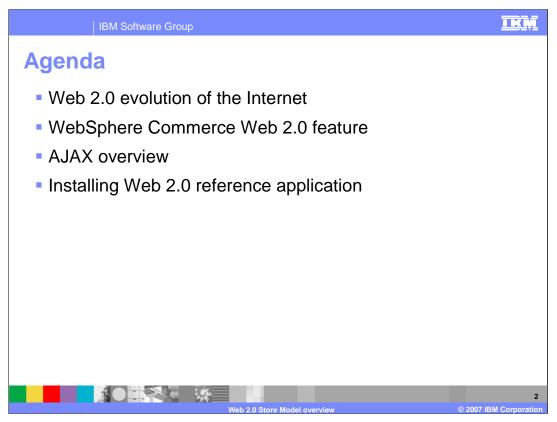


Welcome to the WebSphere Commerce Feature Pack 2 Web 2.0 Store Model Overview presentation.



The agenda for this presentation is to discuss the following topics:

The evolution of the internet into the business model called Web 2.0,
an overview of the Asynchronous JavaScript and XML technology called AJAX,
the specifics of the WebSphere Commerce feature called Web 2.0, and
specifics on installing the Web 2.0 reference application.



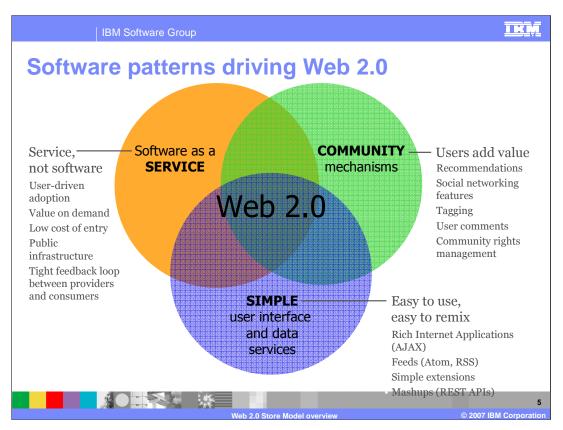
This section discusses the Web 2.0 internet evolution.

The term "Web 2.0" was first coined in October, 2004 at an industry conference sponsored by O'Reilly Media. According to Tim O'Reilly, the dot-com bubble burst marked a turning point in doing business on the Web. Since 2001, there has been a conceptual shift in how business is done on the Web. This conceptual shift has many different facets but this presentation only talks about three facets:

Community intelligence has more power than the authority of an individual.

Rich and responsive, but simple user interfaces gain acceptance more rapidly than slower or more complicated interfaces.

Software is made available as a service to use for a limited time rather than as a product to own.



There are three broad software patterns associated with Web 2.0:

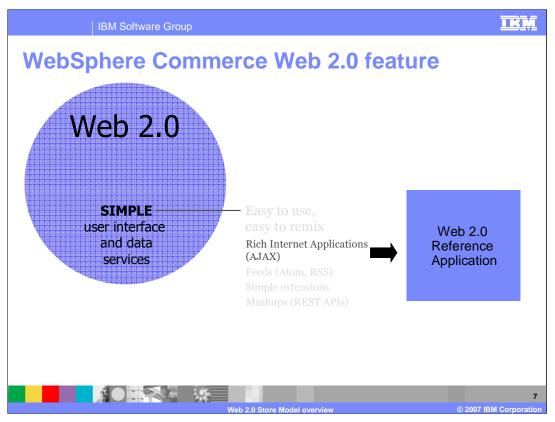
The first is **software as a service**. It enables you to adopt capabilities directly, and gain immediate benefits from it. Many Web 2.0 offerings have a very low cost of entry – another distinguishing characteristic that levels the playing field for small businesses. And of course they use the public infrastructure, so anyone in the world can walk up and use it with a Web browser.

The second key pattern is the use of **community mechanisms**. Most Web 2.0 businesses use one or another kind of mechanism to enable you to play a part in the service, adding value as they use it.

The third pattern is the **simplicity of the user experience** and the various interfaces by which developers can access data and capabilities. There are significant improvements in user interface design and responsiveness based on AJAX methods [Asynchronous JavaScript and XML]. Lots of simple and highly scalable mechanisms have emerged, such as feeds, simple extension mechanisms, and well-behaved HTTP-based APIs. Developers are building all kinds of situational applications on top of services, remixing them in various ways, without ever having to contact the service providers.

IBM Software Group	<u>iri</u>
Web 2.0 examples	
Flickr	Community User interface Service
Blogger	Community
Wikipedia	Service Community
Google AdSense	Service
MySpace	Community
Google Earth	Service User interface
6 Web 2.0 Store Model overview © 2007 IBM Corporation	

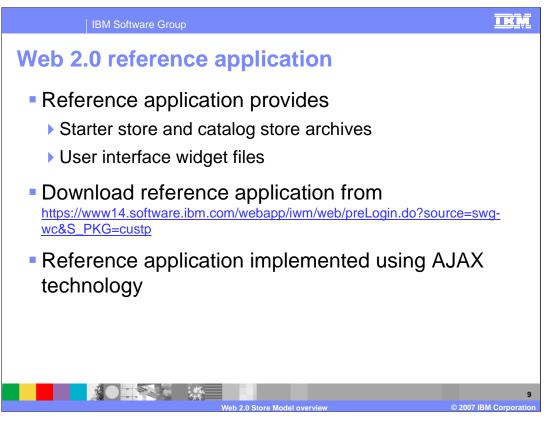
The table above gives some examples of modern Web sites that exhibit one or more of the conceptual facets. The table shows examples of the Web applications Flickr, Blogger, Wikipedia, Google Adsense, MySpace, and Google Earth.



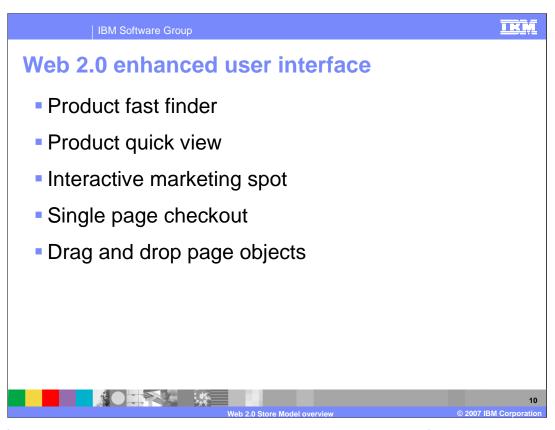
The WebSphere Commerce Web 2.0 feature falls into the category of simple user interface. The feature is implemented as a reference application that implements a rich and responsive user interface using the AJAX programming model. The AJAX programming model is discussed in more depth later in the presentation.



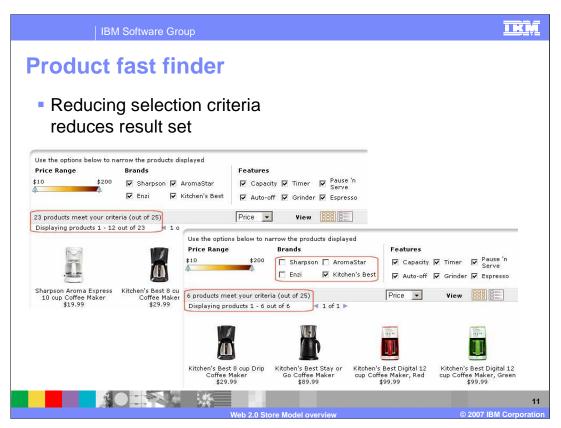
This section discusses the specifics of the WebSphere Commerce Web 2.0 Store Solution feature.



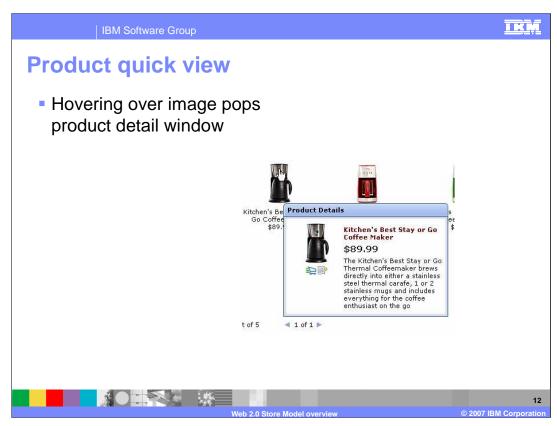
The WebSphere Commerce Web 2.0 feature is implemented as a reference application. The reference application provides a starter store with catalog packaged in two store archives, and a collection of user interface widgets. The reference application can be downloaded from the URL above.



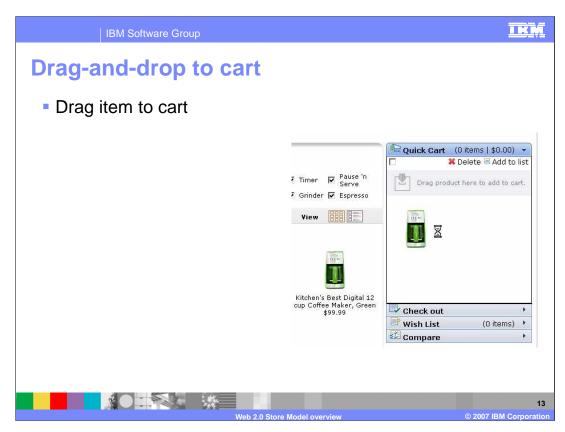
The reference application implements several enhanced user interface elements. A product fast finder, product quick view, interactive marketing spot, and a streamlined single page checkout are provided. These elements use a drag-and-drop interface to perform object selection.



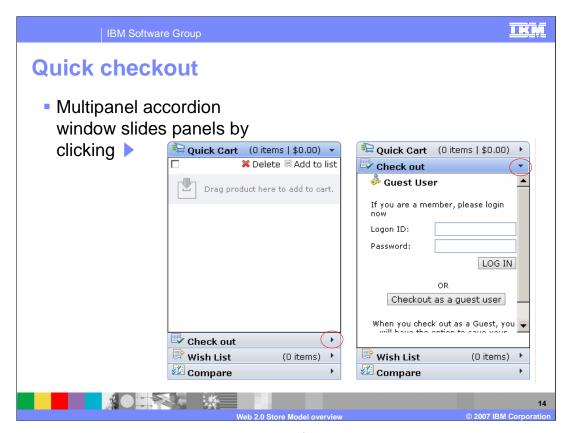
A product fast finder allows a shopper to quickly narrow a product search by selecting or deselecting product attributes. A product price range selector has an upper and lower limit slider which limits the product selection to be between the upper and lower bounds.



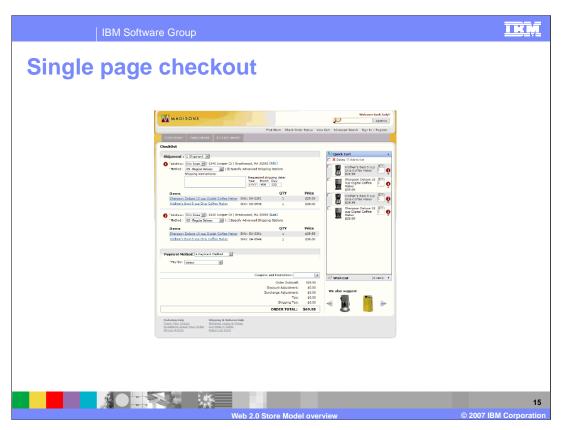
A product quick view shows a product summary pop-up screen when the pointer hovers over the item.



Items from the product selection area can be selected for purchase by dragging them to the shopping cart area.



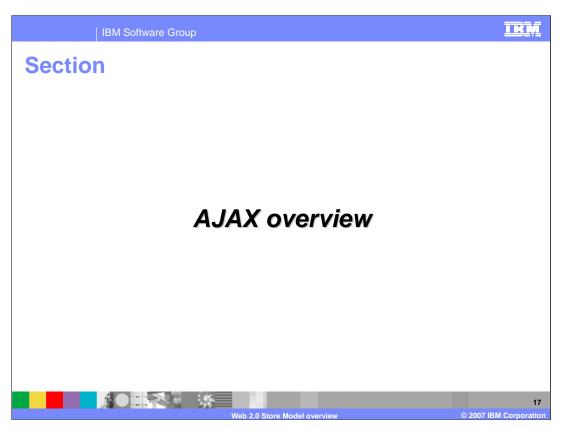
Quick checkout allows you to quickly transition from the shopping cart to a compact checkout area without refreshing the screen.



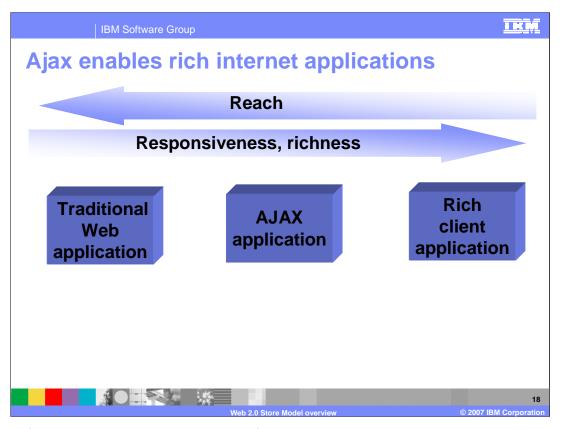
Single page checkout allows the shopper accomplish all checkout steps on one page.



The interactive marketing spot shows a scrolling ticker of featured products. The shopper can scroll and pause the ticker with scroll controls.

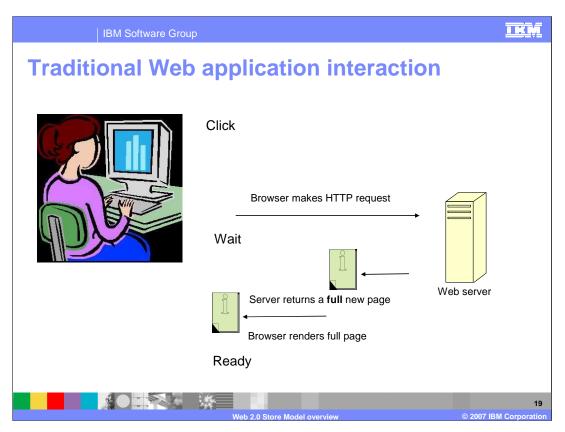


This section discusses an overview of the AJAX programming model.



Ajax is a fundamental technology pattern for supporting rich internet Web2.0 applications with recent widespread industry adoption.

Traditional Web applications get the most user reach because all browsers can run traditional Web applications. Rich client applications supply the most responsive and rich feature set, but these applications do not run in a browser. They typically run in a Java virtual machine and therefore require more resources to run. AJAX applications fit in the gap between traditional Web applications and rich client applications. AJAX can run on most modern browsers, but may not run on all browsers. AJAX can provide a moderately rich user experience above that of traditional applications.



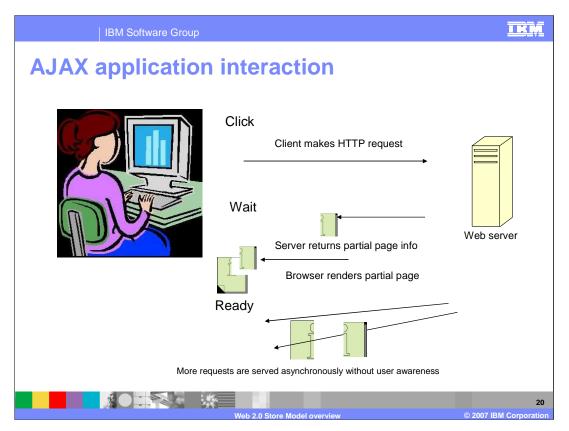
A traditional Web application interacts with you when you click on some object or link on the page displayed in the browser.

Upon clicking, you begin waiting for something to happen.

The browser makes an HTTP request to the server. The server returns a full new page and the browser then renders that page.

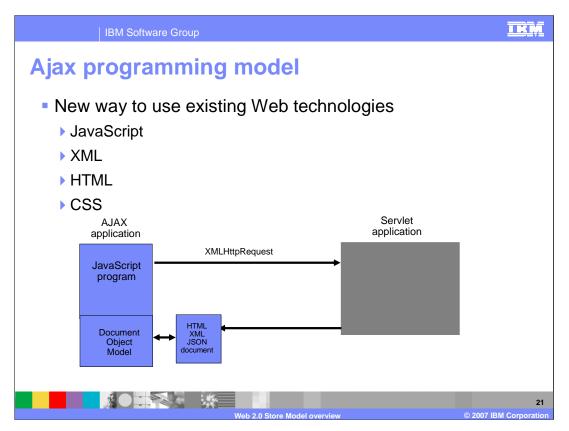
When the page is done rendering, the wait is over and you can begin examining the new page.

This wait can take several seconds.

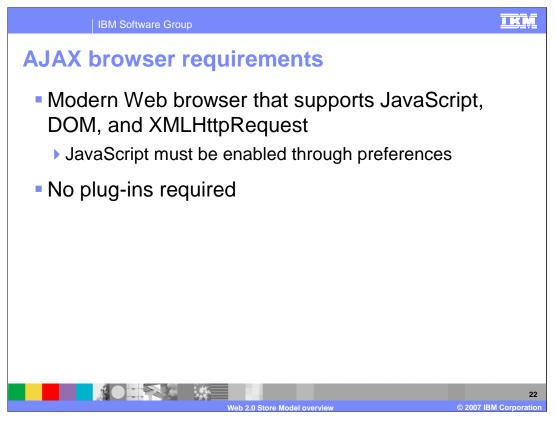


An AJAX application uses a more efficient user interaction model. When you click an object on the page, the browser makes a request for a part of a page, not a full page. The amount of data returned is smaller which takes less time to transmit. The browser renders less data and your wait time is less. A more important aspect of the interaction model is the browser can request data asynchronously, that is, independent of clicking an object. The data can be fetched ahead of time, anticipating user requests. When you eventually make an action , the data has already stored in the browser and can be rendered without waiting for transmission from the server.

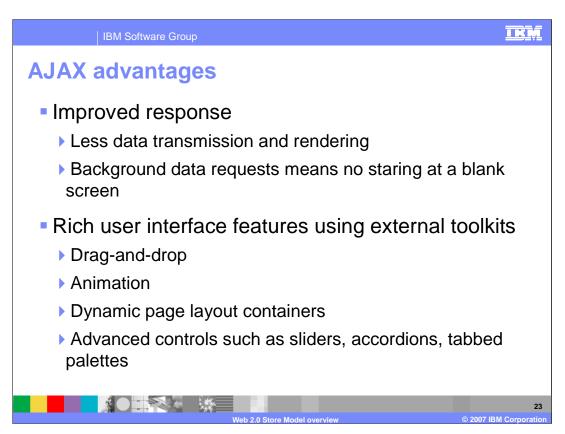
This asynchronous interaction model results is a responsive feel to the application.



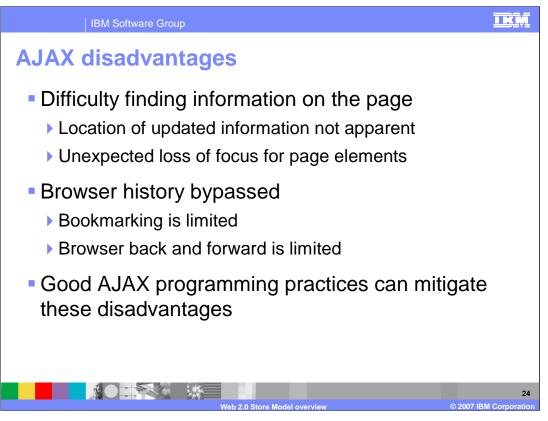
Ajax programming is a new way to use existing Web technologies. An AJAX program consists of a collection of HTML and Cascading Style Sheets to describe the page layout. JavaScript programs loaded with the page content makes the page dynamic. A JavaScript program requests data from a servlet running on a server using the XMLHttpRequest function. The servlet returns a document that represents the internal structure of the page know as the Document Object Model (DOM). The return document can be in either HTML, XML, or JSON formatted data. JSON stands for JavaScript Object Notation, and will be discussed in more detail in a subsequent presentation on Web 2.0 programming model. The DOM has a programming interface accessible through JavaScript which interprets the returned document and uses the information to update a subset of objects on the page.



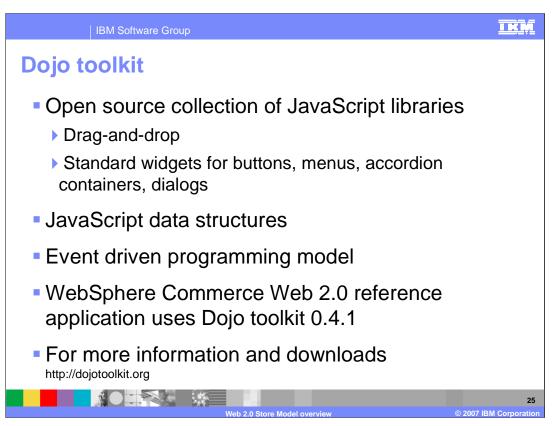
AJAX can run on most modern browsers developed within approximately the past three years. The browser must be capable of running JavaScript, the Document Object Model (DOM) and the XMLHttpRequest JavaScript function. The browser preferences must also allow JavaScript programs to operate. Since almost all modern browsers support JavaScript natively, no addition plug-ins are required.



AJAX has the potential to improve the responsiveness of applications because less data is transmitted and rendered. Since data is requested asynchronously, you spend less time staring at a frozen screen waiting for the next page to load. Rich user interface features such as drag-and-drop, dynamic page layout containers, sliders, and tabbed palettes are enabled using external toolkits.



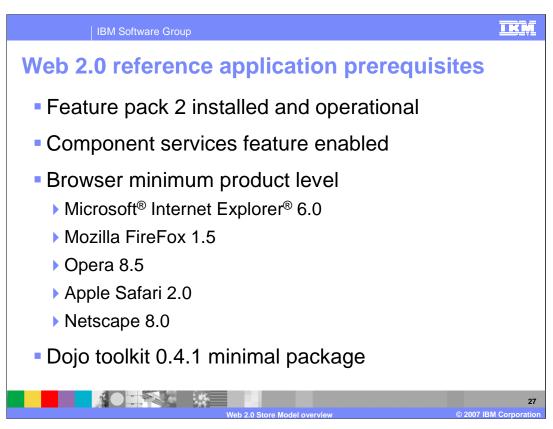
AJAX programs have some disadvantages. Since parts of the page can be updated asynchronously to user interactions, users may find it difficult to find where the changed information appears on the page. Sometimes the pointer focus is lost because a page object has changed. Since AJAX programs typically do not do full page fetches, the browser page history is effectively bypassed, making the browser forward and back buttons not functional. For the same reason, bookmarking of pages is limited because the browsers idea of the page URL does not change. You will see in a subsequent presentation on AJAX programming best practices on how such disadvantages can be mitigated by good programming practices.



AJAX programs often use toolkits to make programming easier. The Web 2.0 reference application uses the Dojo toolkit. The Dojo toolkit is a open source collection of JavaScript libraries which aggregate user interface objects, called widgets. Widgets implement rich user interface components such as drag-and-drop, buttons, menus, and screen area containers. The Dojo toolkit also includes JavaScript data structures, and an event driven programming model. The Web 2.0 reference application uses the Dojo toolkit 0.4.1. For more information and toolkit downloads, see the URL in the slide.

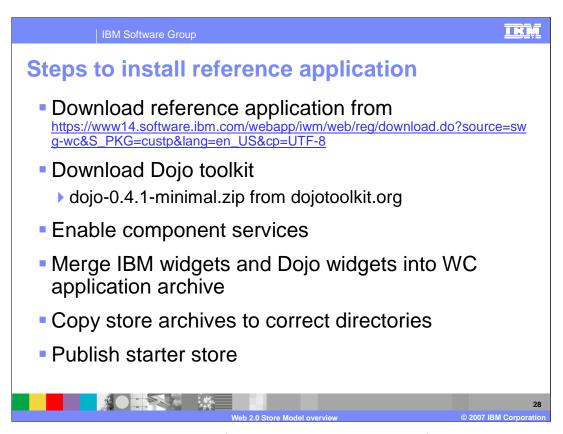


This section discusses how to install the Web 2.0 store solution reference application.



The Web 2.0 reference application has these prerequisites:

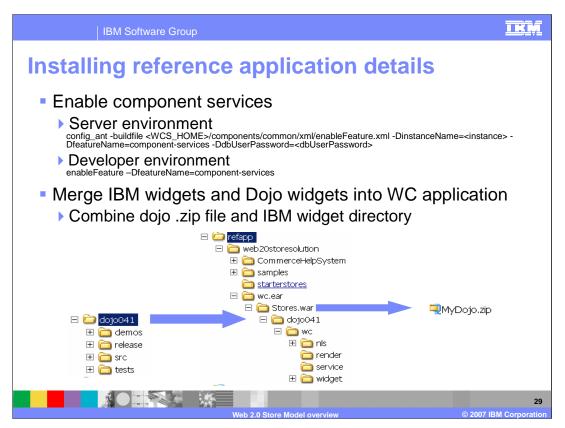
- 1. Feature pack 2 is installed
- 2. Component services feature is enabled.
- 3. Browser minimum levels are Microsoft Internet Explorer 6.0, Mozilla FireFox 1.5, Opera 8.5, Apple Safari 2.0, and Netscape 8.0.
- 4. Dojo toolkit 0.4.1 is the minimal package.



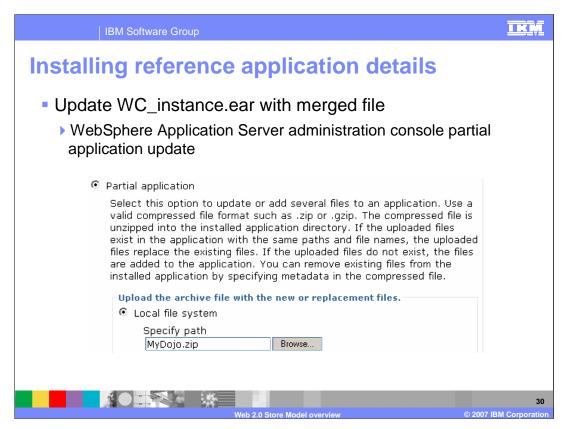
The process to install the Web 2.0 reference application consist of these steps:

First download the reference application from the URL in the slide. Next download the Dojo toolkit from dojotoolkit.org. Select the download archives link and look for the file named in the slide. Next enable component services. Then merge the IBM widgets with the Dojo widgets and add them to the WC enterprise application. Then copy the provided store archive files to the correct directories and publish the starter store.

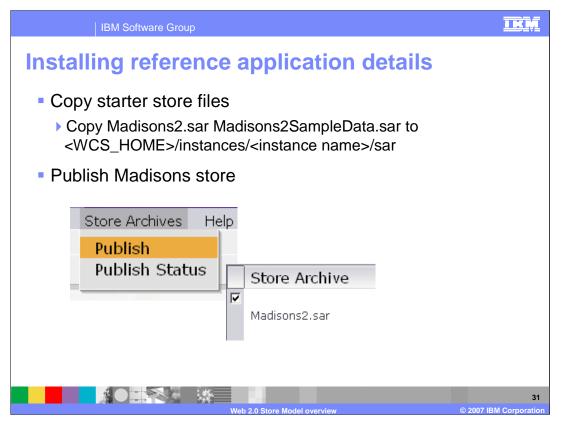
Subsequent slides provide you more details on how to do these steps.



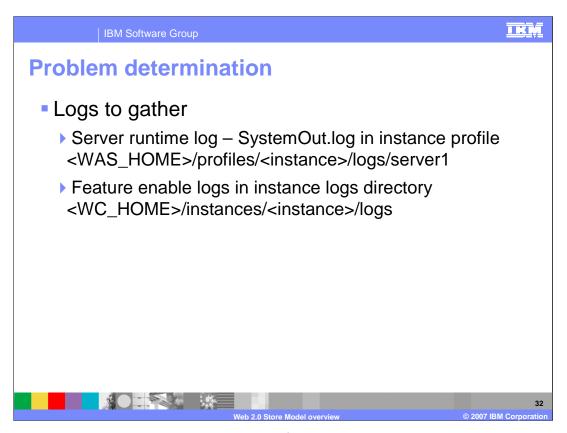
Enable component services for the server environment with the config_ant command. A command example is given in the slide. Enable component services for the Developer environment with the enableFeature command. A command example is given in the slide. Merging the IBM widgets with the Dojo widgets can be accomplished many ways. This is the suggested way. First unzip both the Dojo toolkit and Web 2.0 reference app. Rename the widget directory to dojo041 to match that of the IBM provided widgets. Copy the former to the latter using a graphical file manager such as Windows Explorer. Create a .zip file of the latter at the directory Stores.war. More explicit detailed instructions are provided in the documentation accompanying the reference application.



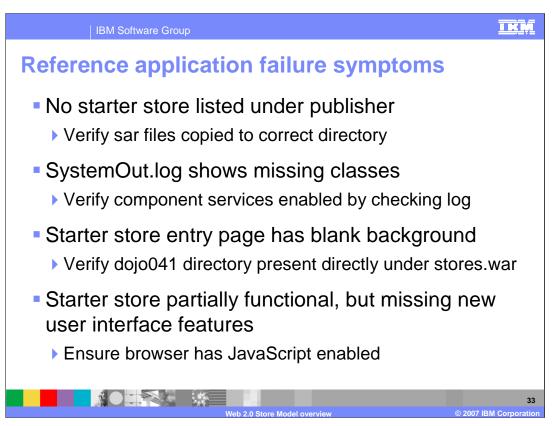
Update the WC enterprise application using the WebSphere Application Server administration console. Select the WC application and select update. Then select partial update and specify the .zip file generated in the previous step.



Copy the 2 starter store files to the sar directory under the WebSphere Commerce instance directory. The exact directory path and file names are shown in the slide. Then publish the starter store using the WebSphere Commerce administration console. Select Store Archives > Publish. On the next screen select the Madisons2.sar archive.



Problem determination data can be gathered from the server runtime log in the server profile logs for server1. The slide shows the exact path to the logs. The feature enable logs are found in the WebSphere Commerce instances logs. The slide shows the exact path to the logs.



Several failure symptoms are listed with steps to perform additional problem determination.

If no starter store is listed on the publish page, then verify the store archives are in the proper directory.

If the SystemOut.log shows missing classes, verify component services has been enabled by checking the enable logs under the instances directory.

If the starter store entry page has a blank background, verify the dojo041 directory exists directly under stores.war. If the dojo041 directory is not present, then either the intermediate dojo041.zip file was not constructed correctly, or that the file was not applied correctly when updating with the administration console.

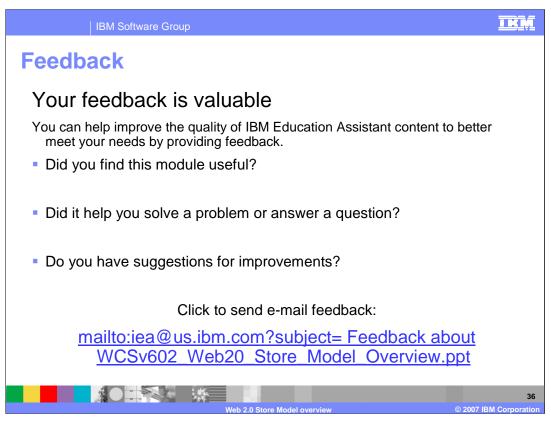
If the starter store entry page is partially functional, but is missing the new user interface features, verify that the browser has JavaScript enabled.



This presentation showed that the WebSphere Commerce Web 2.0 feature is an implementation of a rich user interface typified by the Web 2.0 evolution. AJAX and Dojo toolkit technologies play a large part in enabling rich user interfaces.



For more information regarding Web 2.0, AJAX and Dojo, visit the following sites.



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