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# HTML5 and Java Technologies

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MAKE THE  
FUTURE  
JAVA

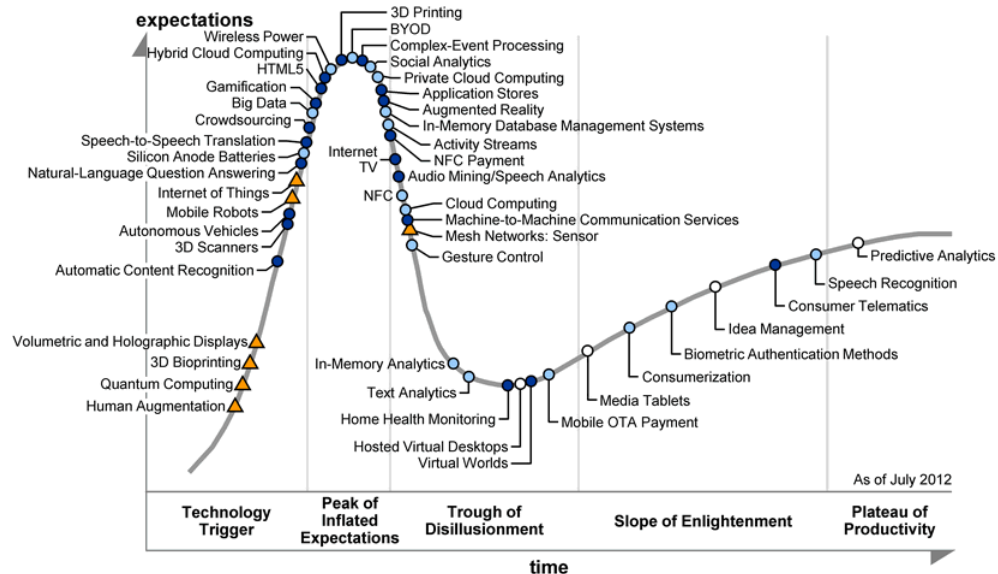
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# Agenda

- Motivation
- HTML5 Overview
  - Related Java Technologies
- Thin Server Architecture
- Demo

# Motivation



Plateau will be reached in:  
 ○ less than 2 years   ● 2 to 5 years   ● 5 to 10 years   ▲ more than 10 years   ⊗ obsolete before plateau

Gartner's 2012 Emerging Technologies Hype Cycle

- Need for clarification
  - What is behind the hype
- Architectural consequences of new trends
- What does the Java platform offer to meet the new challenges
- Building of common understanding

# Web Technology History

- 1991 HTML
- 1994 HTML2
- 1996 CSS1
- 1997 HTML4
- 1998 CSS2
- 2000 XHTML1
- 2002 Tableless Web Design
- 2005 AJAX
- 2009 HTML5: as of Dec 2012 W3C CR
- 1995 JavaScript @ Netscape
- 1996 ECMAScript 1.0, 1.1
- 1997 ECMAScript 1.2
- 1998 ECMAScript 1.3
- 2000 ECMAScript 3
- 2010 ECMAScript 5
- Next: ECMAScript 6 Harmony

# HTML5 Features

W3C / Web Hypertext Application Technology Working Group(WHATWG)

- Markup
  - Semantic markup replacing common usages of generic `<span>`, `<div>`
    - `<nav>`, `<footer>`, `<audio>`, `<video>`, ...
- API
  - Canvas 2D (for immediate mode 2D drawing), Timed media playback
  - Offline Web Applications, Local Storage and Filesystem, Web Storage
  - Geolocation, Web Storage, IndexedDB
  - File API, Drag-and-Drop, Browser History
  - ...

# HTML5 Features

Offloaded to other specs, originally part of HTML5

- **WebSocket API, Server-Sent Events(SSE)**, Web Messaging, Web Workers, Web Storage (Web Apps WG )
- **WebSocket Protocol** (IETF HyBi WG)
- WebRTC (WebRTC WG )
- Canvas 2D (HTML WG)
- ...



# HTML5 Standards Association

Device



Geolocation  
Device orientation and motion  
Multimedia

Data



Web storage, Offline Web Applications  
File System, Indexed database  
**Web socket**  
**Server-sent events**

Logic



Web workers  
Touch events

+



UI



Elements  
Canvas  
Svg, webgl

+



# HTML5 Related Technologies at Oracle

- ADF Mobile and JavaFX
  - Contain WebView component, that uses open source browser engine WebKit
- JAX-RS, WebSocket, JSON
  - Part of Java EE 7, implemented in GlassFish 4.0, TBD in WebLogic
- Server-Sent Events
  - Implemented in GlassFish 4.0, TBD in WebLogic
- Partially supported in JSF 2.2, part of Java EE 7
- HTML5 support in NetBeans

# HTML5 Browser Support and Demos

- Browser test and support
  - <http://acid3.acidtests.org>
  - <http://caniuse.com>

- Amazing presentation of HTML5 features

- <http://slides.html5rocks.com>

- HTML5 Canvas 3D (WebGL)

- [http://oos.moxiecode.com/js\\_webgl/fish/index.html](http://oos.moxiecode.com/js_webgl/fish/index.html)

- [http://oos.moxiecode.com/js\\_webgl/world/index.html](http://oos.moxiecode.com/js_webgl/world/index.html)

# Web Sockets - Working Draft

Usage stats: Global

	IE	Firefox	Chrome	Safari	Opera	iOS Safari	Opera Mini	Android Browser	Blackberry Browser
Support:								2.1	2.1
Partial support:								2.2	2.2
Total:								2.3	2.3
7.0	7.0	16.0				3.2		2.3	
8.0	8.0	17.0	23.0			4.0-4.1		3.0	
9.0	9.0	18.0	24.0	5.1		4.2-4.3		4.0	
Current	10.0	19.0	25.0	6.0	12.1	6.0	5.0-5.1	4.1	7.0
Near future		20.0	26.0		12.5				10.0
Farther future		21.0	27.0						

Notes Known issues (0) Resources (4) Feedback

Edit on GitHub

# Modern Web Development

## Exciting Industry Trend



- It's difficult and potentially costly to build modern web applications
  - Web? Native? Flash? Build for many? Build for one? Form factor?
  - Expertise, development cost, testing and support across platforms
- HTML5 is designed to address the cross-platform jungle
  - Attempts to codify best-practices that have emerged
  - Well suited for mobile devices

# HTML5 Architectural Implications

## The Browser Is the Platform

- HTML5 is the new UI across devices
  - Applications == HTML5 + JavaScript + CSS3 + Server Resources
- Requires a different programming approach
  - Servers no longer generating markup language
  - Clients responsible for presentation logic and execution
  - JavaScript is part of the domain model, JSON is the payload
  - Event-Driven
  - No need for browser plugin

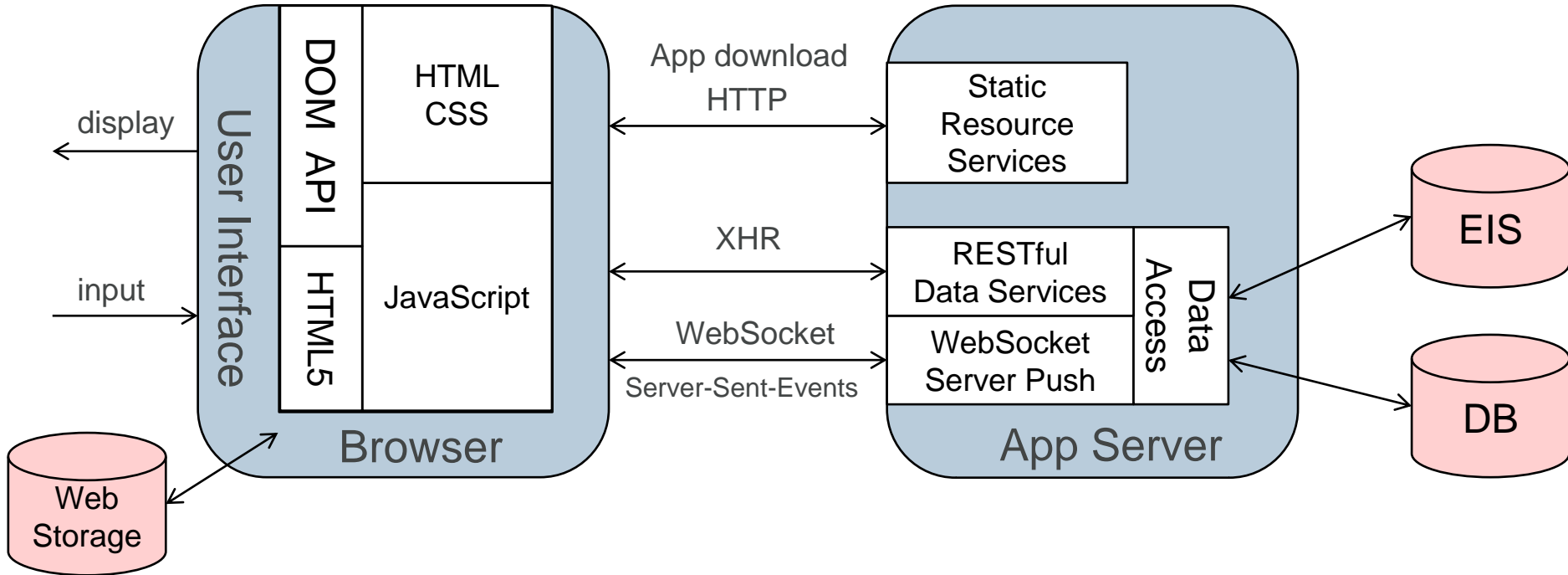
# Thin Server Architecture (TSA)

## Background

- Main idea: move the presentation layer to the client. The server is responsible for providing access to the application data and for serving the static resources that implement the presentation layer.
- Similar architectures
  - SOFEA: Service-Oriented Front-End Architecture
  - RIA: Rich Internet Application (Flash, Silverlight, JavaFX)
  - SPA: Single Page Application
    - AJAX, browser plugins (for Flash, Silverlight, JavaFX)
- [www.thinserverarchitecture.com](http://www.thinserverarchitecture.com) (2008)

# Thin Server Architecture Diagram

Runtime application presentation



# Thin Server Architecture

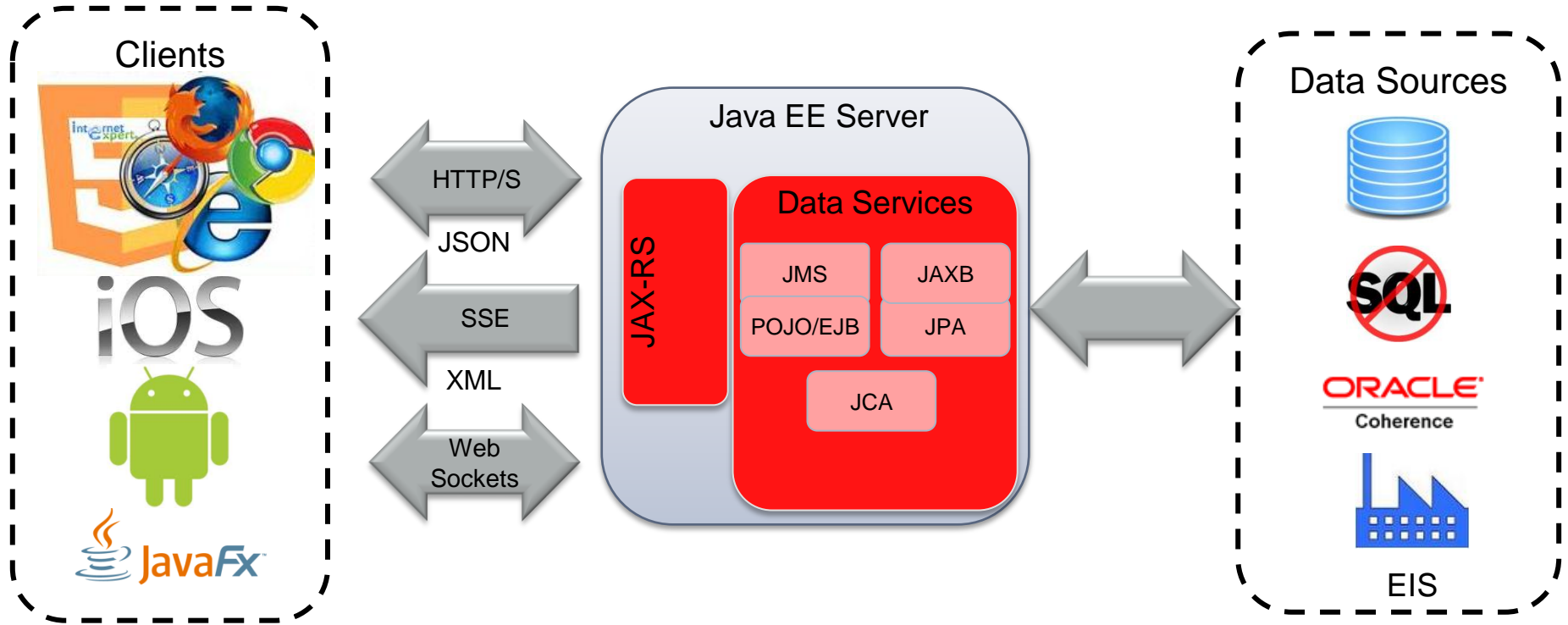
## Advantages

- Improved performance
  - Caching, no presentation data transmitted again and again
- Scalability
  - Less data to transfer, session state is on the client
- Reduced complexity
  - UI control is not split between client and server, UI events stay on client
- Improved user experience
- Offline support only possible with TSA



# Thin Server Architecture

With Java EE



# Thin Server Architecture

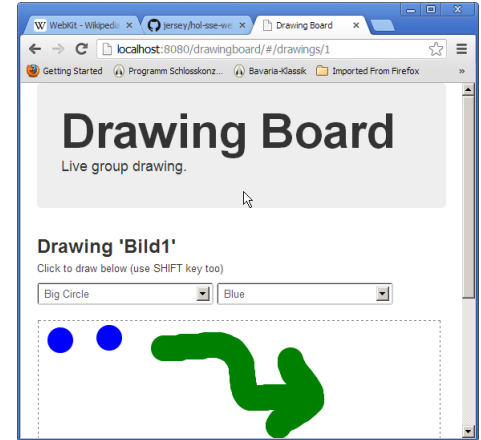
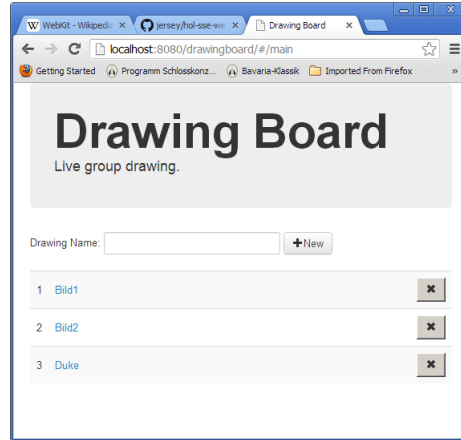
## Related Oracle Projects

- Avatar
  - Ent-to-end TSA framework based on HTML5 and JavaScript (also server-side)
- Easel
  - JavaScript tooling support
- Nashorn
  - JavaScript implementation on the JVM
- EclipseLink/TopLink data services
  - Enable REST access to RDBMS and NoSQL data using JSON or XML
  - Live Data Notifications over WebSockets or Server Sent Events
- PaaS for FMW

# Drawing Board Demo

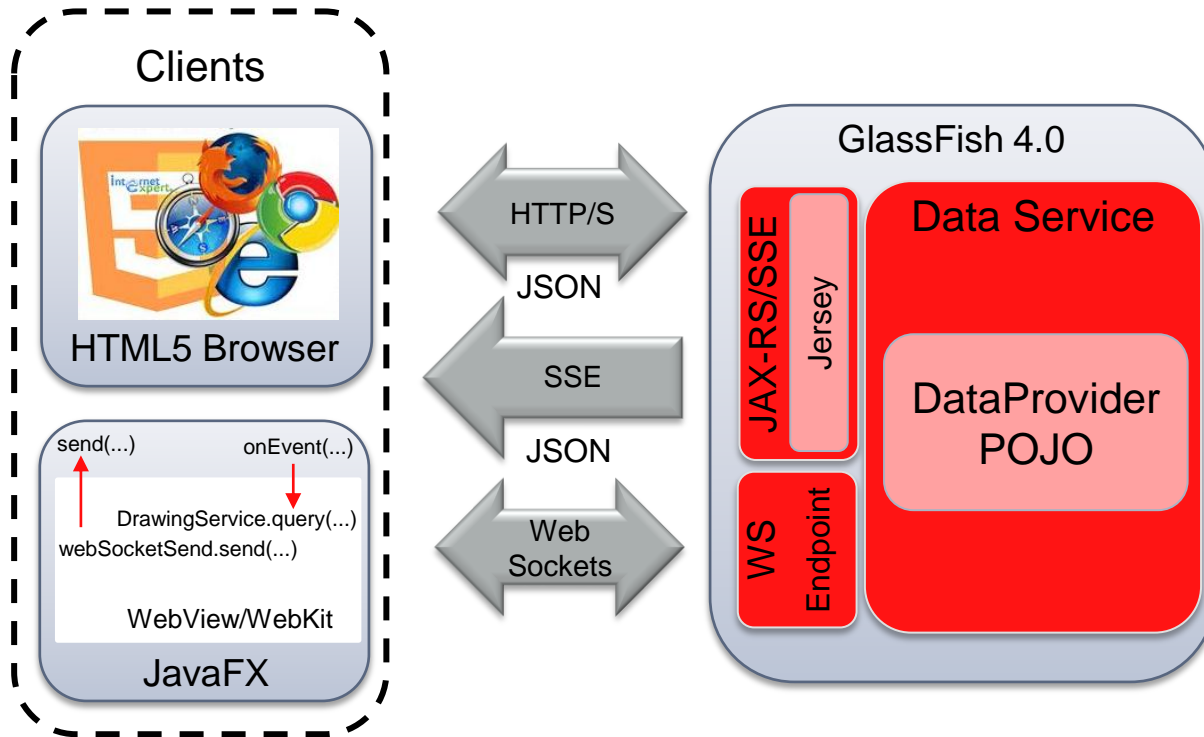
<http://github.com/jersey/hol-sse-websocket>

- Collaborative drawing
- Two-page application
  - List of drawings
  - Drawing
- Demonstrating
  - Server-side: JAX-RS, JSON, WebSocket, SSE Java API
  - Client-side: JAX-RS, WebSocket, SSE Java and JavaScript API
  - JavaFX **hybrid** Java/HTML5 application



# Drawing Board Demo

## TSA - Architecture



# Drawing Board Demo

## Technology usage

- JAX-RS: CRUD for drawings
- SSE: distributing the list of drawings to all connected clients
- WebSocket: distributing the updates of a drawing to all connected clients
- JSON: implementing of encoder/decoder of the WebSocket server endpoint
- Java – JavaScript bridge(WebEngine): modifying the AngularJS client by replacing the WebSocket/SSE JavaScript client communication with a Java implementation in the JavaFX client

# Links

## ■ HTML5

- <http://www.w3.org/TR/html5/>
- <http://www.whatwg.org/specs/web-apps/current-work/multipage/>
- <http://en.wikipedia.org/wiki/HTML5>

## ■ Thin Server Architecture

- <http://www.thinserverarchitecture.com>
- <http://review.us.oracle.com/review2/Review.html#reviewId=130188>

## ■ JAX-RS

- <http://jax-rs-spec.java.net>
- <http://jersey.java.net>

## ■ JSON

- <http://json-processing-spec.java.net>
- <http://jsonp.java.net>

## ■ WebSocket

- <http://websocket-spec.java.net>
- <http://tyrus.java.net>

## ■ Server-Sent Events

- <http://jersey.java.net>

## ■ JavaFX

- <http://www.oracle.com/technetwork/java/javafx/overview/index.html>
- <http://docs.oracle.com/javafx/2/api/javafx/scene/web/WebEngine.html>

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