple platforms
- Shared between Web and traditional apps
- Developers don't have to write as much code—assemble and deploy





- ^o Foundation
 - Data type objects, separation from OS, remote object support



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- Application Kit
 - Traditional application UI objects



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 - Traditional application UI objects
- Enterprise Objects
 - Object persistence (database connectivity)



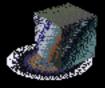
- Foundation
 - Data type objects, separation from OS, remote object support
- Application Kit
 - Traditional application UI objects
- ^o Enterprise Objects
 - Object persistence (database connectivity)
- WebObjects
 - Web application specific objects

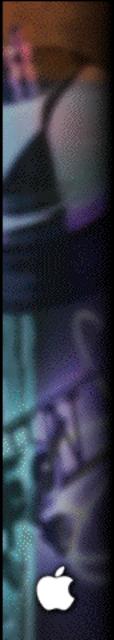














Understand Server API/Headers Learn HTTP/HTML





Learn SQL/Build Queries
Understand Server API/Headers
earn HTTP/HTML





Generate HTML
Learn SQL/Build Queries
Understand Server API/Headers
earn HTTP/HTML





Manage User State
Generate HTML
Learn SQL/Build Queries
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Localize

Manage User State

Generate HTML

Learn SQL/Build Queries

Understand Server API/Headers

Learn HTTP/HTML





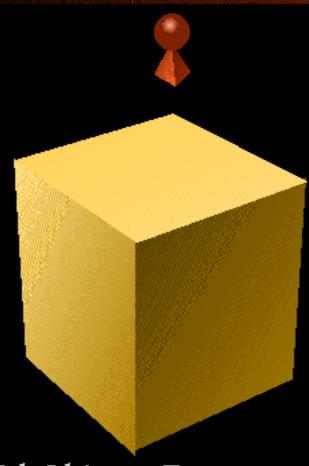


Write Application Localize Manage User State

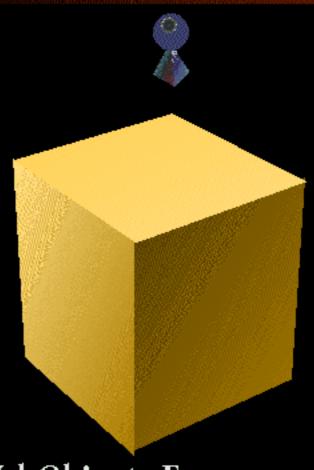




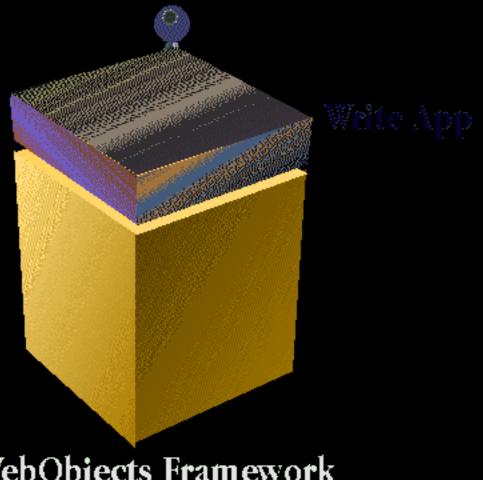




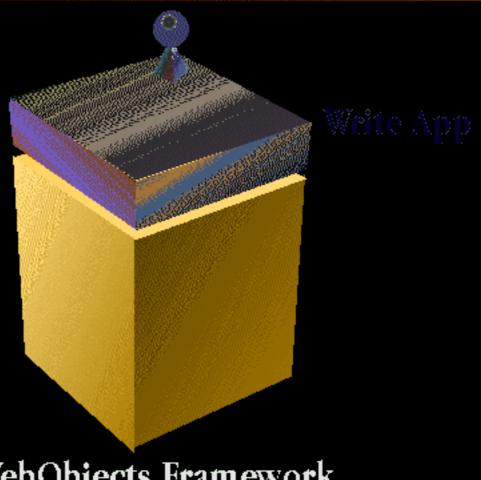




















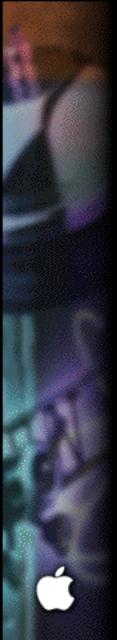
- HTTP Request Class
 - Get browser type
 - Get incoming data's MIME content type
 - Get incoming data
 - Get HTML input form values by name
 - Get browser's cookies
 - Localized



- HTTP Response Class
 - Set response's MIME content type
 - Append HTML to response
 - Append raw data to response
 - Set other HTTP response headers
 - Authentication challenges
 - URL redirection, etc.
 - Set content encoding for localization



- HTML Classes (Dynamic Elements)
 - Template is parsed into tree of objects
 - Each HTML tag has its own representation: tag name, attributes, etc.
 - Objects know how to render themselves in HTML



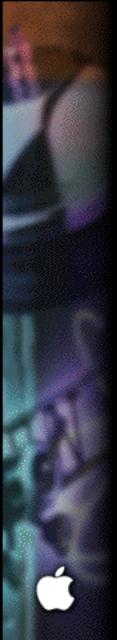


Understand Server API/Headers Learn HTTP/HTML



Understand Server API/Headers

- HTTP Server Adaptor
 - Converts HTTP requests into HTTP Request objects
 - Converts HTTP Response objects into Server API specific format
 - Source code is shipped with releases
 - Supports CGI, NSAPI, ISAPI, Web*, etc.
 - Load distribution and load balancing



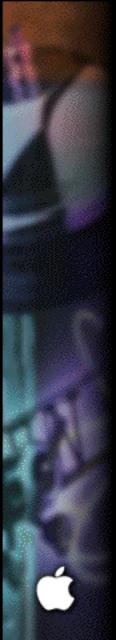


Learn SQL/Build Queries
Understand Server API/Headers
Learn HTTP/HTML



Learn SQL/Build Queries

- Database Connectivity Classes (EOF)
 - Database independent
 - Supports Oracle, Sybase, Informix, and ODBC
 - Multiple databases can be used to populate the attributes of an object
 - Doesn't tie SQL code directly to UI
 - Same EOF objects used in both OPENSTEP and WebObjects



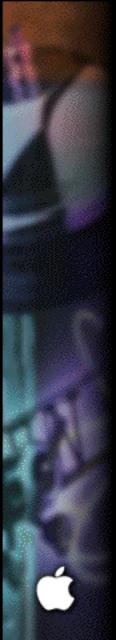


Generate HTML
Learn SQL/Build Queries
Understand Server API/Headers
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Generate HTML

- Dynamic Elements
 - Attributes of HTML elements determined by variables and method calls at runtime
 - e.g., populate an HTML table as a response to a query
 - Display HTML based on conditional logic
 - Repetition construct



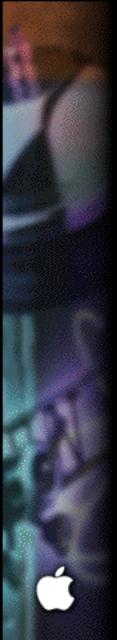


Manage User State
Generate HTML
Learn SQL/Build Queries
Understand Server API/Headers
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Manage User State

- Session State Management Classes
 - The Session Class
 - Get/set session variables
 - Session knows how to serialize/ deserialize itself
 - Persistence: The SessionStore Class
 - Saves and retrieves Session objects (for application and individual pages)
 - Subclass (for flatfile or database storage)
 - Session timeout services



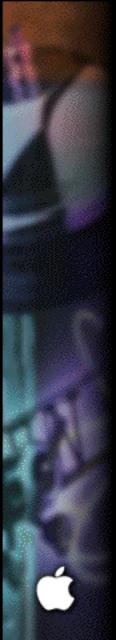


Localize
Manage User State
Generate HTML
Learn SQL/Build Queries
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Localize

- Localization Support
 - Hash table maps English keywords into localized values
 - Localized icons, images and HTML templates
 - User's language preferences are stored in Session object
 - API is localization aware

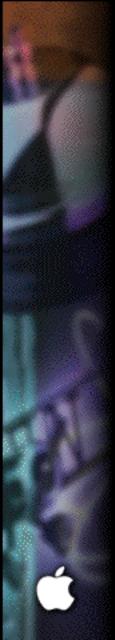


Write Application Localize Manage User State Generate HTML Learn SQL/Build Queries **Understand Server API/Headers** Learn HTTP/HTML



Write Application

- Application Development Support
 - Server side scripting
 - Easy to learn
 - Rapid prototyping and application development
 - No compilation required
 - Server side Java support
 - Write entire application in Java
 - Application Class



Deploy Write Application Localize Manage User State Generate HTML Learn SQL/Build Queries **Understand Server API/Headers** Learn HTTP/HTML



Deploy

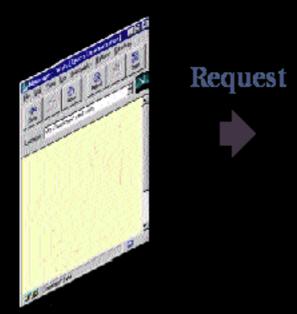
- Deployment Support
 - Load balancing and distribution
 - Deploy multiple instances of application on the same machine
 - Scale up by deploying on multiple machines
 - Deployment is configurable
 - Machines/instances can be added at run time without shutting down





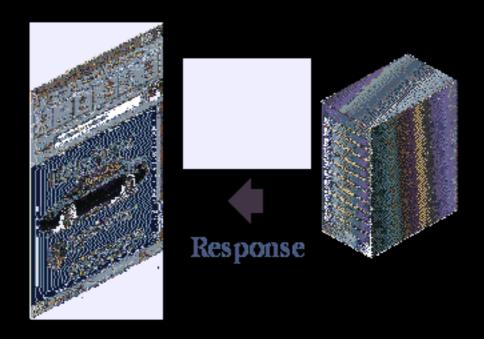
Static Web Site



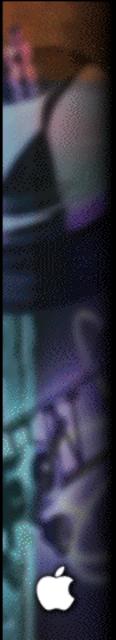


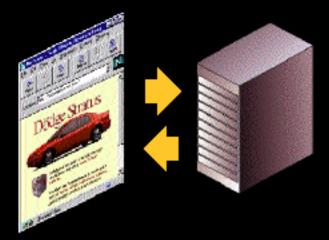
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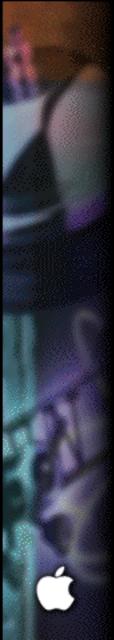


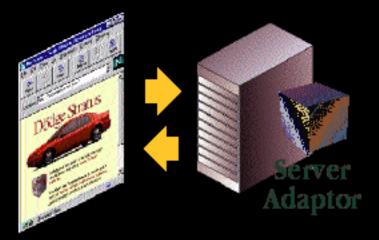
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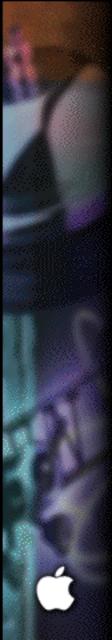


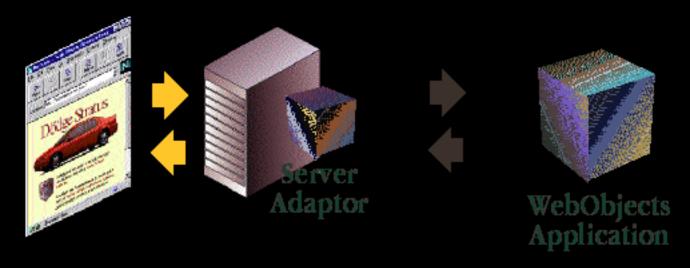
Dynamic WebObjects Site





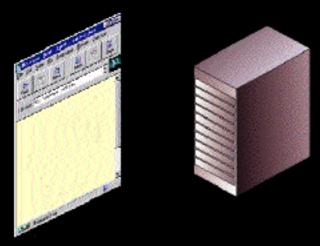
Dynamic WebObjects Site



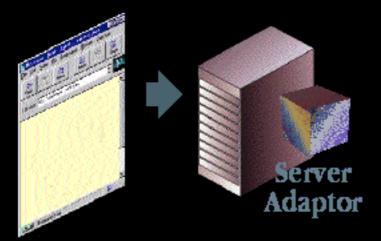


Dynamic WebObjects Site

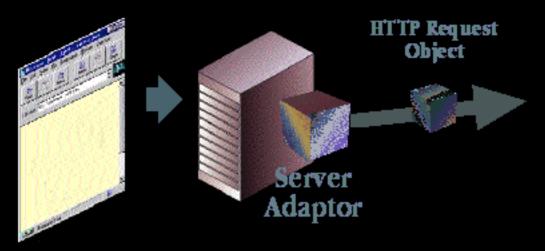




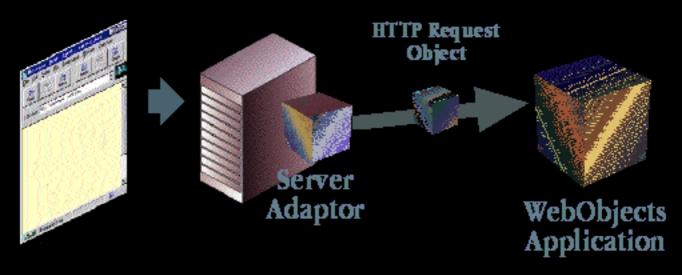




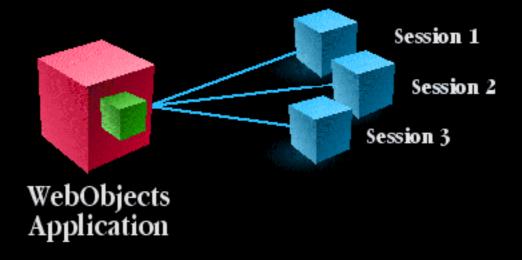






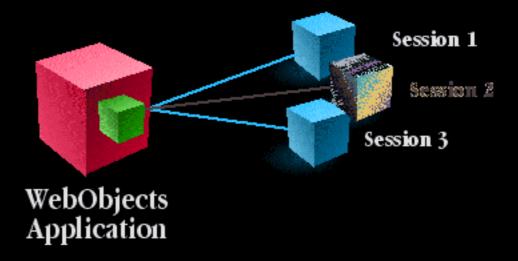






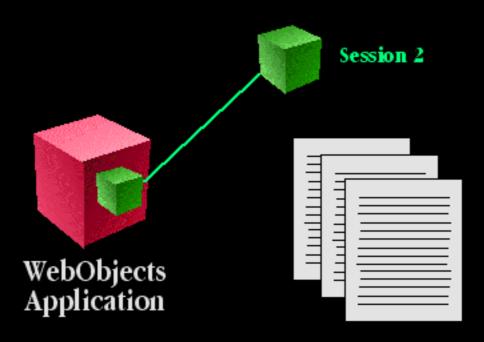
Determining the Session





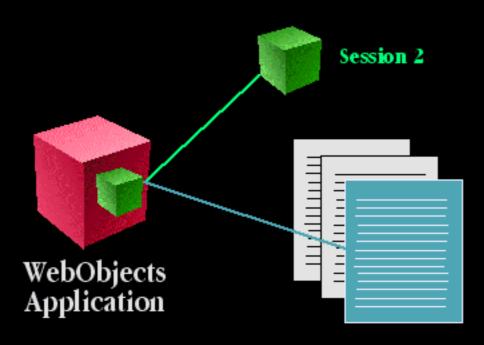
Determining the Session





Determining the Page



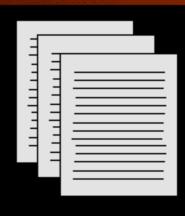


Determining the Page



- Has three parts
 - HTML Template
 - Server side logic
 - Declarations (bindings)
- Receives and processes HTTP Request objects
- Generates HTTP Response objects

A WebObjects Page



HTML Template

Declarations

Logic

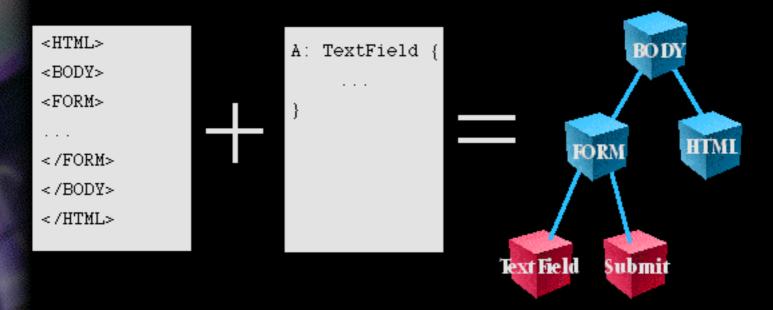
```
<HTML>
<BODY>
<FORM>
<WEBOBJECT NAME=A>
<WEBOBJECT NAME=B>
</FORM>
</BODY>
</HTML>
```

```
A: TextField {
    value=data;
}

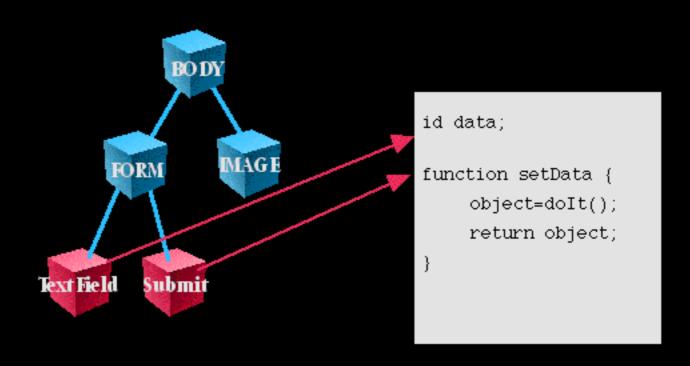
B: SubmitButton {
    action=setData;
}
```

```
id data;
function setData {
    object=doIt();
    return object;
}
```

A WebObjects Page

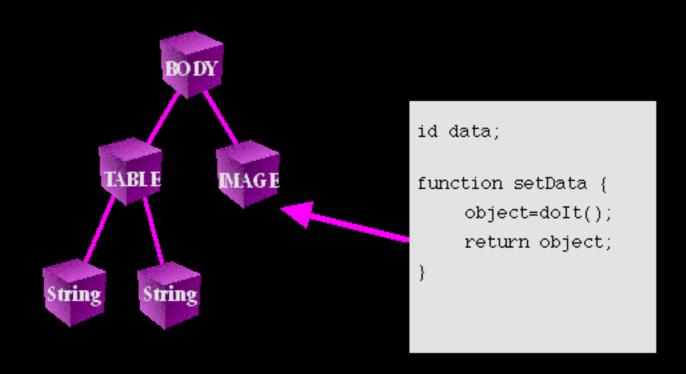


An Object Tree is Built



Code is Executed





New Tree is Built Based on Code



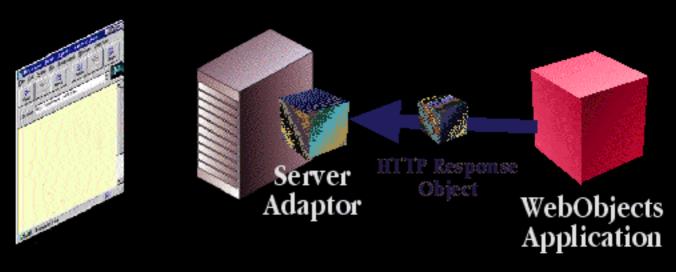






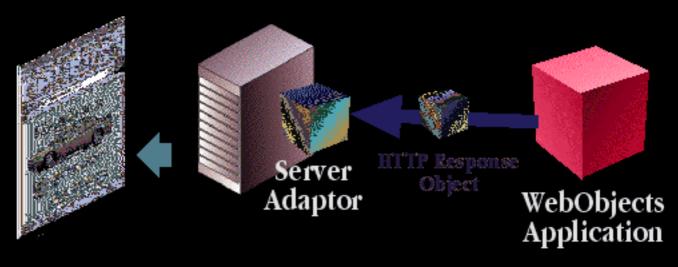
Passing the Response





Passing the Response





Passing the Response



WebObjects Framework Features

Handles interaction with HTTP server



- Handles interaction with HTTP server
- ^o Generates HTML dynamically



- Handles interaction with HTTP server
- Generates HTML dynamically
- Database connectivity



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- Generates HTML dynamically
- Database connectivity
- [®] Manages user state



- Handles interaction with HTTP server
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- Scalable application server



- Handles interaction with HTTP server
- Generates HTML dynamically
- Database connectivity
- * Manages user state
- Scalable application server
- Technology neutral



WebObjects Framework Benefits



WebObjects Framework Benefits

Separate custom code and data from the Web delivery mechanism



WebObjects Framework Benefits

- Separate custom code and data from the Web delivery mechanism
- Concentrate on dynamic content, instead of fighting with technology



WebObjects Framework Benefits

- Separate custom code and data from the Web delivery mechanism
- Concentrate on dynamic content, instead of fighting with technology
- Rapidly develop sophisticated Web applications

