User Interaction: AJAX Basics

Asst. Professor Donald J. Patterson
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Building a rich client is harder than building a web page
rich client
rich client
Why have so many non-rich web pages been successful?
Why are those limitations present?
What can we do to overcome network latency?
What does this enable?
• Defining principles of AJAX

1. Browser hosts an application, not content
2. Server delivers data not content
3. User interaction with the application can be fluid and continuous
4. This is real coding
1. Browser hosts an application, not content

- Web 1.0 model
  - every page is new content
- Web 2.0 model
  - download a program at first
  - every page is new data
- Some server functionality is moved to browser
  - example, the shopping basket is in the client
1. Browser hosts an application, not content
AJAX

- Browser hosts an application, not content
2. Server delivers data not content

Web 1.0
2. Server delivers data not content
2. Server delivers data not content
3. User interaction with the application can be fluid and continuous

- Typically when a page is submitting data, the user is in limbo
  - Use the shopping cart example
  - Google Suggest
- Sovereign versus Transient Applications
4. This is real coding

- jQuery (http://jquery.com)
- Prototype (http://www.prototypejs.org/)
- ExtJS (http://www.extjs.com/)
  - very good for prebuilt themes and controls, but not very customizable
- YUI (http://developer.yahoo.com/yui/)
- MooTools (http://mootools.net/) - very compact, much smaller than the others
- Dojo (http://dojotoolkit.org/)
Some good resources
