Subject: U++ as web platform
Posted by mirek on Mon, 11 Dec 2006 13:25:24 GMT
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Well, there is an idea, inspired by 3togo:

System of packages could easily turn U++ to be a "web platform" for applets.

The idea is that user downloads compressed package of applet, then there is slightly modified U++ build system that compiles the applet and links it in the .so mode with prebuild .so packages.

Compiling/linking the single applet in BLITZ .so mode should be fast enough to compete with Java (think 10s or so).

Resulting applet would be much much faster and quite unlimited (unlike Java). Combined with the fact that U++ needs really small source to do things, this could be really interesting...

(Of course, there is a couple of problems to consider, first of all versions, then perhaps applets dependency).

Mirek

Subject: Re: U++ as web platform
Posted by zsolt on Tue, 12 Dec 2006 10:50:42 GMT
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This would be something like ActivX, I think. But it was not too successful.

Subject: Re: U++ as web platform
Posted by mirek on Fri, 15 Dec 2006 13:03:14 GMT
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zsolt wrote on Tue, 12 December 2006 05:50This would be something like ActivX, I think. But it was not too successful.

No, I do not think so. In fact, for the moment it is better to forget about "web" aspect...

What I am suggesting is U++ based runtime environment for platform indepentent applications. Simply you download the application and run it on any platform.

Surprisingly, all needed seems already to be in U++, even smallest details like GetDataFile. That "independent executable" would be just .zip of one or several packages.

Runtime would unzip it, BLITZ compile it against uppsrc and run. Of course, it would be maintaining the cache to get things faster...

I dare to say that BLITZ compile of most of stuff would not take longer than 20s, which is comparable to many Java apps startup times...

The only problem (found by Bas) is that it is maybe too open-sourced... (you can unzip and get sources). But Java has decompilers too.

Mirek

Subject: Re: U++ as web platform
Posted by zsolt on Fri, 15 Dec 2006 14:26:37 GMT
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OK, I understand now.
This seems to be a good idea.
The ohter problem with Java is, that it had to have very stable, frozen APIs, because after deploying a new version of JVM, the apps, developed to the old one had to continue working. But in real life, this is not true. There are servers in enterprise environment with a lot of JVMs.

But with this U++ "runtime", the compiled binary would be there.

But thinkig about this, I think it is much simpler to give a simple binary to the user.

Subject: Re: U++ as web platform
Posted by yeohhs on Sat, 16 Dec 2006 13:54:16 GMT
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Also, using U++ for developing web applications is interesting.

Perhaps in future there could be U++ plugins for GNU cgicc or FastGGI
See:
http://www.cgicc.org/
http://www.fastcgi.com/

Best Regards,
Yeoh
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So many projects but too little time!
