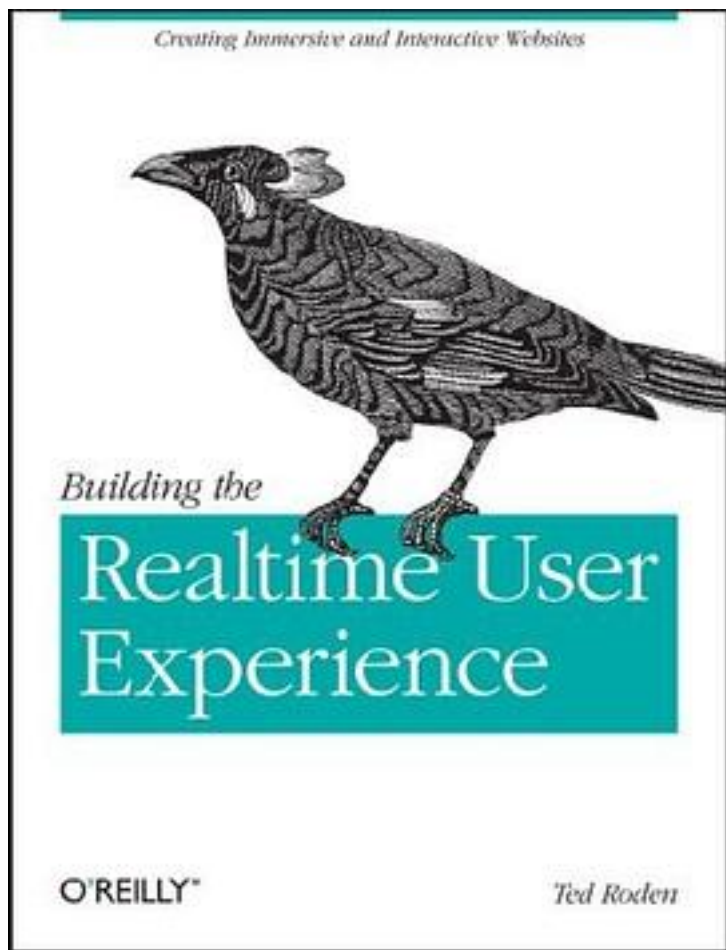


Building the Realtime User Experience



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The Web is increasingly happening in realtime. With sites such as Facebook and FriendFeed leading the way, users are coming to expect that all websites should serve content to them as it occurs. With this book, you'll learn how to add several realtime

features to your site -- everything from chat and messaging services to streaming content feeds -- without making significant changes to your existing infrastructure.

Moving towards a realtime model doesn't mean just updating content in your web browser. It requires getting the content to users as quickly as possible and letting them interact with it on their own terms. Building the Realtime User Experience explores several practical web-based examples of realtime -- including how realtime works and how to build it using Tornado, Comet, PubSubHubBub, App Engine, XMPP, AWS, and other technologies.

Learn how to build a homepage that aggregates short updates into a larger format

Use the Comet web development model, which enables a web server to push data to a browser rather than having the browser request it

Understand the unique requirements for setting up a basic chat service

Discover the advantages of web apps outside of the browser, based on SMS and IM

Learn how realtime affects web advertising, and how you can measure user engagement to support ads

Build an application that combines several features, including chat, Comet, and more

作者介绍:

Ted Roden was the first full-time developer hired on at Vimeo.com, and currently works in the Research and Development group at The New York Times. His work researching and prototyping topics closely related to the content of this book has been profiled by Harvard University's Nieman Journalism Lab (<http://bit.ly/f7rdJ> <http://bit.ly/YzELI>). At the Times, he has also worked on bringing election night coverage, maps, and updates to the mobile website, as well as March Madness fantasy brackets. He is also the creator of a popular social bookmarking site: enjoysthin.gs.

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标签

O'Reilly

用户体验

交互设计

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Javascript

评论

不怎么样

很实用的讲解Tornado以及 用其来构建常见web应用(SUP,Widgets, Chat, IM, SMS)的实例

起初看的是清华大学出版的中文版，翻译真的不敢恭维，还以为是书本来写得不怎么好。后来找了原版浏览了遍，才发现书里很多不错的内容。实战性比较强的书，每一章都有实例，前面介绍到的两个协议没怎么听说过，算了解到新东西。中间的 long poll 以为接触过，讲得也算细致。而后面的部分是收获最大的部分，打算再认真地阅读后面部分。这本书适合有经验的 web developer 看，会 Python 熟悉 Tornado。但缺憾是没有讲解到 WebSocket。

了解了一些新技术的原理，有点收获

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