

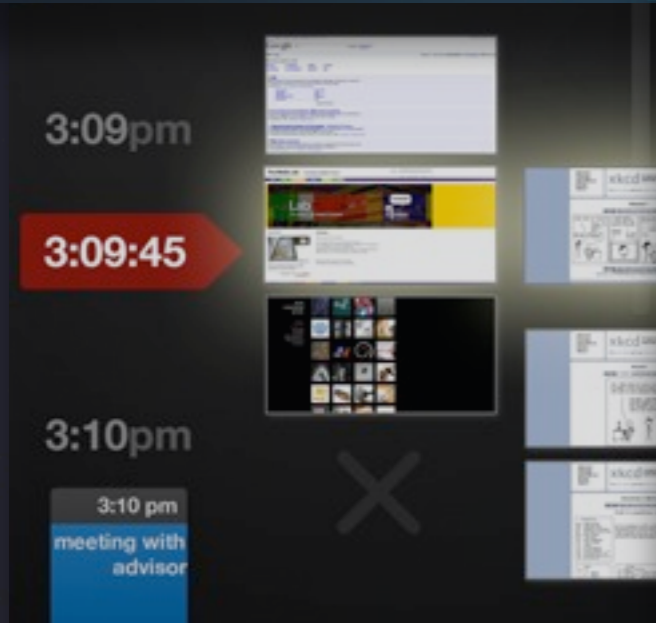
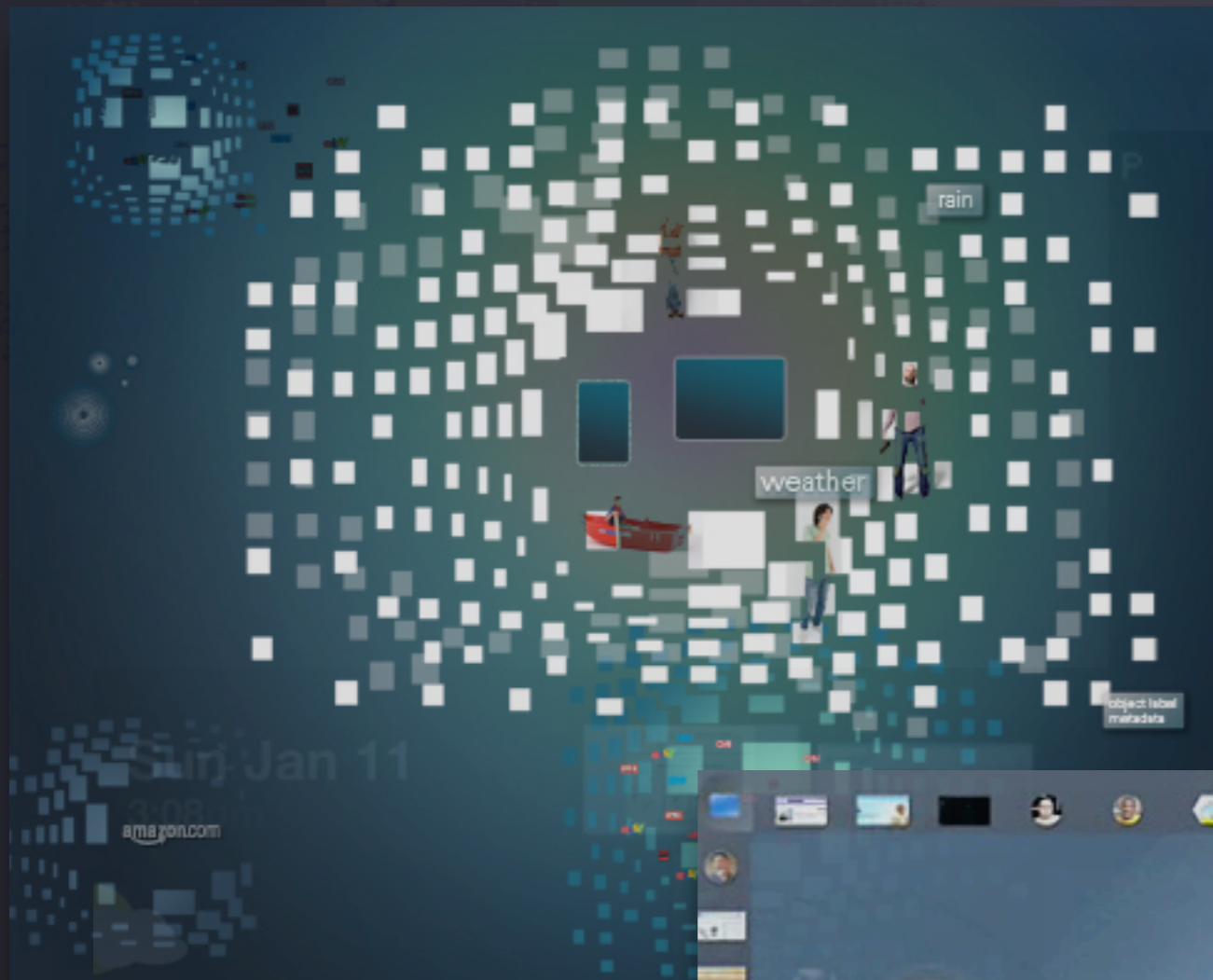


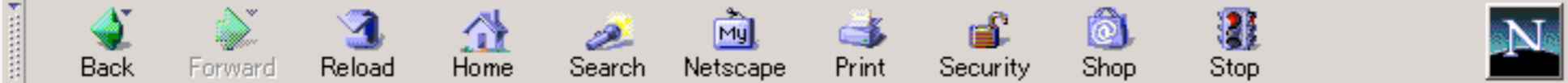
The Web Platform

Ben Galbraith and Dion Almaer



mozilla LABS
concept series





Netscape® Communicator 4.79



NETSCAPE

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Other product and brand names are trademarks of their respective owners.

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technology from [Sun Microsystems, Inc.](#)
Copyright © 1992-1997 Sun



Contains VisiBroker for Java software, copyright © 1996-1998 [Borland Software Corporation](#).

Firefox Start



Google™

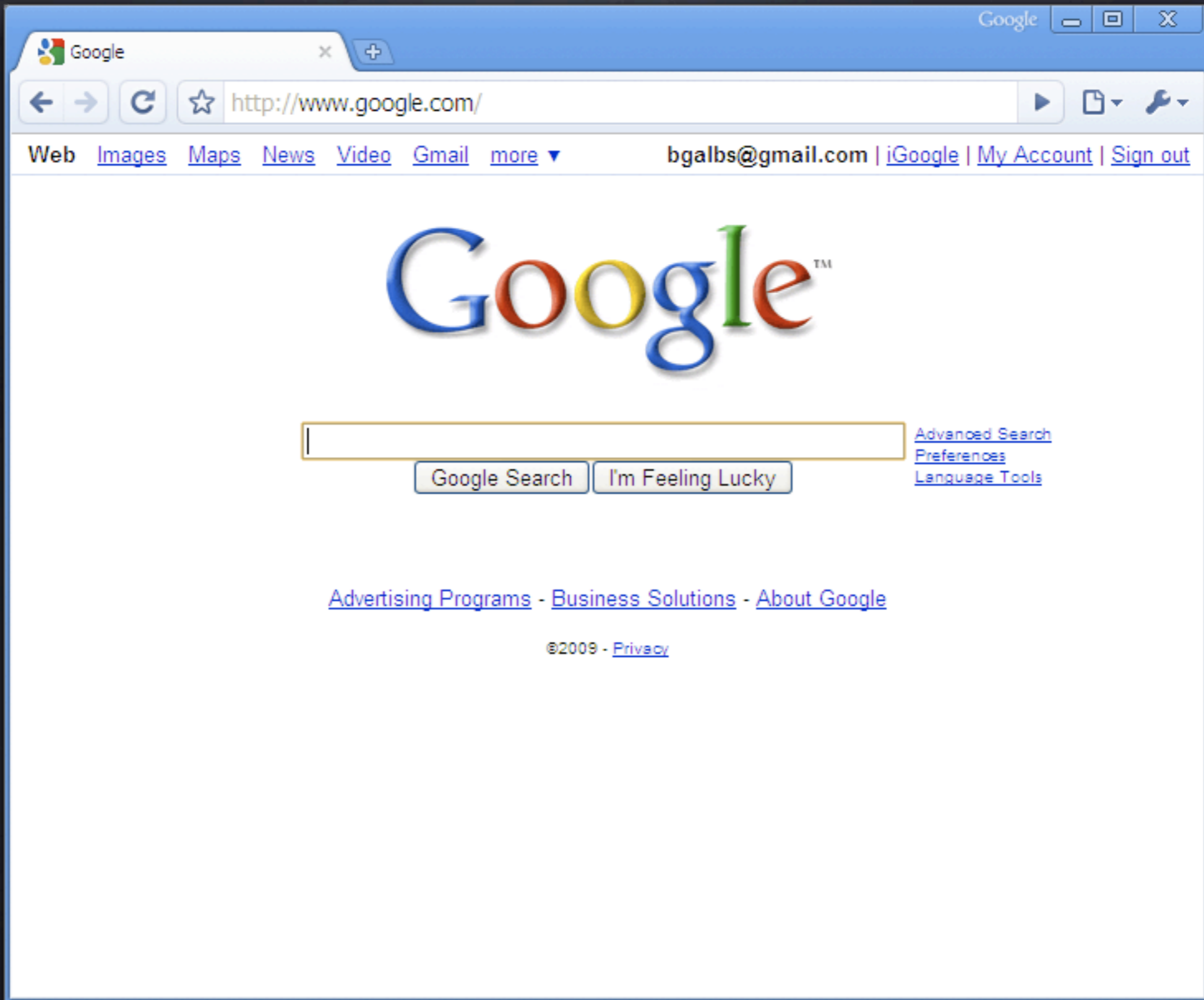
Google Search

[Advanced Search](#)
[Preferences](#)



Experience the Web the way you want it: our add-ons wizard will [customize Firefox to your exact interests.](#)

[About Mozilla](#)



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“Google Suggest and Google Maps are two examples of a new approach to web applications that we at Adaptive Path have been calling **Ajax**. The name is shorthand for Asynchronous JavaScript + XML, and it represents a **fundamental shift in what’s possible on the Web.**”



Jesse James Garrett
Co-founder, Adaptive Path


```
var xhr = new XMLHttpRequest();
xhr.onreadystatechange = function() {
    if (xhr.readyState == 4) {
        processChange();
    }
}
xhr.open("GET", "/foo/bar");
xhr.send(null);
```

dōjō

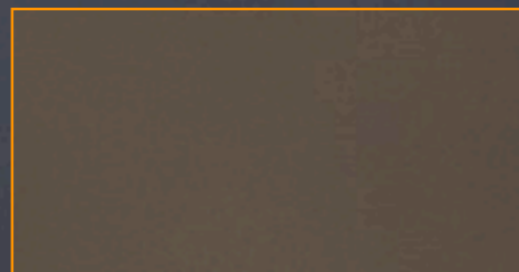
 **jQuery**
write less. do more.

prototype



Canvas

Text







No start-up delay



Available on mobile devices today



Rendering fidelity with browser
(especially important for typography)



No bridges necessary



Not a plug-in





e ?



Microsoft
Silverlight™





1.0

Chrome's V8



Beta

Safari's SquirrelFish Extreme



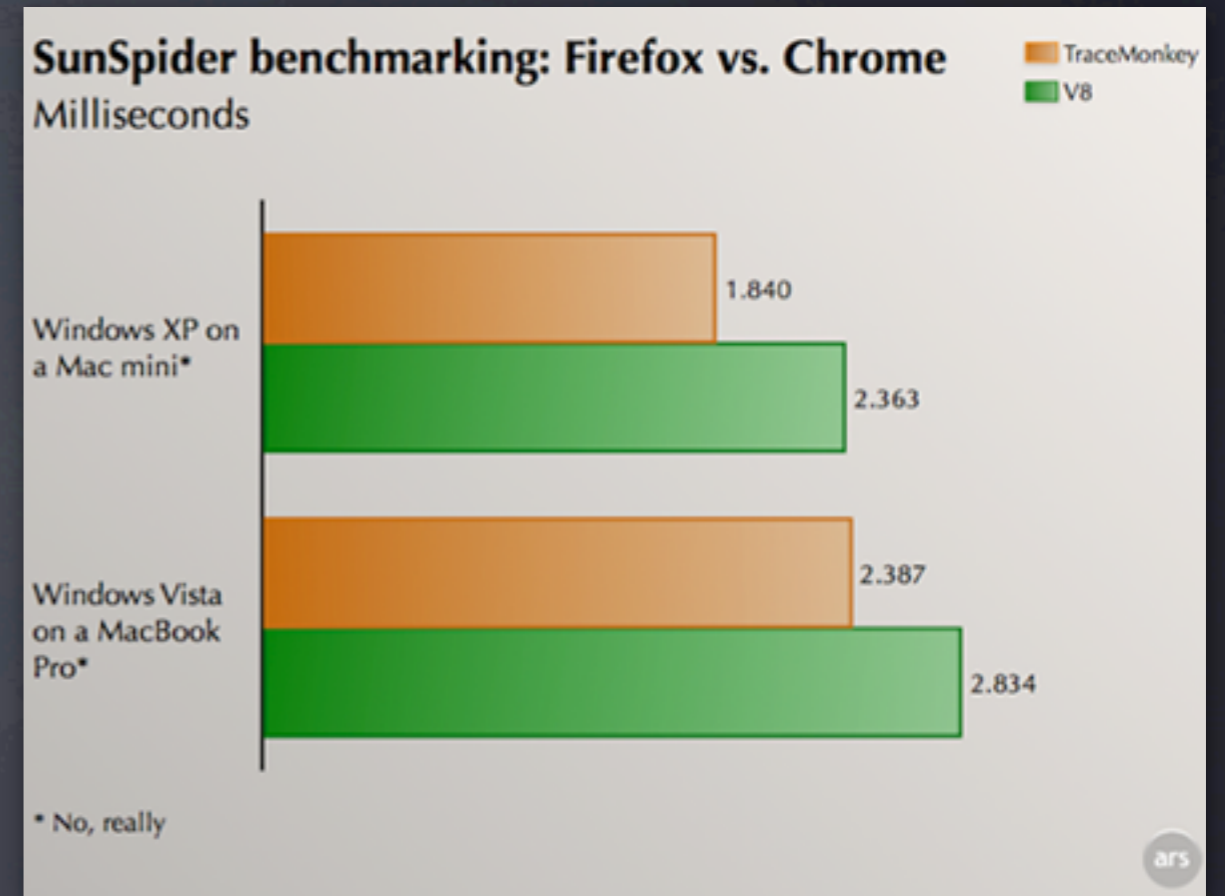
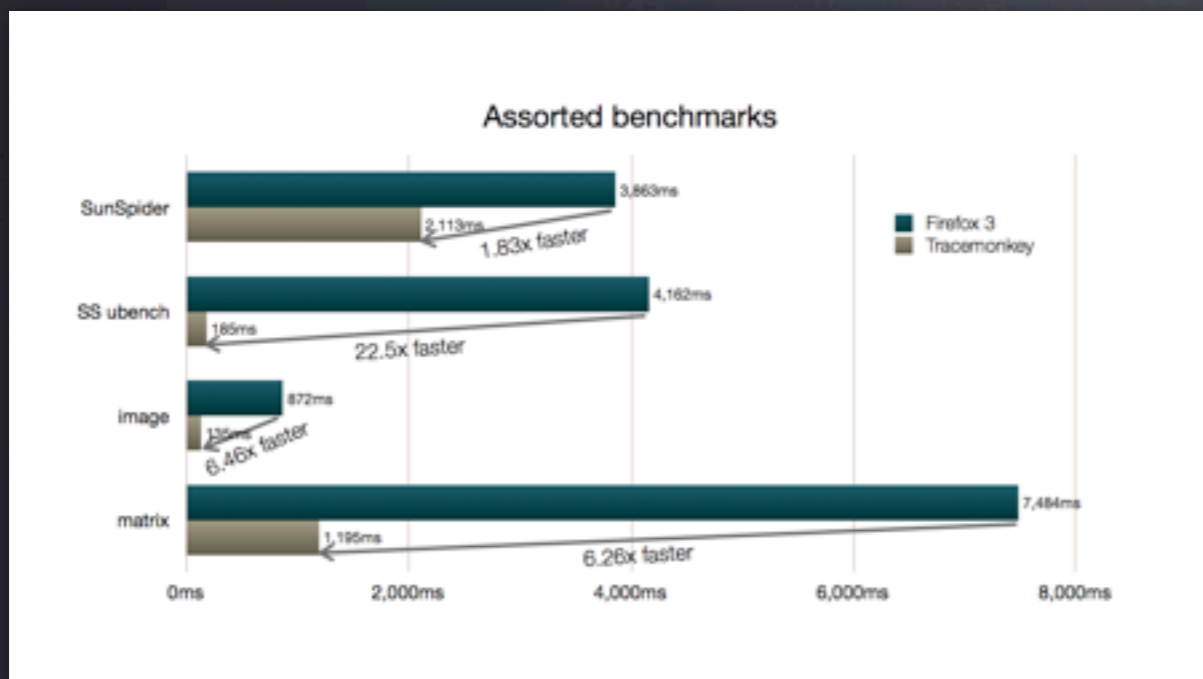
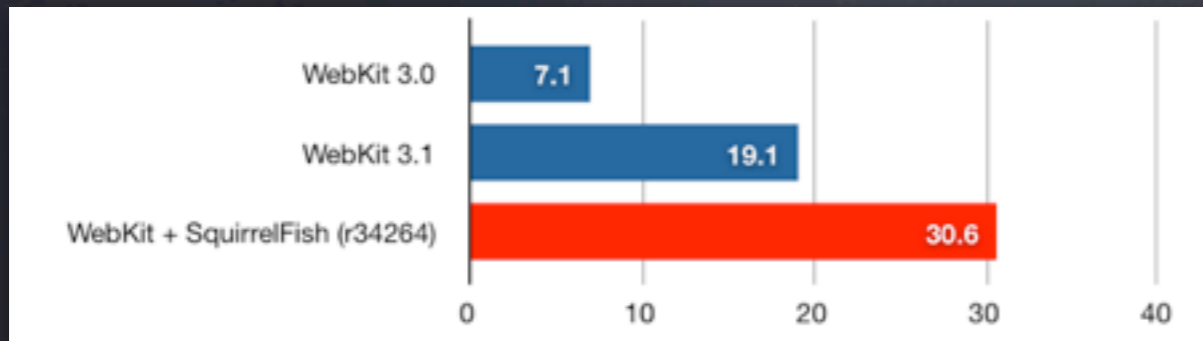
Beta

Firefox's TraceMonkey



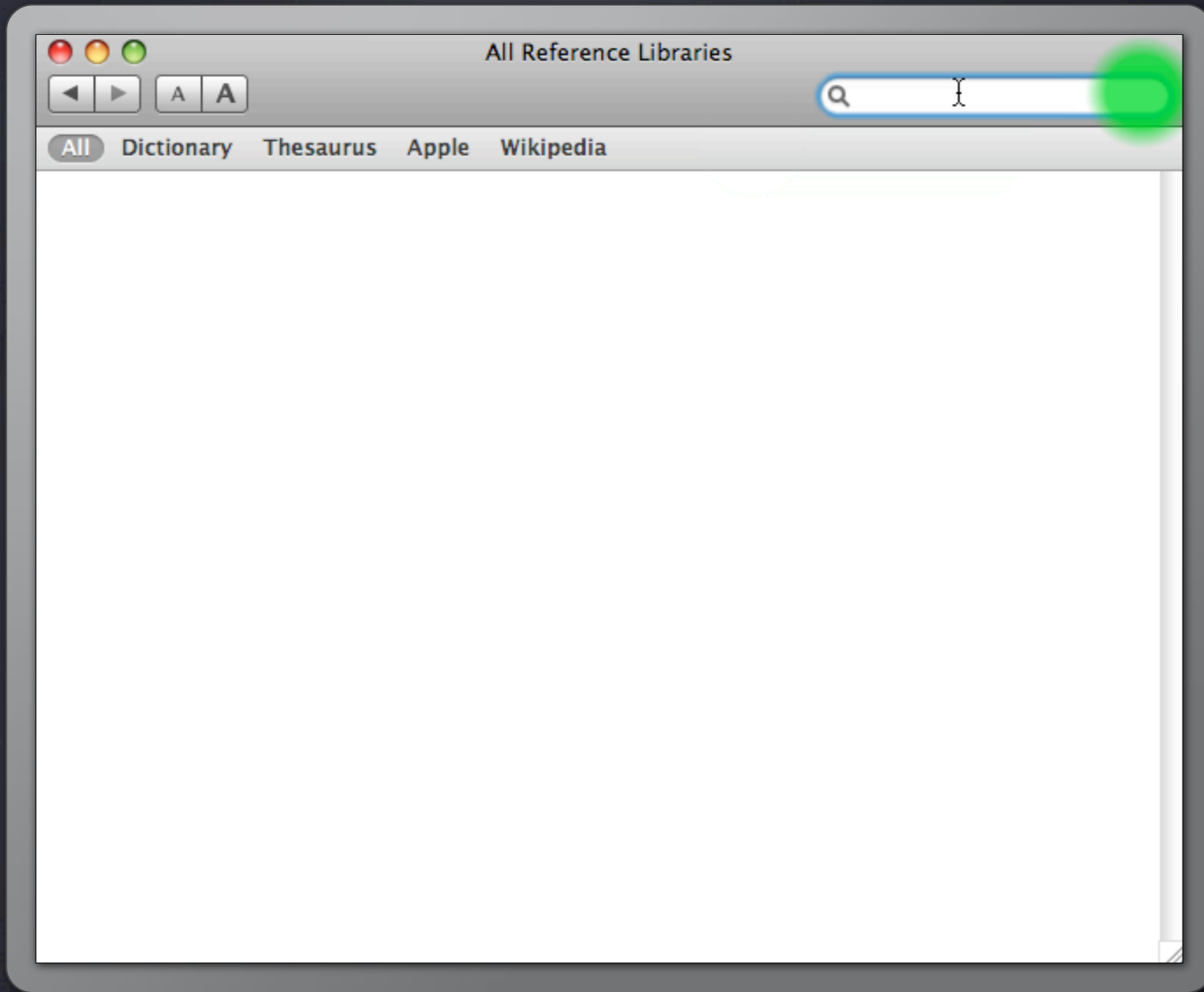
Alpha

Opera's Carakan





Web Workers





Jakob Nielsen
Noted Usability Expert

“0.1 second is about the limit for having the user feel that the system is reacting instantaneously, meaning that no special feedback is necessary except to display the result.”

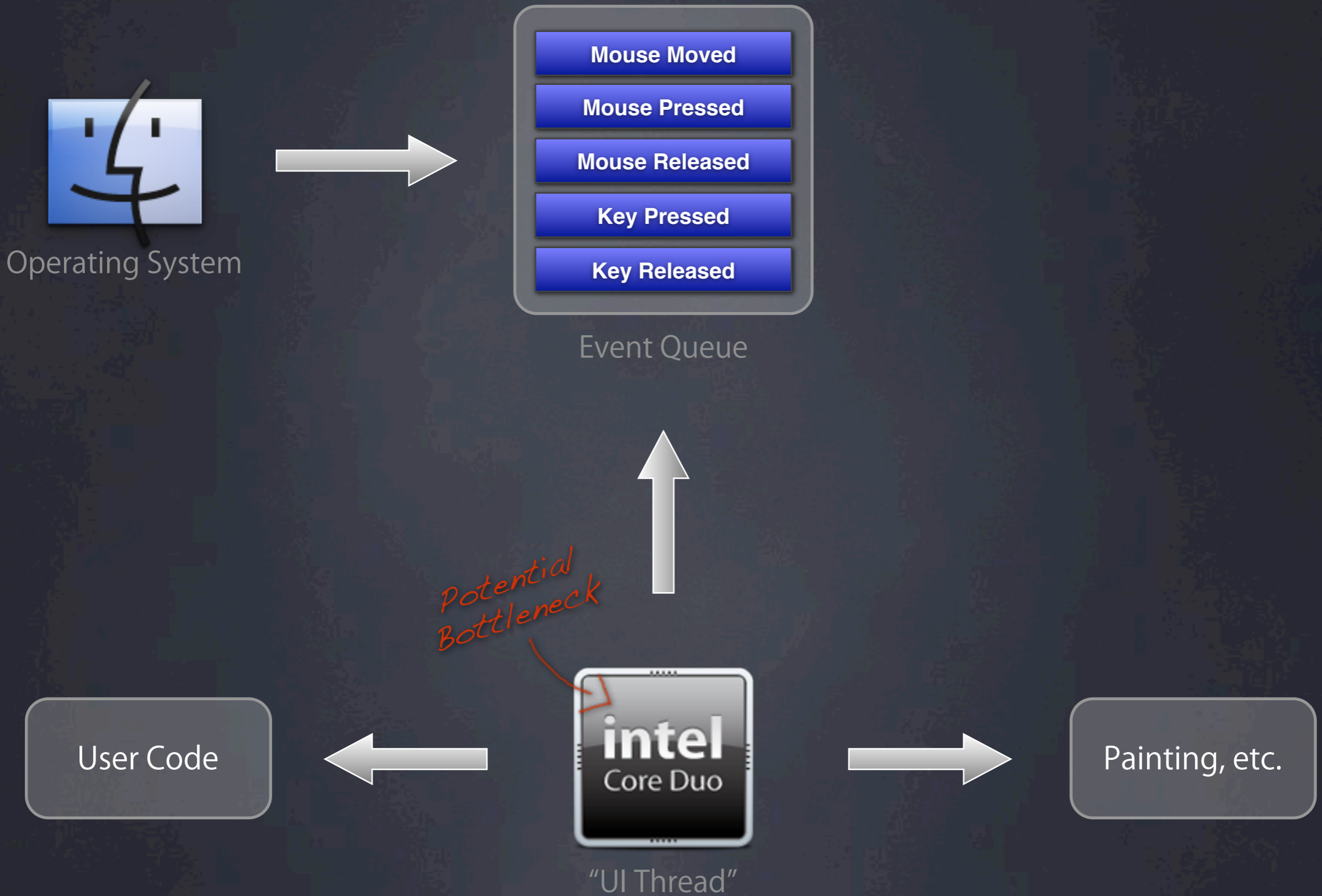
“1.0 second is about the limit for the user’s flow of thought to stay uninterrupted, even though the user will notice the delay.”

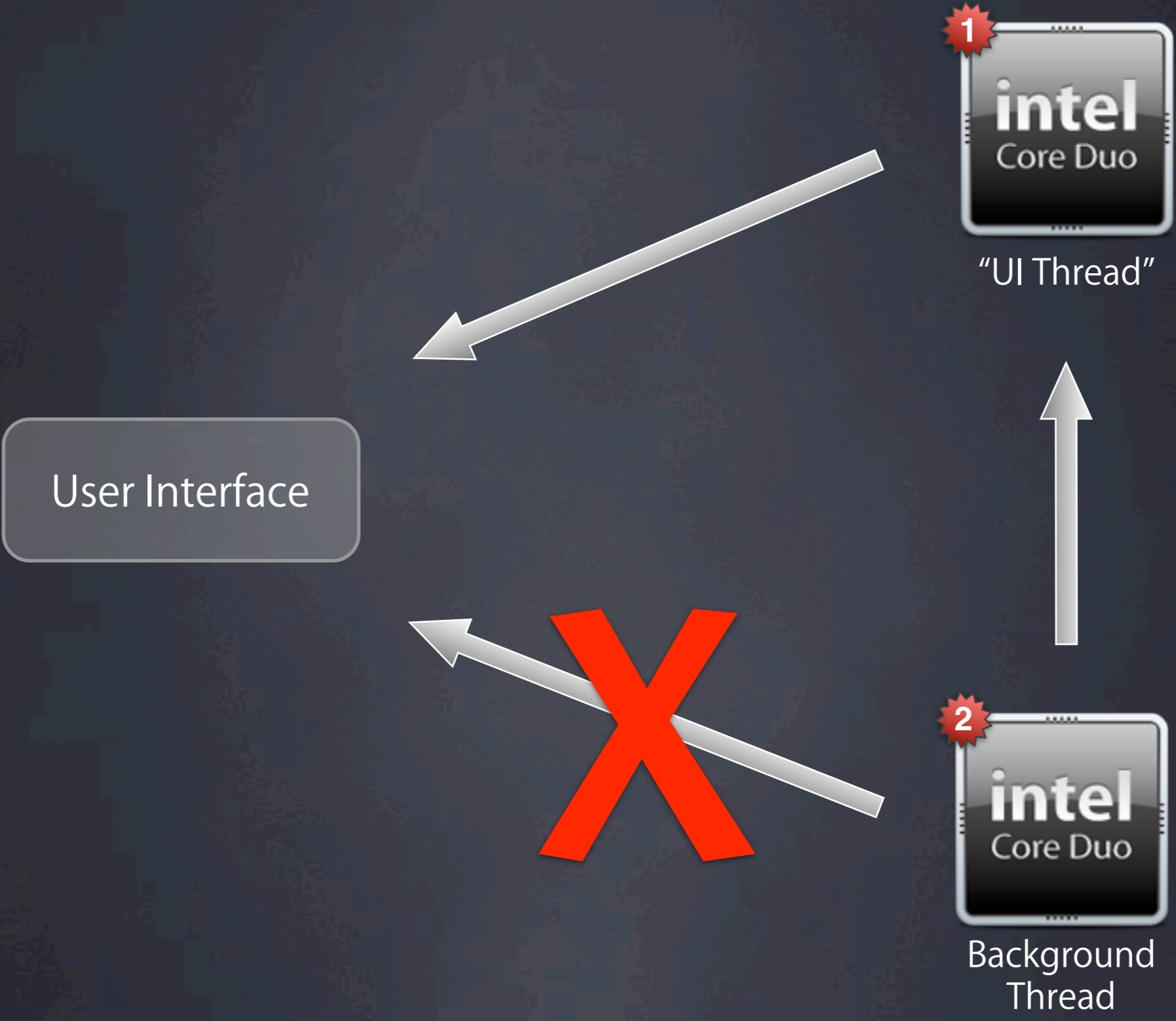


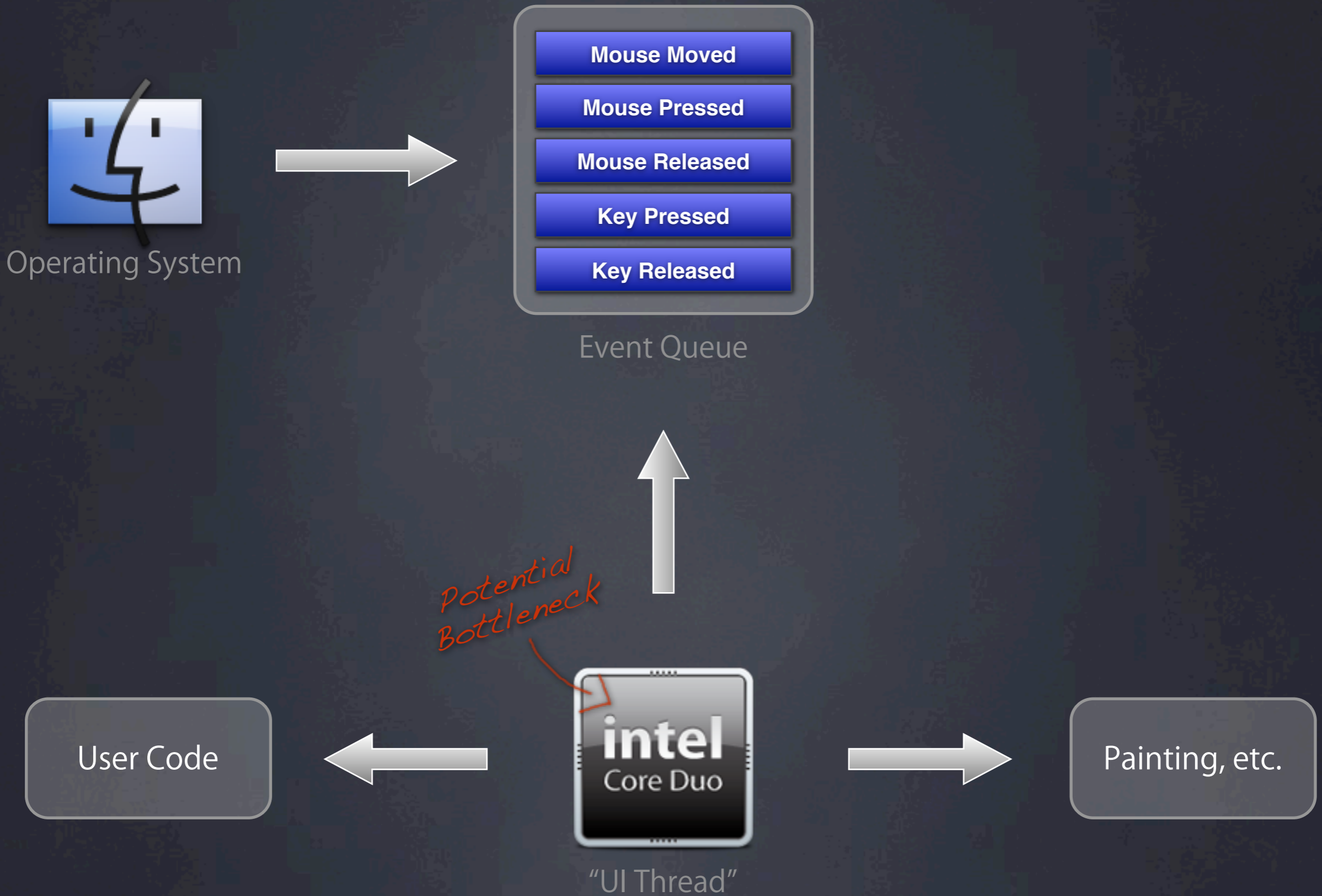
0.1 second



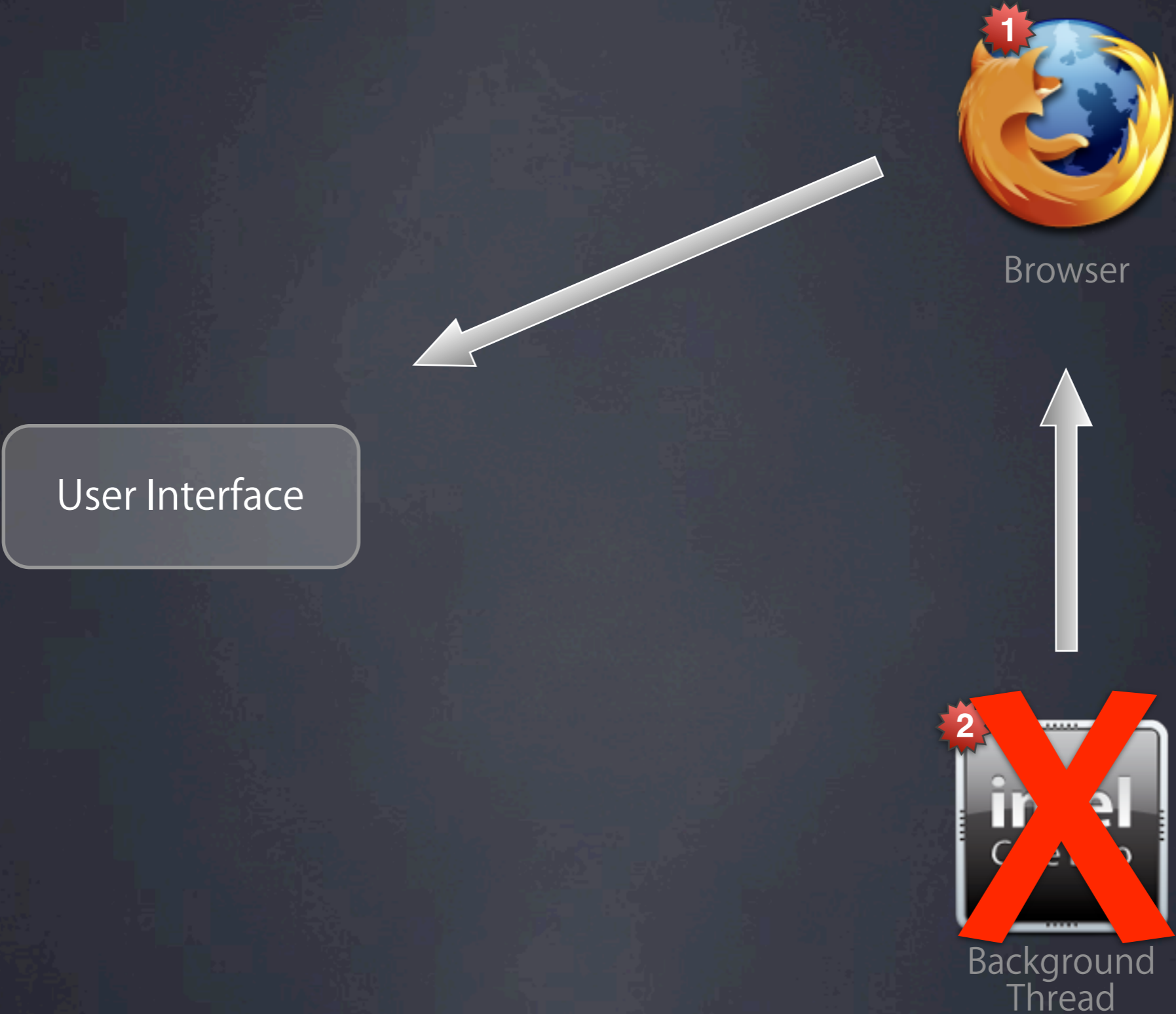
1 second













Brendan Eich
Inventor of JavaScript
CTO, Mozilla

*“Most programmers should **run away** crying [from threading].
But they don't...”*

“Instead, as with most other sharp tools, the temptation is to show how big one is by... tempting race-condition fate... Occasionally the results are infamous, but too often, with only virtual fingers and limbs lost, no one learns.”

Brendan's Blog





Brendan Eich
Inventor of JavaScript
CTO, Mozilla

“Threads violate abstractions six ways to Sunday.

*“Mainly by creating race conditions, deadlock **hazards**, and pessimistic locking overhead.*

“And still they don't scale up to handle the megacore teraflop future.”

Brendan's Blog





Brendan Eich
Inventor of JavaScript
CTO, Mozilla

“Threads *suck*.”

Brendan's Blog





Browser



User Interface

Desktop Integration



Background Thread



XMLHttpRequest
(Ajax)

Web Workers

Google Gears BETA



"You just got another email from your wife!"





Fluid



Mozilla
Prism



Adobe AIR



Appcelerator Titanium



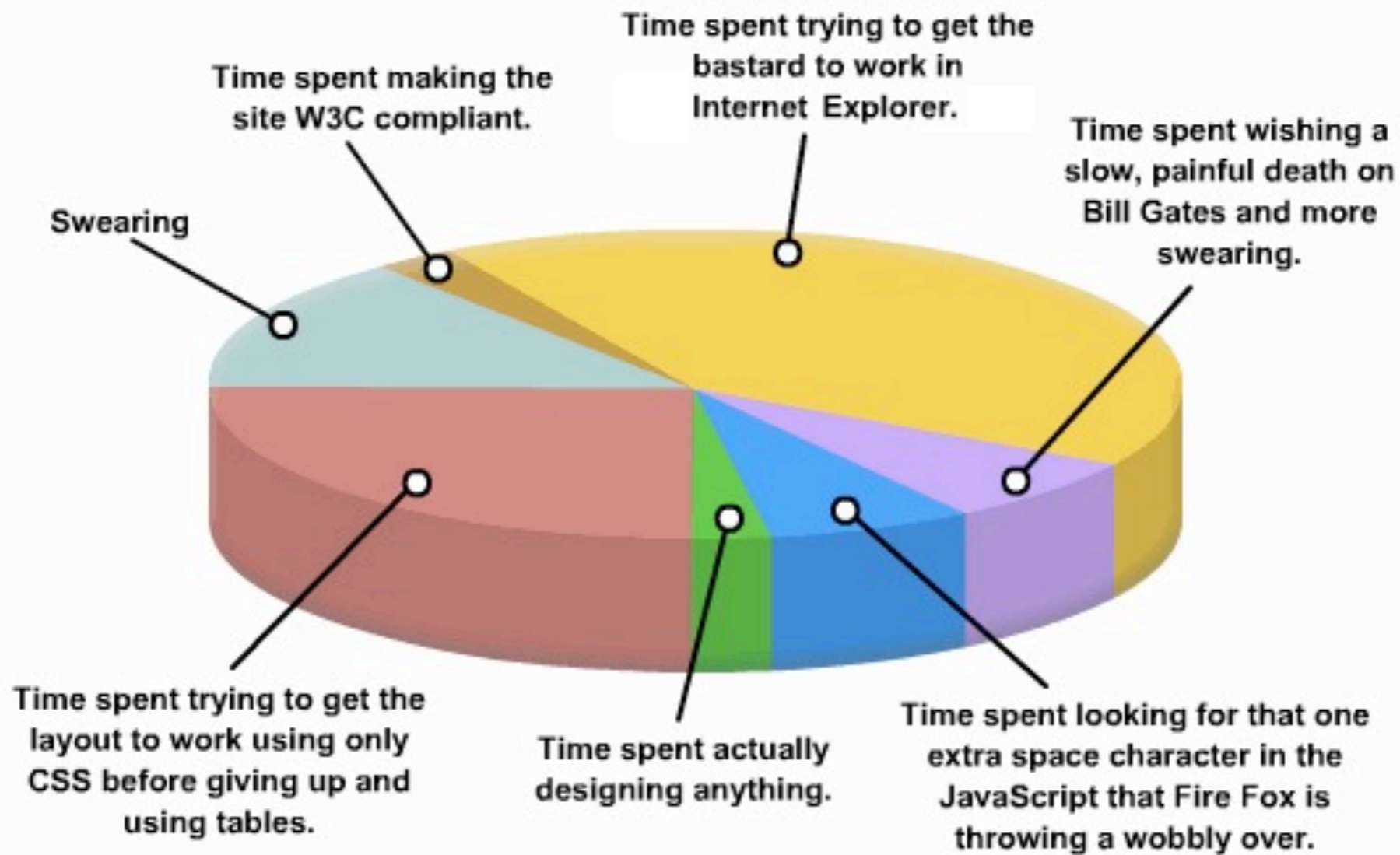
Gears



PhoneGap



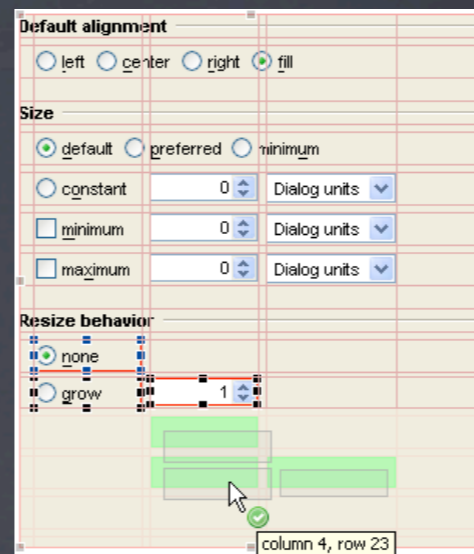
The Breakdown of Modern Web Development





Canvas

+



Sophisticated Grid-based
Layout

=





Microsoft Silverlight



Adobe Flash



Apple Cocoa



Sun JavaFX



Open Web Platform



Open Web Platform



Home



Documentation



Dashboard



Roadmap



```
1. <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/D
2. <html>
3.     <head>
4.         <title>Syntaxed Demo</title>
5.         <style type="text/css">
6.             @import url(/test/test.css);
7.
8.             /* comment */
9.
10.            body
11.            {
12.                font-size: 80%;
13.            }
14.
15.            div.test
16.            {
17.                float: left;
18.                left: 4.2em;
19.            }
20.
21.        </style>
22.
23.    </head>
24.    <body>
25.        <!-- this is just a sample, OK? -->
26.        <h1 class="test">Hello, World!</h1>
27.        <p>What a lovely day it is!</p>
28.
29.    </body>
30. </html>
```




The Editor of Our Dreams



Accessible from anywhere

Any device in any location



Simple to use, like Textmate

An editor, not an IDE



Wicked fast

Performance, performance, performance



Rock-solid real-time collaboration, like SubEthaEdit

It just works



Integrated command-line, like vi

Fun like Quicksilver, social like Ubiquity



“Self-hosted” environment, like Emacs

For extreme extensibility, but with JavaScript!

ReadMe.htm
callforpapers.js
error.php
index.php
index.php
downloads.htm
frmscpt_KA_news.php

s

syntaxhighlighter.js
sync.py
sybase.py
svntestbase.py
svnlookrepo.dump
svnlook.py
svncommon.py
svn.txt
svn.py — store
svn.py — store
../path/to/sybase.py

1
2
3
4
5
6
7
8

```
//This is going to be a very long line that triggers horizontal scrolling so I can see exactly how wide  
to be a very long line that triggers horizontal scrolling so I can see exactly how wide this is.  
function DefaultHeaderRenderer() {  
  this.paintCell = function(ctx) {  
    var g = ctx.gc;"  
    g.fillStyle = \"rgb(223, 205, 151)\";  
    g.fillRect(ctx.origin.x, ctx.origin.y, ctx.size.width, ctx.size.height);  
    g.strokeStyle = \"rgb(168, 155, 114)\";  
    g.strokeRect(ctx.origin.x + ctx.size.width - 1, ctx.origin.y, 1, ctx.size.height);  
    g.strokeRect(ctx.origin.x, ctx.origin.y + ctx.size.height - 1, ctx.size.width, 1);  
    drawText(g, \"rgb(0, 0, 0)\", ctx.value,"  
              ctx.origin.x + ctx.insets.left, ctx.origin.y + ctx.size.height - ctx.insets.bottom - ctx.ins
```

23
24
25

```
//This is going to be a very long line that triggers horizontal scrolling so I can see exactly how wide  
to be a very long line that triggers horizontal scrolling so I can see exactly how wide this is.  
function DefaultHeaderRenderer() {  
  this.paintCell = function(ctx) {  
    var g = ctx.gc;  
    g.fillStyle = \"rgb(223, 205, 151)\";  
    g.fillRect(ctx.origin.x, ctx.origin.y, ctx.size.width, ctx.size.height);  
    g.strokeStyle = \"rgb(168, 155, 114)\";  
    g.strokeRect(ctx.origin.x + ctx.size.width - 1, ctx.origin.y, 1, ctx.size.height);  
    g.strokeRect(ctx.origin.x, ctx.origin.y + ctx.size.height - 1, ctx.size.width, 1);
```


Bespin >

SomeAjaxApp : example.js

```
1 function() {  
2   // hello world  
3  
4   // here's another edit  
5 }
```

Bespin >

SomeAjaxApp : example.js

```
1 function() {  
2   // hello world  
3  
4   // here's another edit  
5 }
```

Hey ben

>
Done

Heat Map



Line 125:

g.fillStyle = \"rgb(223, 205, 151)\";

```
1 //This is going to be a very long line that triggers horizontal scrolling so I can see exactly how wide
2 to be a very long line that triggers horizontal scrolling so I can see exactly how wide this is.
3 function DefaultHeaderRenderer() {
4     this.paintCell = function(ctx) {
5         var g = ctx.gc;
6         g.fillStyle = \"rgb(223, 205, 151)\";
7         g.fillRect(ctx.origin.x, ctx.origin.y, ctx.size.width, ctx.size.height);
8         g.strokeStyle = \"rgb(168, 155, 114)\";
9         g.strokeRect(ctx.origin.x + ctx.size.width - 1, ctx.origin.y, 1, ctx.size.height);
10        g.strokeRect(ctx.origin.x, ctx.origin.y + ctx.size.height - 1, ctx.size.width, 1);
11        drawText(g, \"rgb(0, 0, 0)\", ctx.value,
12                ctx.origin.x + ctx.insets.left, ctx.origin.y + ctx.size.height - ctx.insets.bottom - ctx.insets
13                );
14    }
15 }
16 //This is going to be a very long line that triggers horizontal scrolling so I can see exactly how wide
17 to be a very long line that triggers horizontal scrolling so I can see exactly how wide this is.
18 function DefaultHeaderRenderer() {
19     this.paintCell = function(ctx) {
20         var g = ctx.gc;
21         g.fillStyle = \"rgb(223, 205, 151)\";
22         g.fillRect(ctx.origin.x, ctx.origin.y, ctx.size.width, ctx.size.height);
23         g.strokeStyle = \"rgb(168, 155, 114)\";
24         g.strokeRect(ctx.origin.x + ctx.size.width - 1, ctx.origin.y, 1, ctx.size.height);
25         g.strokeRect(ctx.origin.x, ctx.origin.y + ctx.size.height - 1, ctx.size.width, 1);
```



Expensive Server-side Code Analysis

Crack the dynamic language nut?
Extreme code intelligence



Is it OK to love a
software tool?



Dave Thomas
Noted Software Expert,
Author, and Publisher

*“Programmers, like poets,
constantly start with a blank sheet
of paper and they construct things
purely out of their imagination.*

*It’s difficult work; if you don’t love
your tools, you’re going to start
resenting what you’re doing, and
that will show in your work.*



Dave Thomas
Noted Software Expert,
Author, and Publisher

“You must love your software tools.”



mozilla LABS

Thunderhead



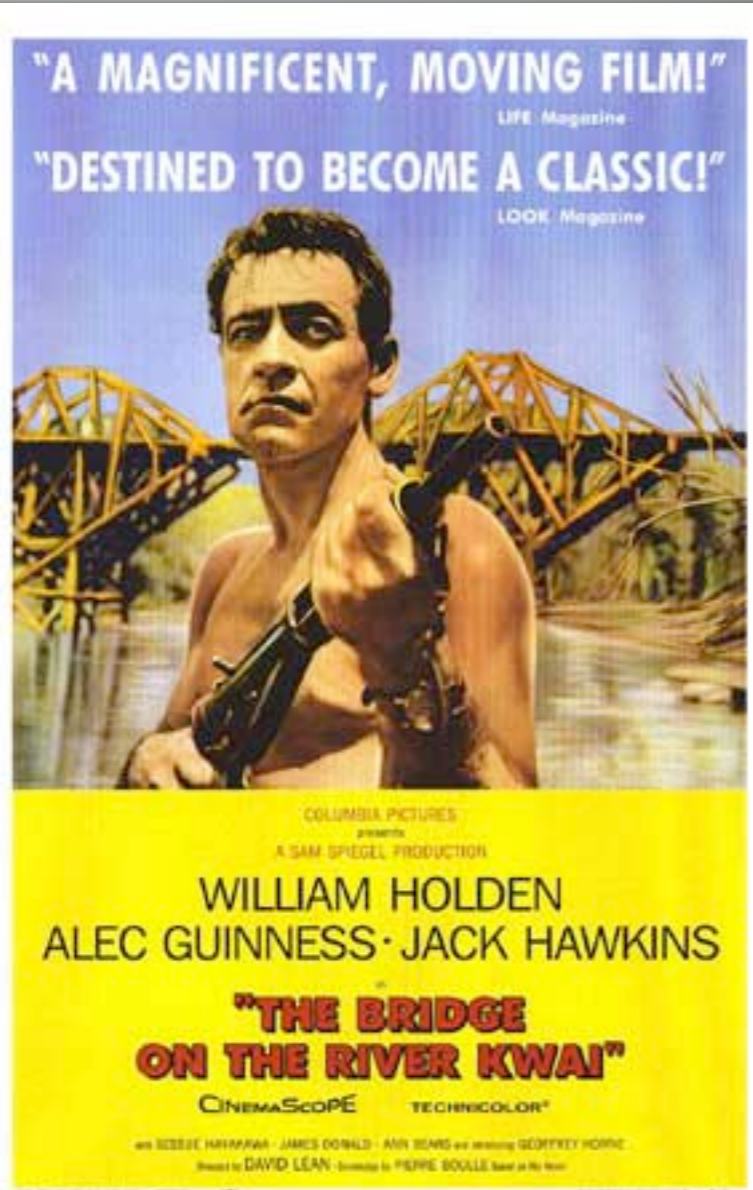


European model shown

Compelling User Experience



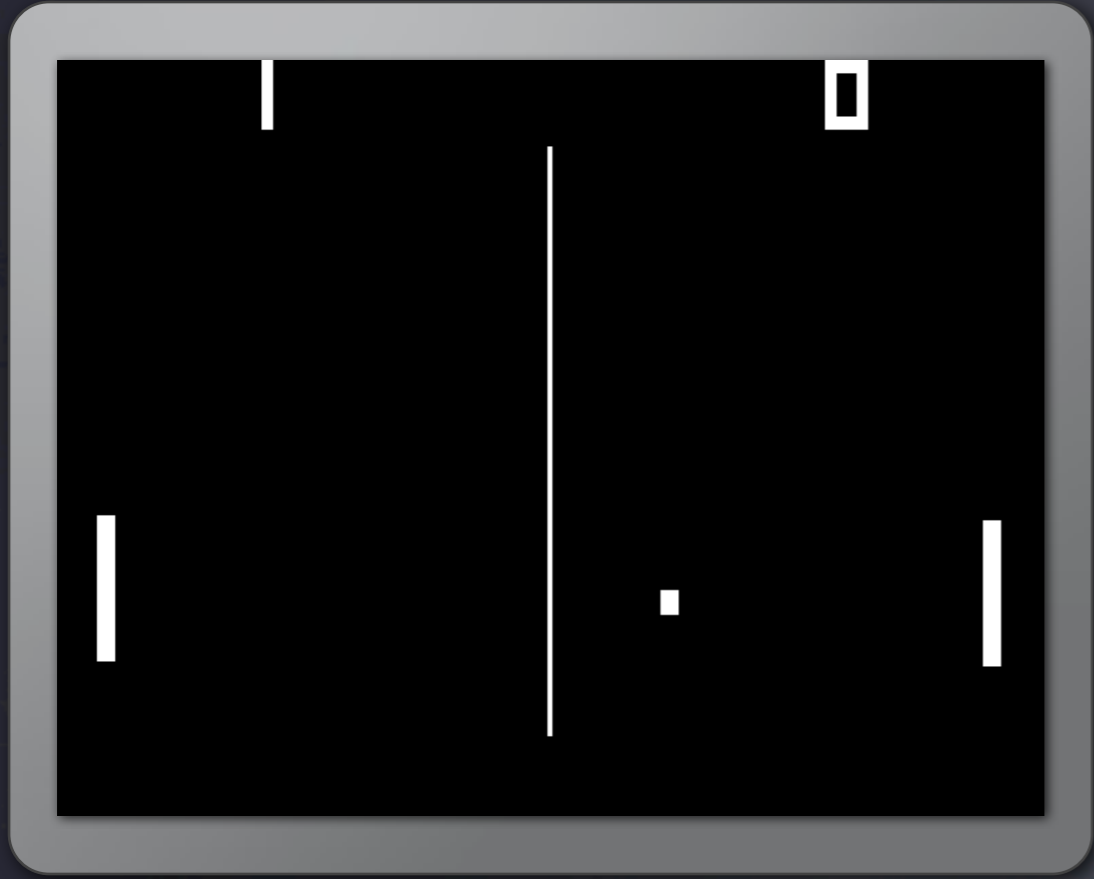
Managing Expectations



Top Grossing Film of 1957



Top Grossing Film of 2007





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Brenthaven Trek Sleeve...



\$29.95



Incase Nylon Sling Pack...



\$89.95



Incase Hardshell Case for...



\$49.95



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Mac Accessories

Notebook Cases

SwissGear Neon Backpack for 15" MacBook Pro

Created specially for the 15-inch MacBook Pro or smaller models, Neon features the meticulous attention to detail that distinguishes all SwissGear computer backpacks.

[Learn more](#)



[Enlarge Images](#)

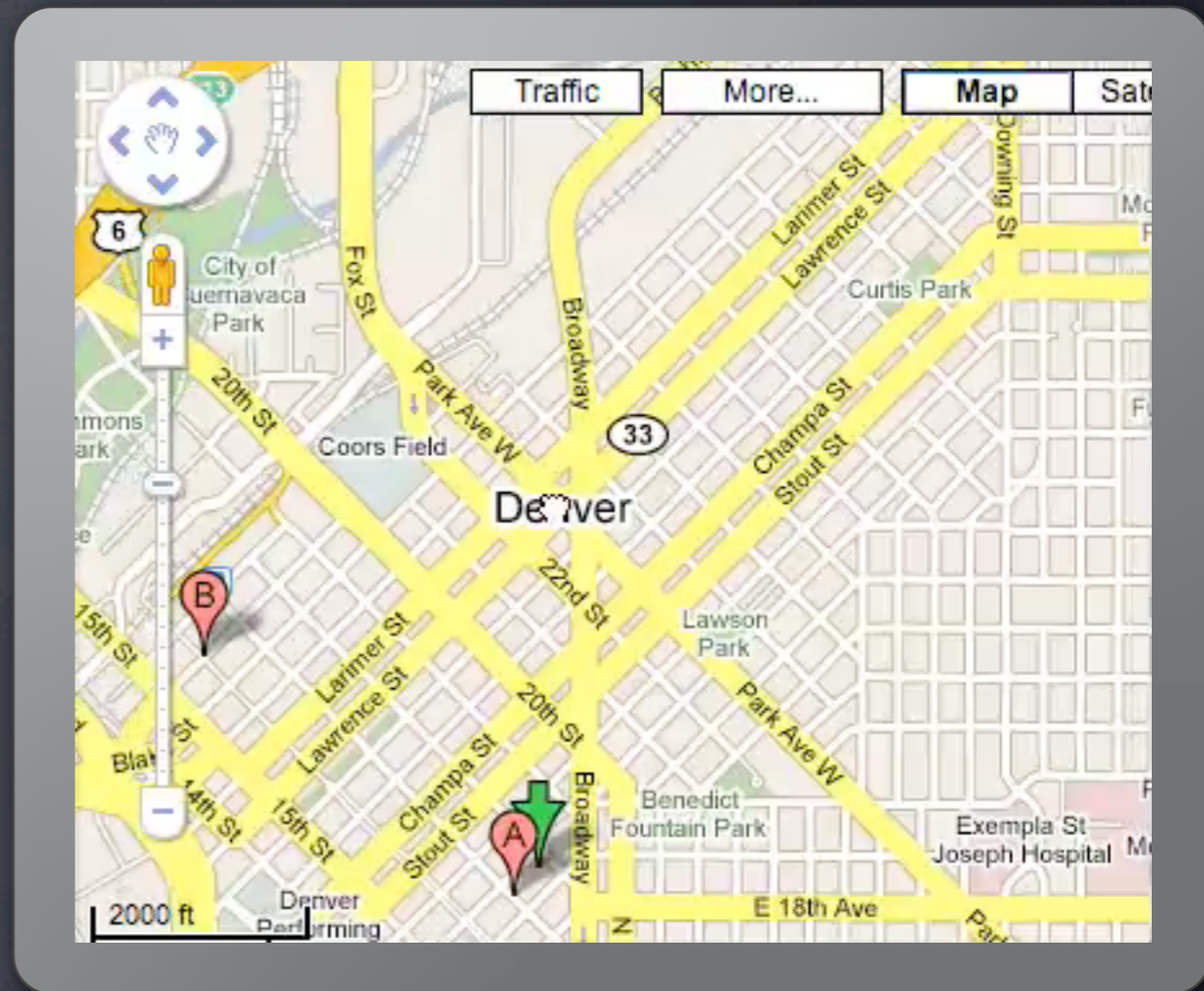
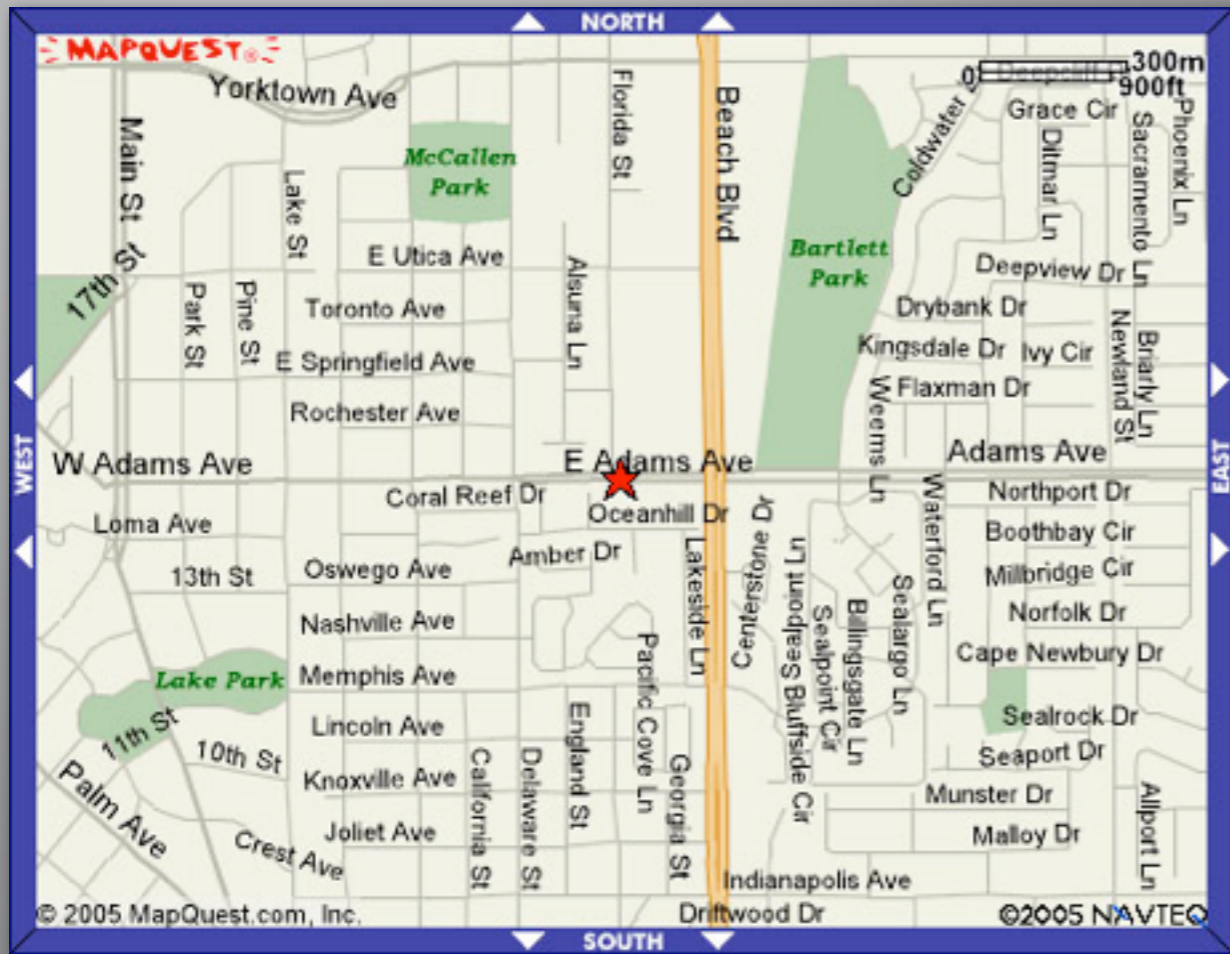
Customer Rating

★★★★★ (Based on 5 reviews)

[Read all reviews](#) | [Write a review](#)

Overview

Built to the same stringent standards as the Genuine Swiss Army Knife, the SwissGear Neon backpack offers a special pocket that completely encloses and protects your 15-inch MacBook Pro. Its construction pays special attention to incorporating air-flow back padding and shock-absorbing shoulder straps, including two special ergonomic hand



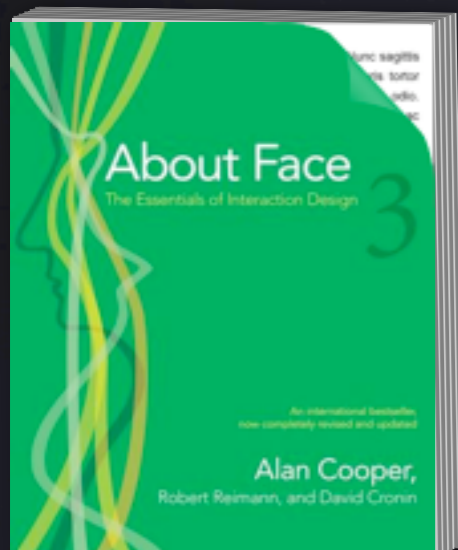




Alan Cooper
Noted Usability Expert

*“If you ask users how to design their software, they will ignore their own **goals** and describe tasks to you. You must observe users to determine their goals, but don't be fooled by their own ignorance of their objectives.*”

About Face

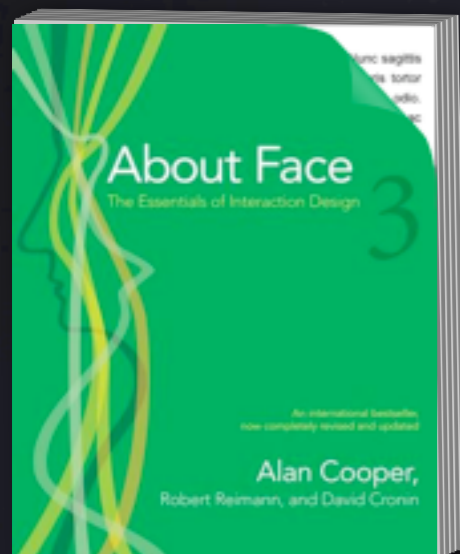


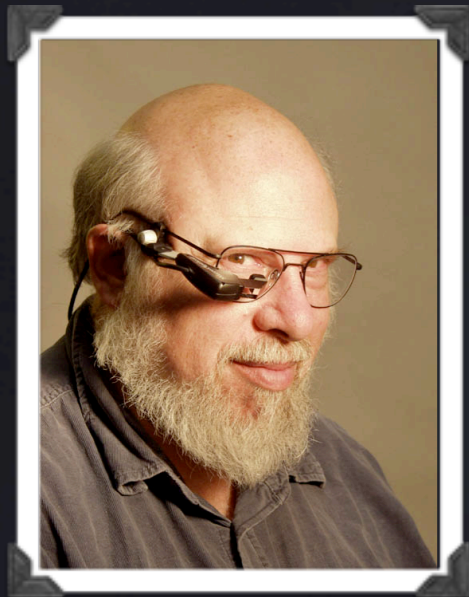


Alan Cooper
Noted Usability Expert

*“The process of designing for user’s goals is one that begins with the software designer, not with the user. You must identify the hygienic goals and the user’s personal goals and design an interface that serves them directly, **ignoring** all other demands.”*

About Face

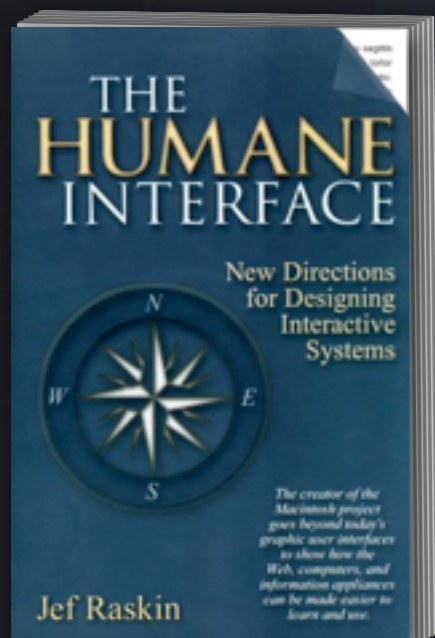


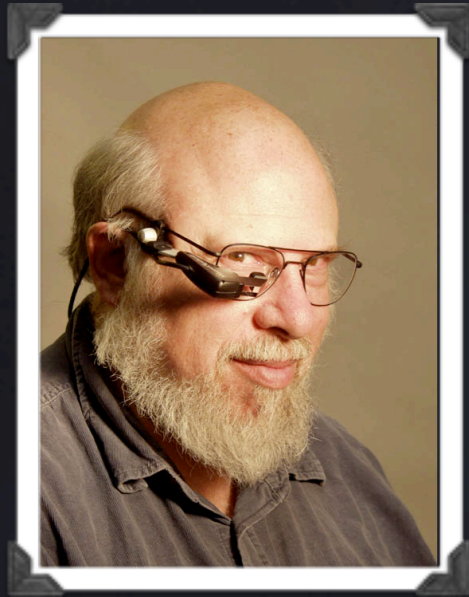


Jef Raskin
Noted Usability Expert

*“Before [doing user research],
interface designers [should]
exploit what is **common** to all
humans with regards to interface
design.”*

The Humane Interface

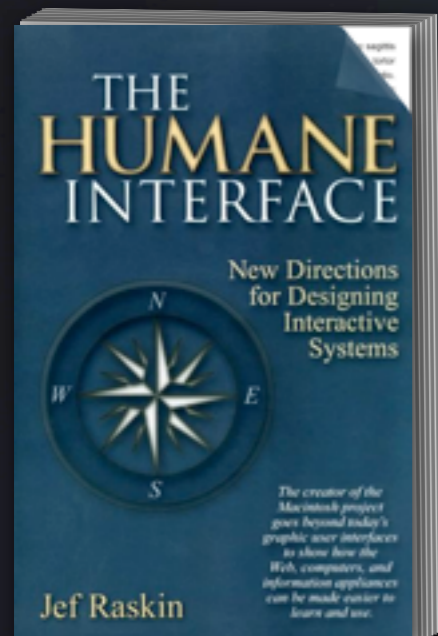




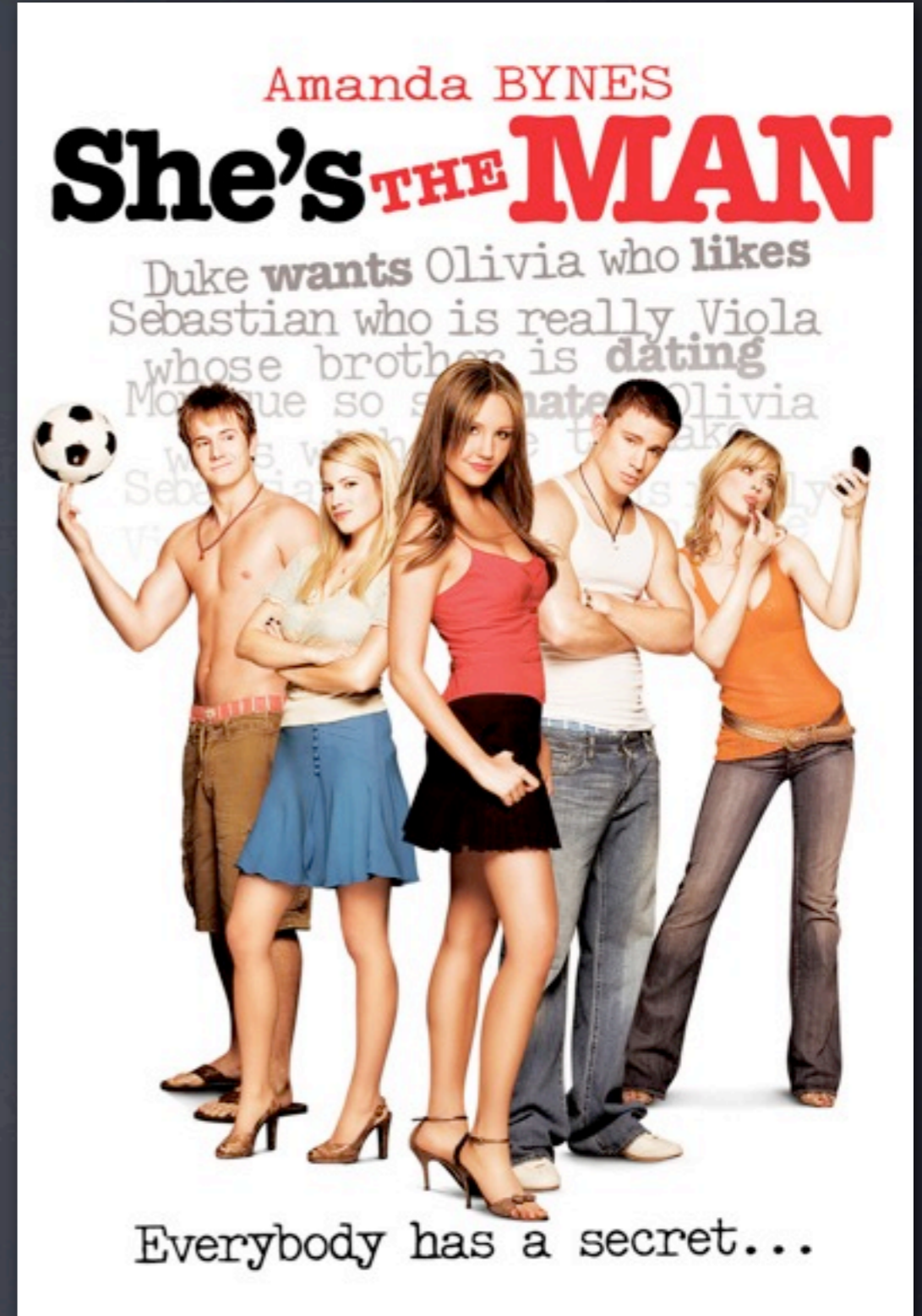
Jef Raskin
Noted Usability Expert

“Universal psychological facts”

The Humane Interface



Sex Sells





Case Study:
Delicious Library
by Delicious Monster

DELICIOUS MONSTER

WELCOME



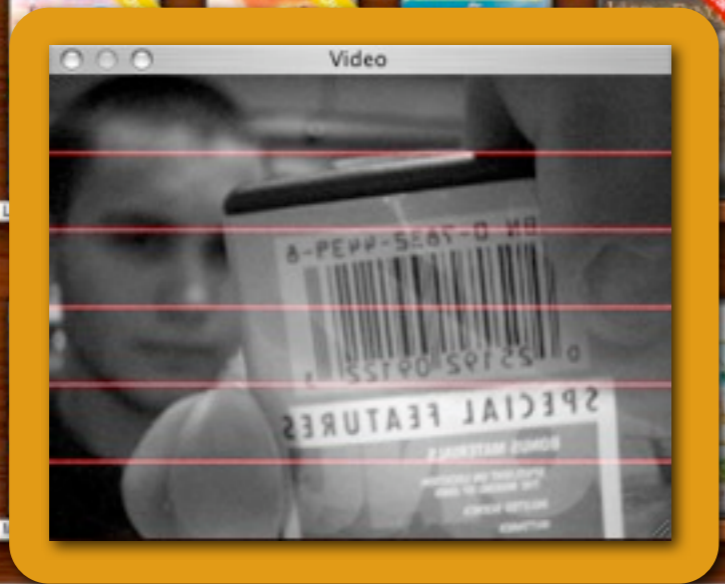
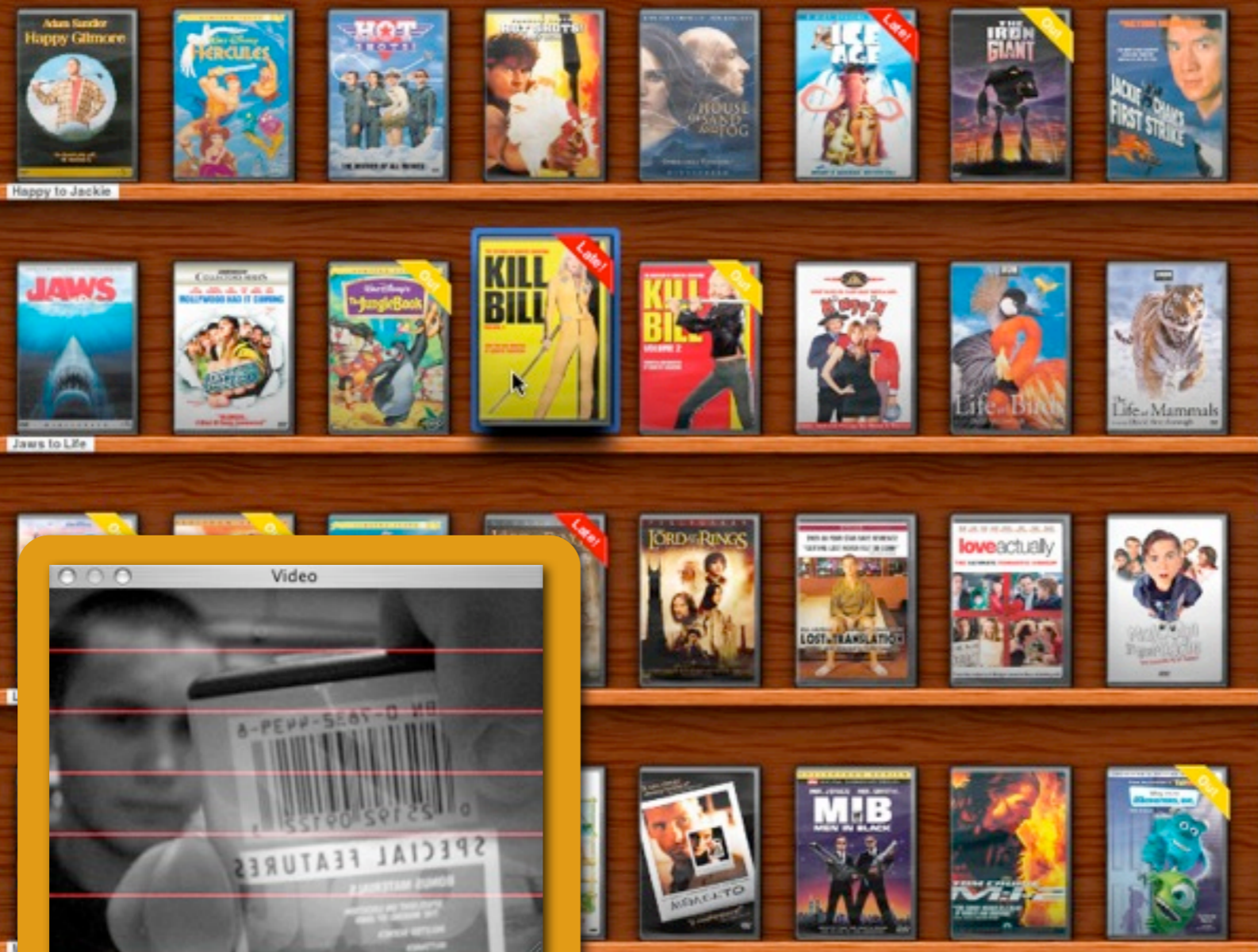


Delicious Library

- Collections
- Books (57)
- Movies (177)
- Music (67)
- Games (19)
- Recent Imports
- Kid Stuff (42)
- Science Research (21)
- Living Room (27)
- All Time Favorites (14)

- Borrowers
- Christopher Mascio... (5)
- Jonthan Matas (2)
- Judy Costigan (5)
- Wendell Matas (2)
- Wil Shipley (6)

Movies: by series, a to z



Details

Kill Bill, Volume 1 Label!
Quentin Tarantino

publisher / label Miramax
 release date Tuesday, April 13, 2004
 stars Uma Thurman, Lucy Liu, Daryl Hannah, David Carradine, Michael Madsen
 theatrical debut Friday, October 10, 2003
 genres Feature Film-action/Adventure
 MPAA rating R
 format DVD
 features Color
 running time 111
 retail price \$29.99
 current value \$13.75
 amazon users ★★★★★
 u.p.c. 786936226997
 amazon # B00005JMEW

Quentin Tarantino's *Kill Bill, Vol. 1* is trash for connoisseurs. From his opening gambit (including a "Shaw-Scope" logo and gaudy '70s-vintage "Our Feature Presentation" title card) to his cliffhanger finale (a teasing lead-in to 2004's Vol. 2), Tarantino pays loving tribute to grindhouse cinema, specifically the Hong Kong action flicks and spaghetti Westerns that fill his fervent brain--and this frequently breathtaking movie--with enough cinematic references and cleverly pilfered soundtrack cues to send cinephiles running for their reference books. Everything old is new again in Tarantino's humor-laced vision: he steals from the best while injecting his own oft-copied, never-duplicated style into what is, quite simply, a revenge flick.

Details My Info Similar
 Overdue from: Wil Shipley

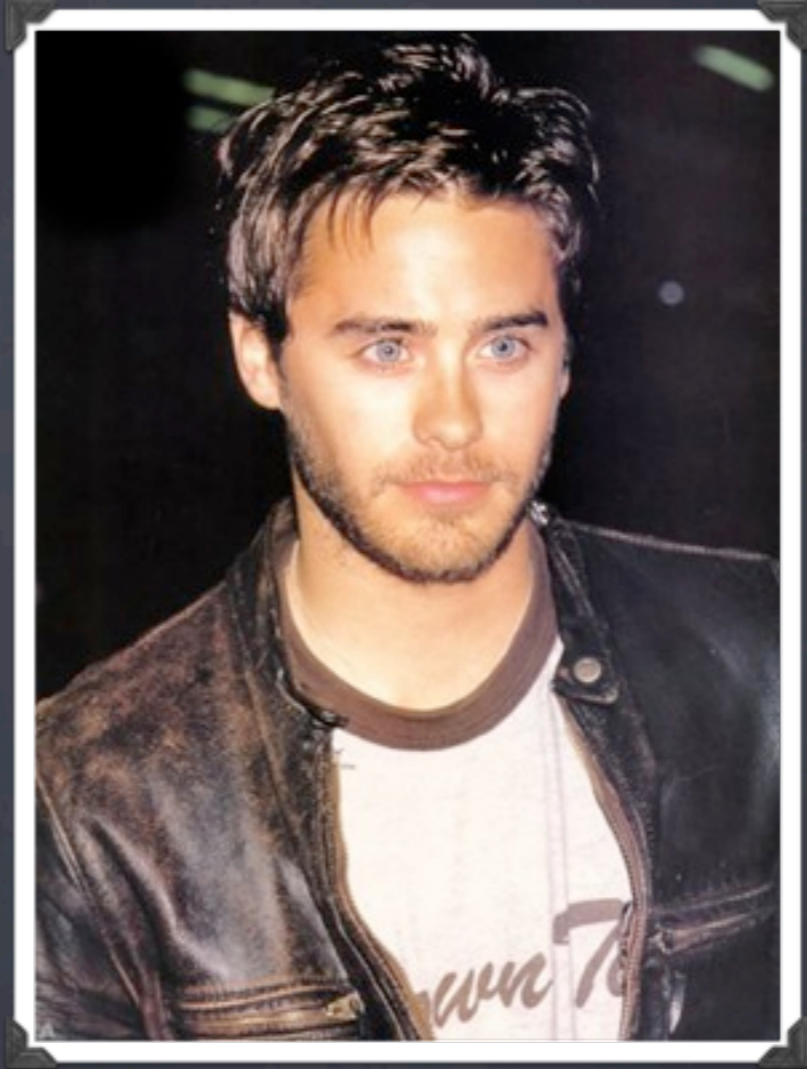
Search



\$500,000 in three months

“\$54,000 profit. The first day. With no advertising.”







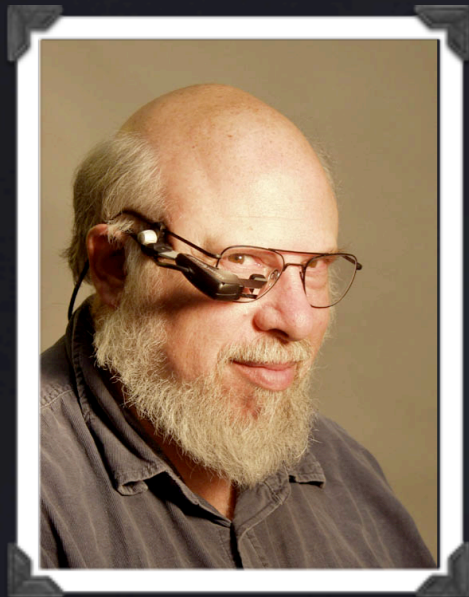
The "Wow" starts now.
Easier. Safer. More entertaining. Better connected.

[Find out more](#) ↗



 Windows Vista

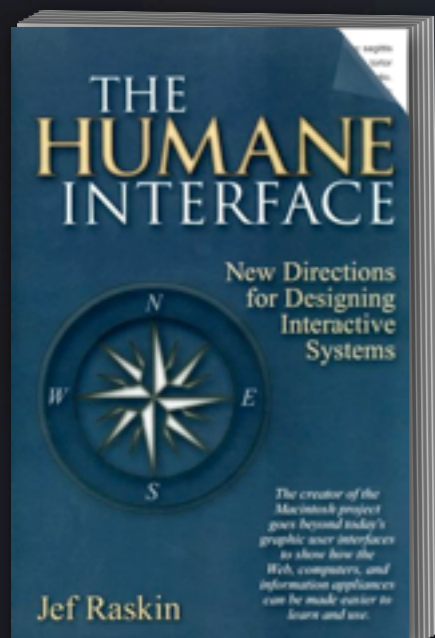
Microsoft



Jef Raskin
Noted Usability Expert

*“The quality of any [software] is ultimately determined by the quality of the **interaction** between one human and one system.”*

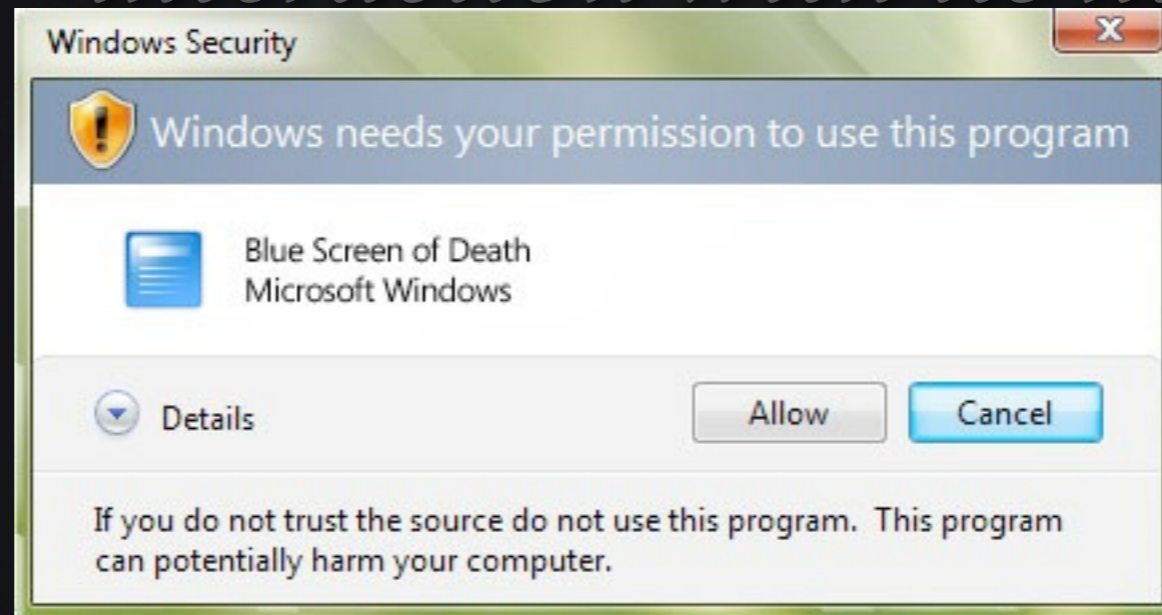
The Humane Interface



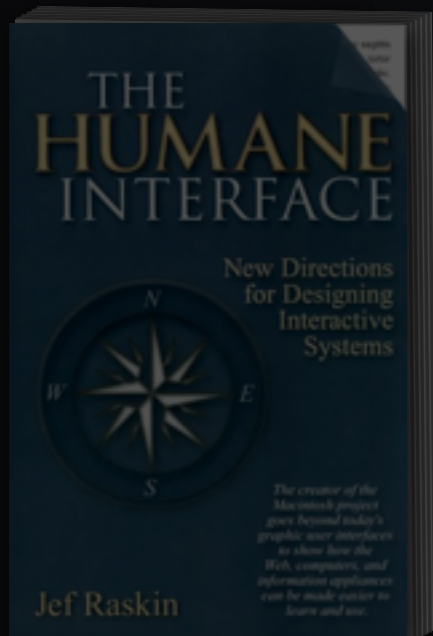


Jef Raskin
Noted Usability Expert

“If a system’s one-on-one interaction with its human user is terrible, the system will poison the entire system, however fine that system might be in its other aspects.”



The Humane Interface



User Interface

HCI researchers are nerds!

Visual Design

Microsoft Rulez!

vi!

*Real programmers
use C++*

EMACS!

Interaction Design

*"Seductive user interfaces" are
vacuous distractions!*



Donald Norman
Noted Usability Expert

“Attractive things work better.”

Emotional Design





Donald Norman
Noted Usability Expert

*“Attractive things make people feel good, which in turn makes them think more **creatively**. How does that make something easier to use?”*

Emotional Design



“Simple, by making it easy for people to find solutions to the problems they encounter.”

“Dress for Success”



Four Points for Creating Compelling Software

1 Get to Know Your Users

2 Practice Goal-Oriented Design

Listen to Users, but Don't Let Them Design Software

3 Both Visual and Interaction Design are Important

4 Aesthetics Matter

Great Widgets

```
CASE NO. 25.03.879  
CASE NO. 22.04.435  
CASE NO. 55.45.022  
CASE NO. 25.03.879  
CASE NO. 22.04.435  
CASE NO. 55.45.022  
CASE NO. 22.04.435  
CASE NO. 55.45.022  
CASE NO. 55.45.022  
CASE NO. 22.04.435  
CASE NO. 55.45.022  
CASE NO. 55.45.022  
CASE NO. 25.03.879  
CASE NO. 22.04.435  
CASE NO. 55.45.022
```

```
FUNCTION FN_TOUR2(LN, SES, CLIENT, SESSIONID)  
{ X = WINDOW.SCREEN.WIDTH  
Y = WINDOW.SCREEN.HEIGHT  
W = 800  
H = 520  
MOVEX=(X/2)-W/2  
MOVEY=(Y/2)-H/2  
WINDOW.OPEN('/DEG/AVATAR/ESTATEMENTS/WELCOME_00.HTML?LN=' + LN + '&SES='  
SES + '&CLIENT=' + CLIENT + '&SESSIONID=' + SESSIONID,'RCB','WIDTH=' + W + ',HEIGHT='  
H + ',STATUS=0,LEFT=' + MOVEX + ',TOP=' + MOVEY + ',SCREENX=' + MOVEX + ',SCREENY='  
MOVEY + ',SCROLLBARS=NO' + ',RESIZABLE=NO')  
}  
FUNCTION FN_TOUR3(LN, SES, CLIENT, SESSIONID)  
{ X = WINDOW.SCREEN.WIDTH  
Y = WINDOW.SCREEN.HEIGHT  
W = 805  
H = 620  
MOVEX=(X/2)-W/2  
MOVEY=(Y/2)-H/2  
WINDOW.OPEN('/DEG/AVATAR/HTML/D1_PB/1_FLASH_PAYBILL.HTML?LN=' + LN + '&SES=' + SES  
'&CLIENT=' + CLIENT + '&SESSIONID=' + SESSIONID,'RCB','WIDTH=' + W + ',HEIGHT=' + H  
'&STATUS=0,LEFT=' + MOVEX + ',TOP=' + MOVEY + ',SCREENX=' + MOVEX + ',SCREENY='  
MOVEY + ',SCROLLBARS=YES' + ',RESIZABLE=YES')  
}
```

Programming Model

Plug-ins



