# UlProtocol Introduction

#### What is UIProtocol

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- language for describing user interface
  - structure, styling, positioning, behavior

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- language for describing user interface
  - structure, styling, positioning, behavior
- language for client-server communication
  - between user interface and application logic

Java Renderer

Flash Renderer

UiTV (i2home)

Internet Browser

Proxy

Server

Java Renderer

Flash Renderer

UiTV (i2home)

Internet Browser

Proxy

Server

User Interface 1

User Interface 2

Java Renderer

Flash Renderer

UiTV (i2home)

Internet Browser

Proxy

Ser User Interface 1

User Interface 1

User Interface 2

Java Renderer

Flash Renderer

UiTV (i2home)

Internet Browser

User Interface 1 User Interface 1 User Interface 1 User Interface 1

User Interface 1

User Interface 2

User Interface 3

Proxy

Java RenUserInterface 1

Flash Re User Interface 1

UiTV (i2hUser) Interface 1

Internet Browser

ProxUser Interface 1

Server

User Interface 1

User Interface 2

Java Renderer

Flash Renderer

UiTV (i2home)

Internet Browser Web Page Proxy

Server

User Interface 1

User Interface 2

Java Renderer

Flash Renderer

UiTV (i2home)

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Proxy

Server

User Interface 1

User Interface 2

create single interface, deliver on any platform

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  - UI designers and application logic developers focused on their work

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# Developing with UIProtocol

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- Ul designer only designs user interfaces
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- application logic in single language
  - no need to use JavaScript + Java/PHP/Ruby combo

finish reference desktop Java implementation

- finish reference desktop Java implementation
- web server Java EE implementation

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- web server Java EE implementation
- mobile implementation

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- web server Java EE implementation
- mobile implementation
- visual editor for NetBeans

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# Thank you for your attention