

Some Discussions on Technology Architecture

As a Group

How does should technology influence a design?

How does technology influence the dev process?

How does this change if it is a desktop, web, or mobile application?

Web Architectures

Thick Server vs Client (who does the UI heavy lifting)

Data Access

Server Side

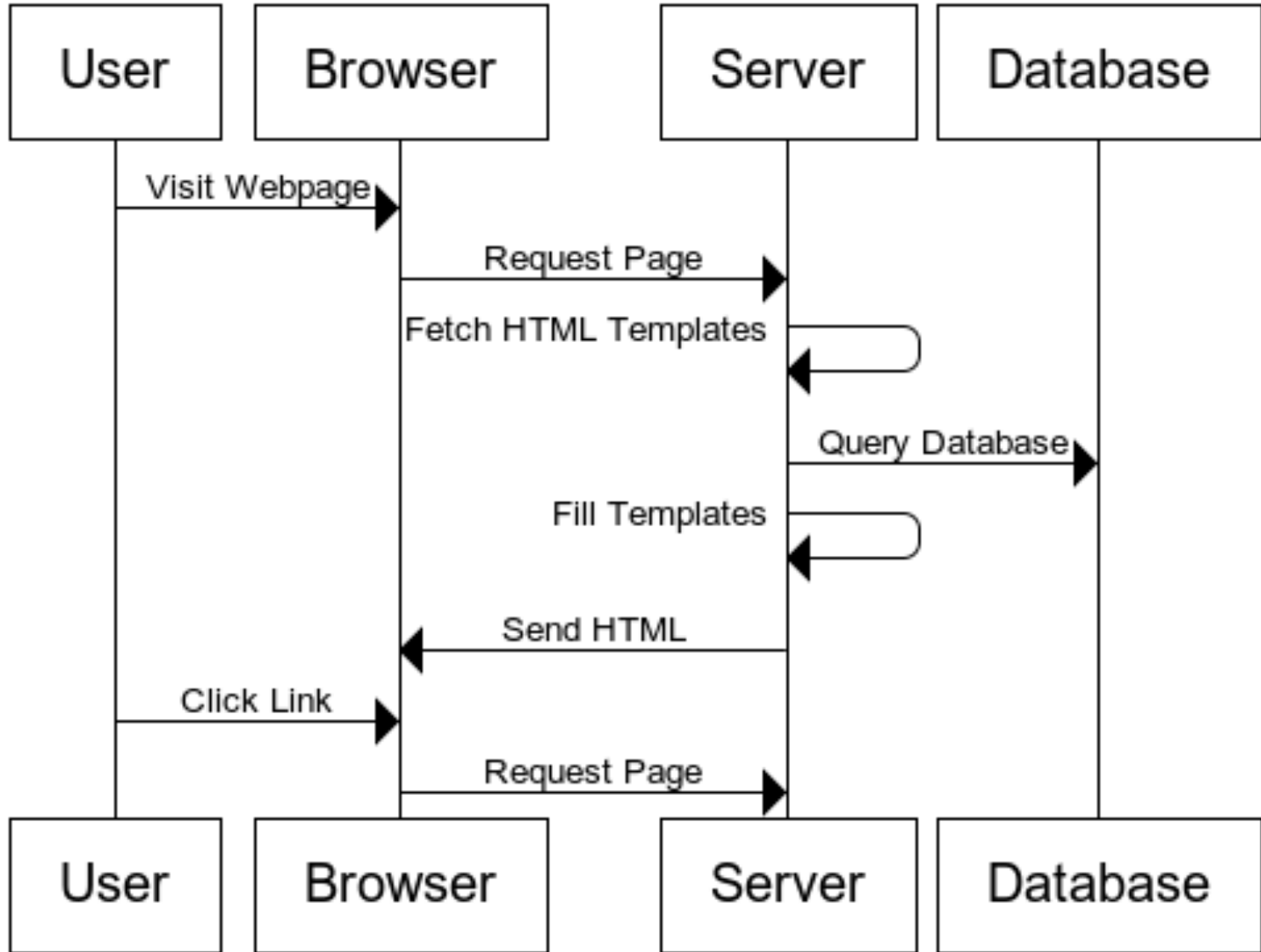
AJAX

Web Sockets

What is the difference in UX with a thick vs thin client?

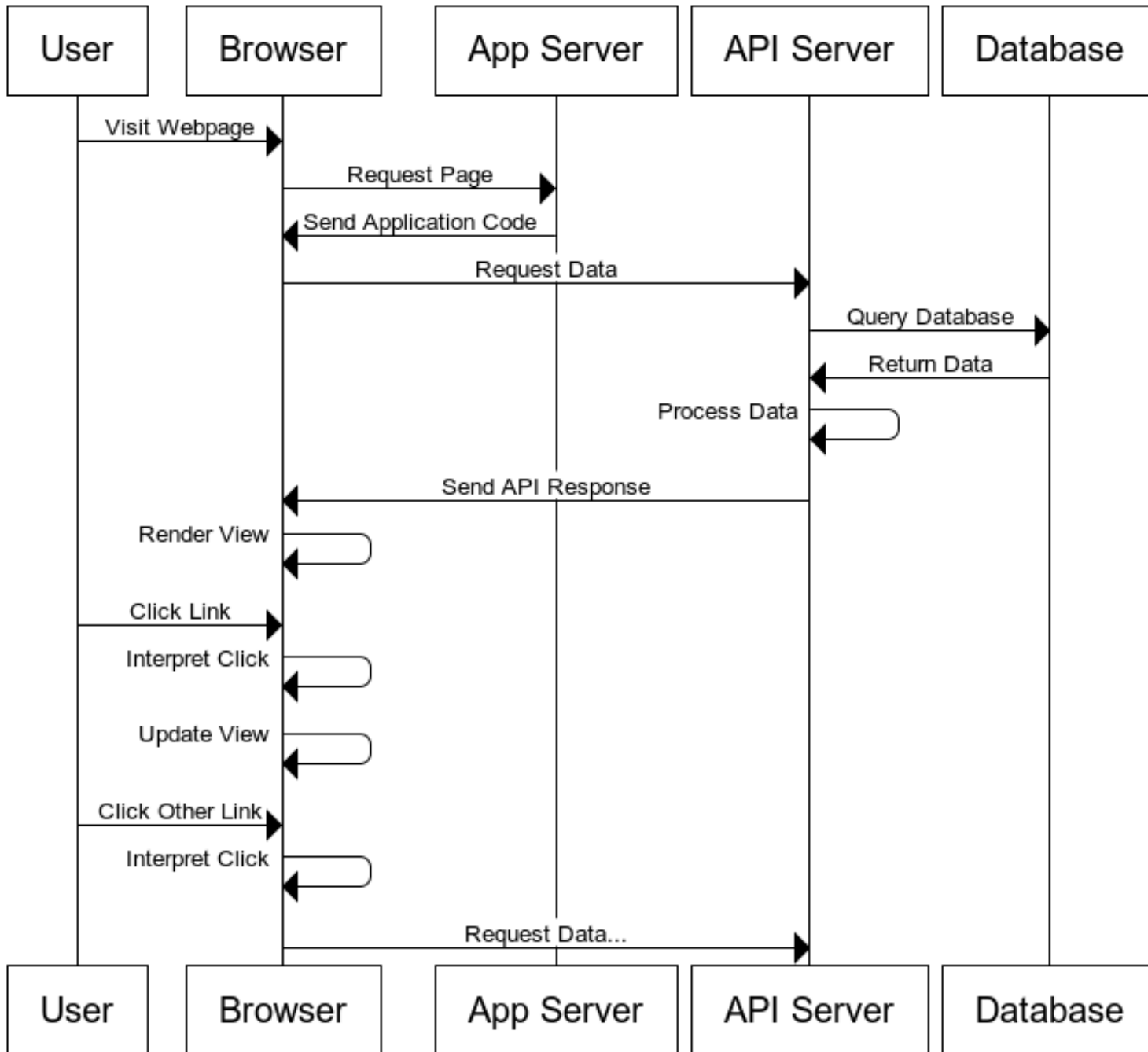
When should we use what kind of data access?

Thick Client Web Server



www.websequencediagrams.com

Single Page Application



Client Side MVCs

AngularJS

Backbone

Ember

Knockout

And a new one every week.

Why Use APIs?

Multiple types of devices

Opening APIs/SDKs to customers

Separation of Concerns

UI trends change faster than your business logic

Mobile Applications

HTML5 vs Native

“Responsive” Websites

Limit functionality in mobile experience?

Desktop Applications

Native UIs

Non-Native UIs

Web Based Desktop UIs

The World Isn't Always Online

Can you assume I am connected to the internet?

Data synchronization is hard

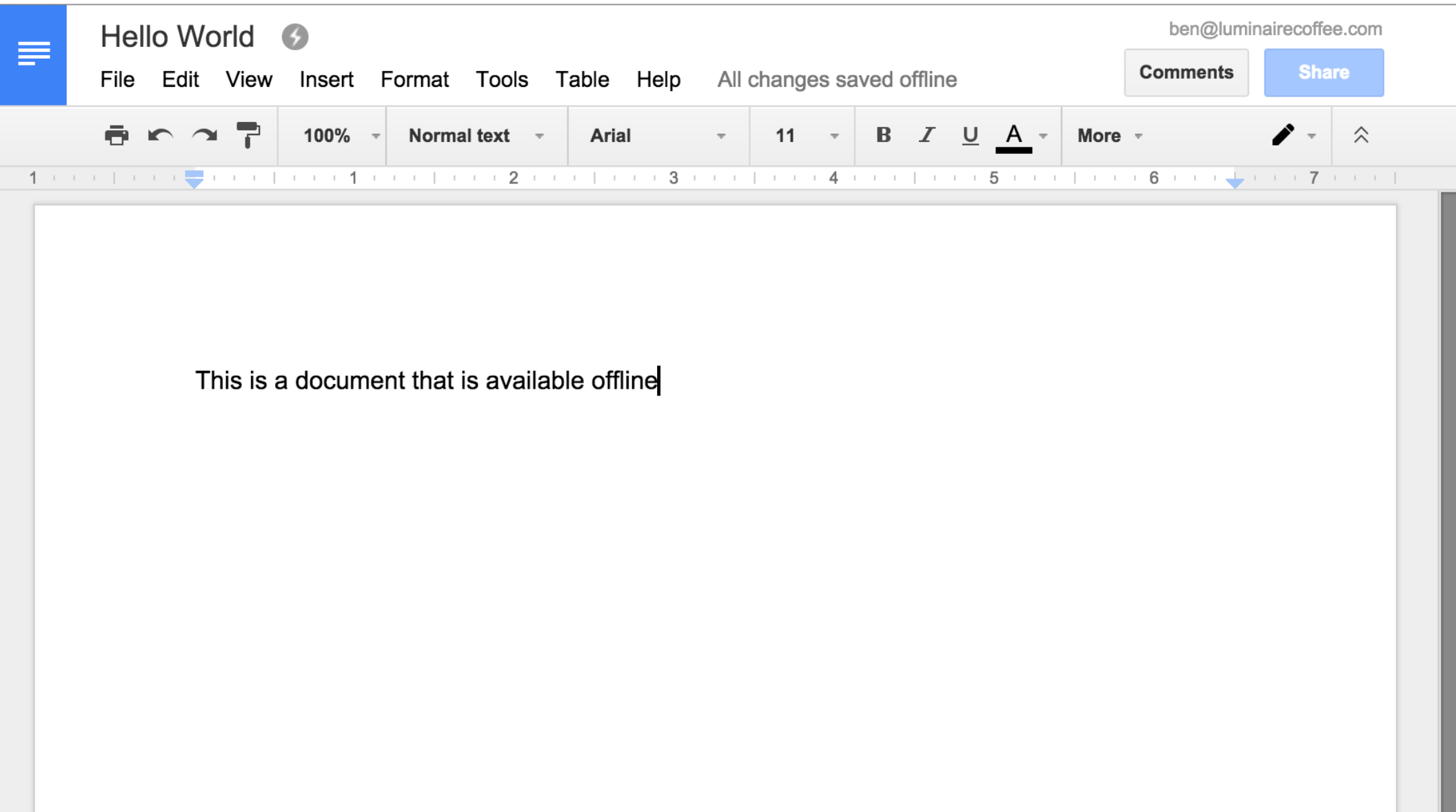
Limit functionality when offline(?)

HTML5 Application Cache

Caching of data for a seamless experience

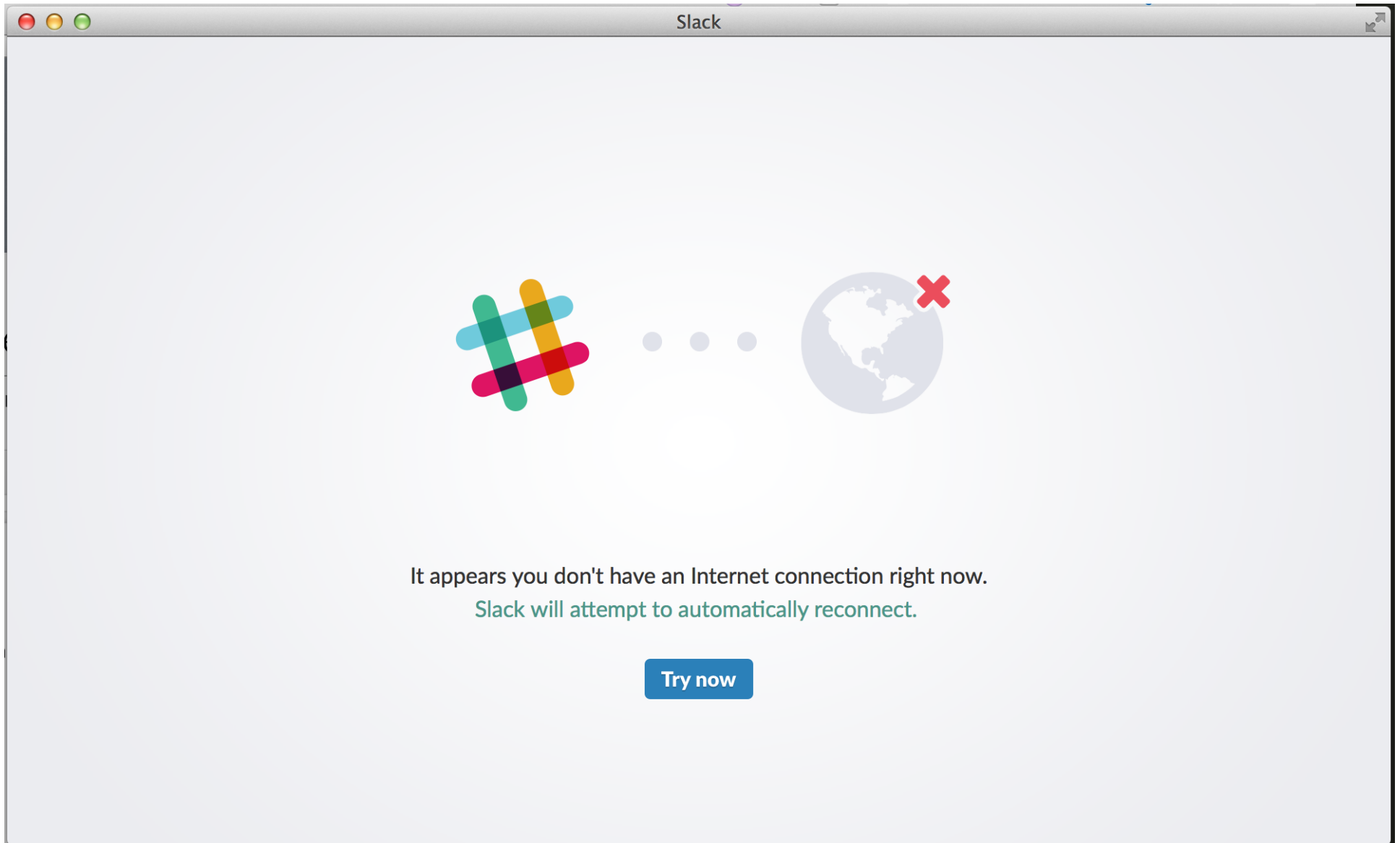
(Should going offline be a seamless experience?)

Google Docs (Offline)



Do you need access to your documents in offline mode?

Slack (Offline)



Do you need access to a chat program in offline mode?