Rich Grails UIs with Canoo RIA Suite
Dierk König

Do you really get Memory?
Jevgeni Kabanov

GlassFish OSGi - from modular runtime to hybrid applications
Alexis Moussine-Pouchkine

Where is my table now?
On adapting Java and SQL code to ever-changing database model.
Tomasz Skutnik
WARNING

This talk contains commercial content. Engineers should be supervised by their managers.
Rich Grails UIs with the Canoo RIA Suite

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Montag, 11. April 2011
Dierk König

Canoo Engineering AG, Basel (CH)
Rich Internet Applications
www.canoo.com
Canoo RIA Suite (ULC)

Server-side programming model

Client-side visualization

100% pure Java

With Groovy if you like

Grails ULC Plugin

www.canoo.com/ulc

„ULC on Grails“ the award-winning architecture
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Canoo ULC on Grails
Multi-channel betting application
Half-Object & Protocol Pattern
Half-Object & Protocol Pattern

**Client**

**Server**

- Application
Half-Object & Protocol Pattern

Client

Server

TextField

Application
Half-Object & Protocol Pattern

Client

JTextField

TextField

Server

TextField

TextField

Application

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Half-Object & Protocol Pattern

Client

JTextField

TextField

Server

TextField

TextField

Application

Button
Half-Object & Protocol Pattern

Client

**JTextField** → **TextField** → **Button**

Server

**TextField** → **Application** → **Button**

**JButton** → **Button**
Half-Object & Protocol Pattern

Client

JTextField

TextField

Button

Server

TextField

TextField

Application

Button

User clicks button
Half-Object & Protocol Pattern

1. User clicks button
2. ULC forwards event to server
Half-Object & Protocol Pattern

1. User clicks button
2. ULC forwards event to server
3. ULC delegates to application
Half-Object & Protocol Pattern

1. User clicks button
2. ULC forwards event to server
3. ULC delegates to application
4. Application sets new text

Client

Server
Half-Object & Protocol Pattern

1. User clicks button
2. ULC forwards event to server
3. ULC delegates to application
4. Application sets new text
5. Application forwards event to server
6. ULC returns changed text
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Half-Object & Protocol Pattern

Client

1. User clicks button
2. ULC forwards event to server
3. ULC delegates to application
4. Application sets new text
5. Application
6. ULC returns changed text
7. ULC updates text field

Server

TextField

JTextField

Button

JButton

Application

ULC

ULC
More Canoo ULC capabilities

Huge tables, Business tables
Tree-tables, Animation, 3D
Interactive business-charts
Look-ahead input fields
Client-side enablers / validators
ULC-in-browser, browser-in-ULC
Access to local devices
Intra-/cross-/native-application drag and drop
Full support in all Java IDEs, edit, debug, profile, ...
Visual builder for eclipse
Unit testing, functional testing, load testing
1. All the benefits of web applications

2. The capabilities of desktop applications

3. Available now as a Grails plugin
More information and demos

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Discussion

credits: Paul King

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Discussion

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credits:
Paul King
Java Boilerplate Busters

Hamlet D'Arcy

Picasso

State of Scala
Venkat Subramaniam

Monet + Rembrandt

HTML5 WebSockets - the Web Communication revolution, making the impossible, possible
Brad Drysdale

Matejko + Canaletto

Don't code - create software!
Paweł Lipiński