

Enabling realtime collaborative data-intensive web applications

A case study using serverside JavaScript

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1. Node.js – Introduction & Survey
2. Prototypical implementation of a real-time collaboration tool
3. Conclusion & Outlook

- Developed by Ryan Dahl in 2009
- JavaScript Interpreter
- JavaScript outside of the browser
- Extends Googles V8 with low-level bindings
 - Filesystem, Sockets,...
- Every binding is asynchronous, event loop
- Single threaded
- Current version: 0.10

- Hypotheses
 - JavaScript developers are unsatisfied with the current tool support
 - Developers do not like the syntax of JavaScript
 - JavaScript code is hard to maintain
 - Node.js is suitable for enterprise applications

- Participants
 - 100 complete answers
 - Countries:
 - Germany: 37%
 - USA: 22%
 - UK: 3%
 - Mostly Web-Developers

- Key results about JavaScript
 - 53.7% are satisfied with their editors
 - Most popular: IntelliJ, WebStorm, Emacs
 - Missing features: code completion, code navigation, debugging
 - 65% like the syntax of JavaScript
 - CoffeeScript and TypeScript are not planned to be used in future
 - 44% do not think, JS is hard to maintain
 - 65% said JS code is easy to read
 - 42% use testing frameworks
 - The usage of testing frameworks influences maintainability

- Key results about Node.js
 - 88% have heard about Node.js
 - Node.js projects tend to be smaller
 - 41.5% of projects: 1 poeple
 - 22.6% of projects: 3 poeple
 - Typical kinds of projects
 - 61.9% of projects: Web Application

- Key results about Node.js
 - Reasons for using Node.js
 - Simplicity
 - Performance
 - „Good fit for Web Applications“
 - No „phase shift“
 - Realtime capabilities
 - Event-driven
 - 64.8% confirmed the enterprise readiness
 - Scalability
 - Stability
 - Short time to market
 - Same language at client & server

Prototypical implementation of a Real-Time collaboration tool

Demo

- Proposed by Alex MacCaw (JavaScript Web Applications)
 - Real-Time architecture = event-driven
 - Driven by user interactions

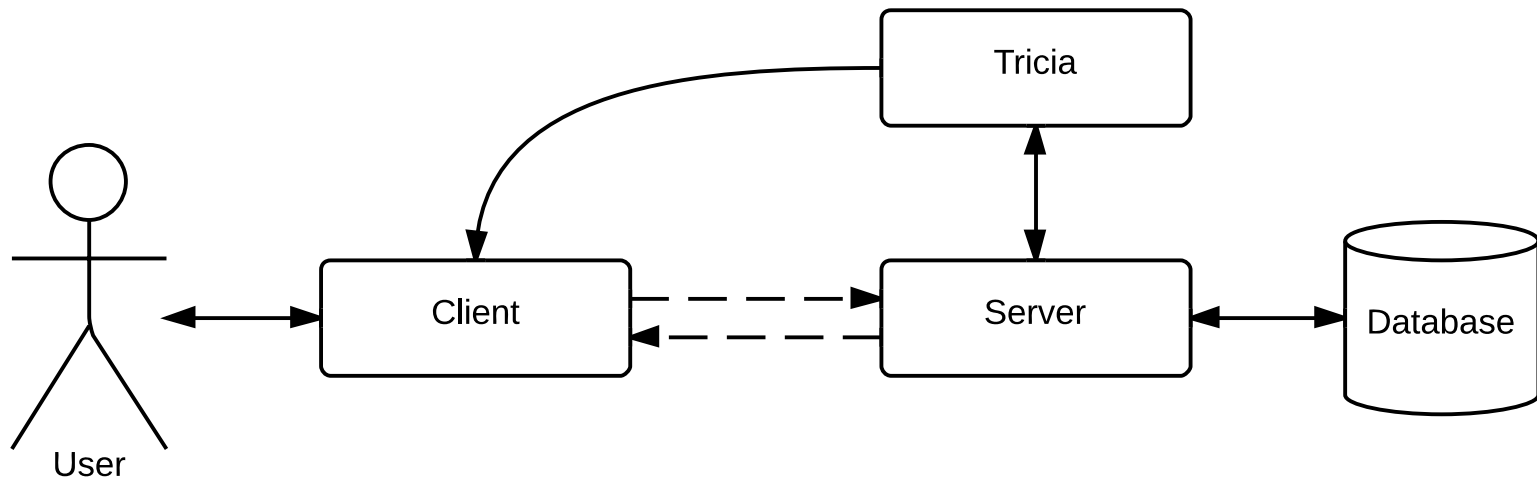
- Client-side MVC

- Which model updates need to be distributed ?

- Who needs to be notified ?

- PubSub pattern

Prototypical Implementation – Fundamental Architecture



Prototypical Implementation – Technology Stack

- Client UI with Twitter Bootstrap
- Client MVC with EmberJS:
 - Model:

```
CollaborativeEditor.Documents = Ember.A([]);  
  
CollaborativeEditor.Document = Ember.Object.extend({  
  name : null,  
  lastModified : null,  
  numberOfPeopleEditing : null,  
  tags : Ember.A([])  
});
```

- Client MVC with EmberJS:
 - Controller:

```
CollaborativeEditor.DocumentsController = Ember.ArrayController.extend({
  createNewDoc : function() {
    ...
  },
  ...
});
```

Prototypical Implementation – Technology Stack

- Client MVC with EmberJS:
 - View:

```
<script type="text/x-handlebars" data-template-name="documents">
  <div class="hero-unit">
    <h2>Documents</h2>
  </div>
  <a href="#" class="btn" {{action "createNewDoc"}}>
    <i class="icon-plus"></i>
  </a>
  <table class="table table-striped">
  ...
  {{#each controller}}
    <tr>
      <td>{{name}}</td>
      <td>{{lastModified}}</td>
```

Prototypical Implementation – Technology Stack

- Serverside with Node.js
- Socket.io library for realtime communication
 - Abstracts underlying technology (Long-polling, Web-sockets,...)
 - Server:

```
socket.on('storeAndDistributeDocument', function(doc, callback) {  
    documentManager.storeDocument(doc);  
    socket.broadcast.emit('newDoc', doc);  
    callback();  
});
```

- Client:

```
socket.emit('storeAndDistributeDocument', doc, function() {  
    ui.addDocument(doc);  
});
```

Prototypical Implementation – Technology Stack

- Share.js library for concurrent editing
 - Concurrent Editing of plain text
 - Operational Transformation based

- Database
 - Redis

Conclusion & Outlook

- Node.js is enterprise ready

- Node.js is a good fit for real-time web applications
 - Event-driven itself
 - Non-blocking IO
 - Offers lot of real-time functionalities

- Pattern for Tricia real-time functionalities

- Further Research:
 - Collaborative editing of rich text
 - Collaborative editing of general models

Thank you for your attention

