

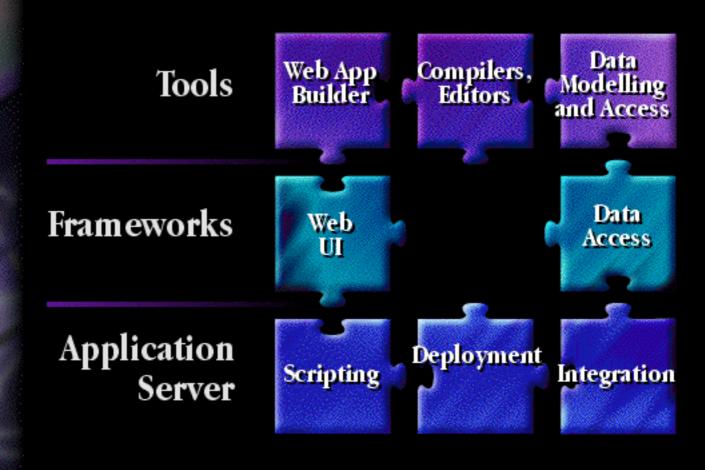
Agenda

- What's inside WebObjects?
- What are some of the business models for working on the web?
- How are developers working with WebObjects today?
- Where are there future opportunities to build products on WebObjects?



What Is WebObjects?

- Tools for developing Enterprise-oriented Web applications
- Frameworks of pre-built components and objects
- A deployment platform and runtime





How Can You Build On WebObjects?

- Extend existing applications
- Create components and objects
- Construct stand-alone web applications
- Replace pieces of WebObjects
- Integrate new "plumbing"
- Build new tools for WebObjects



Extend Existing Applications to the Web

- Applications can provide web-aware services
- Desktop applications can provide web interfaces
- Provide objects/APIs for web developers to integrate with your apps



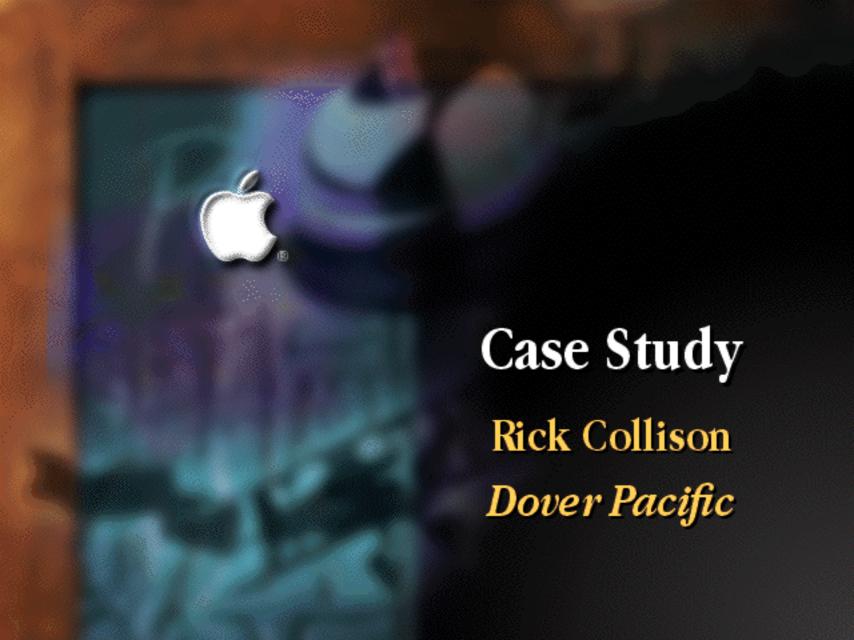
Extend Yellow Box Applications to the Web

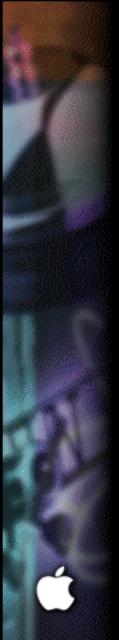
- Based on the same platform as OpenStep
- Shares development methodology and languages
- Enables reuse of existing application code



Create Web "Add-Ons"

- Use core logic from existing applications
- Address new market or user audience
- Extend capabilities of current customers to take advantage of the Web and the Internet





Stand-alone Applications

- Vertical-market solutions
- Educational solutions and courseware
- "Package" applications for businesses
- Application templates



Objectware: Components and Objects for Developers

- Add-in transaction capability
 - E-commerce, TP monitors



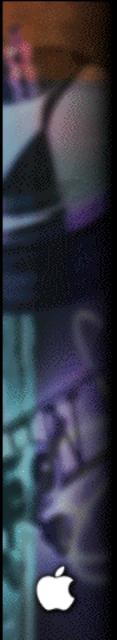
Integration and Communications

- Extend communications capabilities
- Create interfaces to data types and applications
 - EOF adaptors



Extend or Replace WebObjects Functionality

- APIs provide open platform
- Frameworks can be added or replaced at runtime



WebObjects Tools

- Replace or extend existing tools
- Create tools focused on specific products or vertical markets
- Enable Web development by non-developers

