



JavaOneSM

Sun's Worldwide Java Developer Conference



Designing Realtime Interactive Services with Java™

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Introduction

- What this talk is about
 - Designing realtime interactive services with Java™-based technology
 - We will focus on:
 - Interactive web site enhancements
 - Realtime data streaming
 - Publish/subscribe data streaming
 - Multi-user interactivity





Who We Are

- EarthWeb
 - Gamelan and now...Gamelan Direct!
 - High-end sites
 - Java™-powered software
- TIBCO
 - Publish/Subscribe data technology
 - Software products and systems
 - New Internet tools





Web Site Enhancements

- Definition: “Web site enhancement”
- Examples
 - SiteMap, Dictionary
- Technical overviews
- Challenges & Solutions
- Discussion





Basic Data Streaming

- Definition: “Realtime data streaming”
- Examples
 - NewsBar, SiteMonitor
- Technical overviews
- Challenges & Solutions
- Discussion





Advanced Data Streaming

- Definition: “Publish/Subscribe data streaming”
- Examples
- Technical overview
- Challenges & Solutions
- Discussion





Multi-User Interactivity

- Definition: “Multi-user interactivity”
- Example
 - EarthWeb Chat Network
- Technical overview
- Challenges & Solutions
- Discussion





General Issues

- Predictions for the future
- What is needed to make developing realtime interactive sites with Java™-based technology easier
- Where to find resources for your Java™-powered work...





Questions and Answers





Additional Slides

- Can be found at EarthWeb's site:
- On the Resources & Information page
 - <http://earthweb.com>

