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Exploring HTML5 Server Sent
Events With Java Server Faces



Agenda

- Introduction
- Server Side Push
- Server Sent Events
- Server Sent Events And JSF



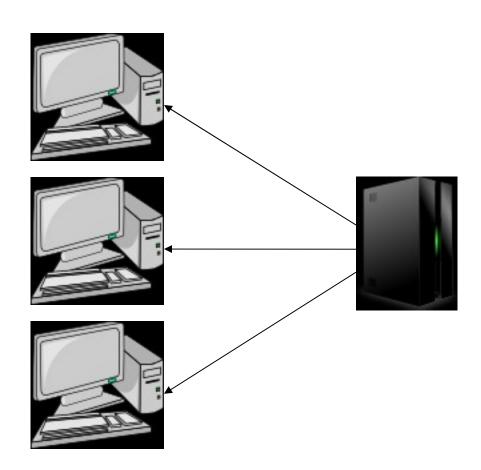
Introduction

- Web: More dynamic since 1990s
- HTTP
 - request/response model
 - No support for server initiated interactions
- Ajax
 - request/response model
 - Does not push data to client
 - Emulate push with client polling
- Comet
 - Asynchronous data push from server to client
 - Built on HTTP; Tricky: HTTP not designed for push



Server Side Push Why?

- Use Cases
 - Chat
 - Document Sharing
 - Streaming Data
 - Monitoring
 - Live Reporting

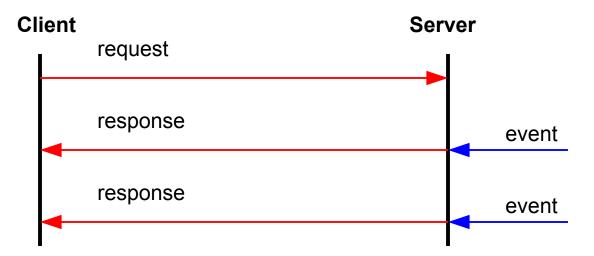




Server Side Push

Strategies

- Client Polling (Simulated)
 - Timed requests sent to server
- Long Polling
 - Request...wait...response Request...wait...response
- HTTP Streaming



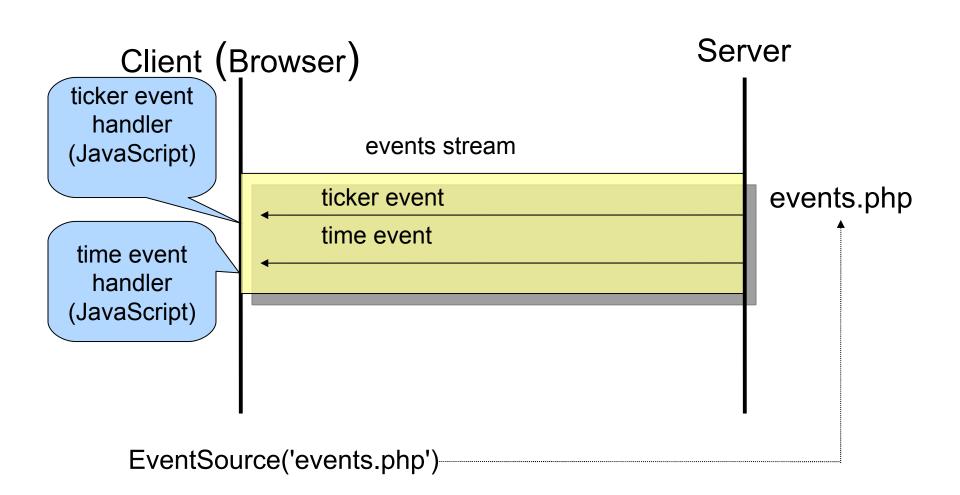


HTML5 "Streaming"

- API allows web page to subscribe to a stream of DOM events from the server
- Unidirectional: events from server to client
- Sent over HTTP
- Use cases:
 - Data does not need to be sent from client
 - Think stock quotes, financial data, ...
- Evolved from an April, 2004 proposal:
 - http://ln.hixie.ch/?count=1&start=1083167110
- Now in its own specification:
 - http://www.w3.org/TR/eventsource/



HTML5 "Streaming"





Client

```
client-side end point
< ht.ml>
 <head>
   <script type='text/javascript'>
    var source = new EventSource('serverevents');
    source.onmessage = function (event) {
    ev = document.getElementById('events');
    ev.innerHTML += "<br>[in] " + event.data; };
                                                        event source URL
     </script>
  </head>
  <body>
    <div id="events"></div>
  </body>
</html>
```



Server: Event Stream Response Format

text/event-stream Content-Type

Basic form: data: my message\n\n

Multiline: data: first line\n

data: second line\n\n

Single string concatenated with newline chars passed to event handler

JSON data: data:

data: {\n

data: "msg": "hello world",\n

data: "id": 12345\n

data: }\n\n



Server: Event Stream Response Format

Associate id with event:

id: 1234\n

data: GOOG\n data: 446\n\n

- Browsers keep track of last event fired
- If server connection dropped, special HTTP header (Last-Event-ID) set with new request
- Control reconnection timeout
 - Default: browser reconnects to source 3 seconds after each connection is closed. Can override with retry followed by number of milliseconds to wait before trying to reconnect

retry: 10000\n
Data: hello\n\n

Sets the reconnection timeout to 10 seconds



Server: Canceling an Event Stream

 Event stream can be cancelled from the client or server

- From the client:

```
var source = new
EventSource(.....);
.....
source.close();
```

- From the server:
 - Respond with a non "text/event-stream" Content-Type or return an HTTP status other than 200 OK (e.g. 404 Not Found)



Browser Support

	ΙE	Firefox	Safari	Chrome	Opera	IOS Safari	Opera Mini	Opera Mobile	Android Browser
Three Versions Back	5.5	2.0	3.1	5.0	10.0- 10.1				
Two Versions Back	6.0	3.0	3.2	6.0	10.5	3.2			2.1
Previous Version	7.0	3.5	4.0	7.0	10.6	4.0- 4.1			2.2
Current	8.0	3.6	5.0	8.0	11.0	4.2	5.0	10.0	2.3
Near (early 2011)	8.0	4.0	5.0	9.0	11.1				
Future(mid/late 2011)	9.0	4.0	6.0	10.0	11.1				

Supported

Partial support

Not supported

Support Unknown



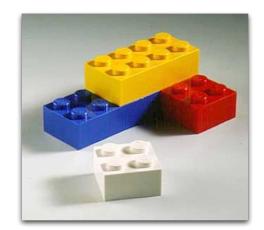
JSF 2.0 Component Model

- Facelets is the foundation:
 - Optimized for JSF
 - XHTML and tags
 - Templating
- Powerful tools:
 - Templating
 - Composite Components



JSF Composite Components

- Reusable component
- What's inside?
 - Interface
 - Usage contract
 - Everything page author needs to know to use component
 - Implementation
 - Markup used to create the component
 - How the component is implemented





JSF Composite Components and JavaScript

- Together make "rich" "dynamic" components
- JSF 2.0 introduced JavaScript to promote Ajax
 - Direct JavaScript: jsf.ajax.request
 - Declarative model: <f:ajax/>
- Composite components can leverage the Server Sent Event JavaScript API



Client Side Possiblities

- Create/use JavaScript API in JSF views:
 - JSF.sse.connect(url, eventOptions);

server endpoint Example: "/myApp/stock"

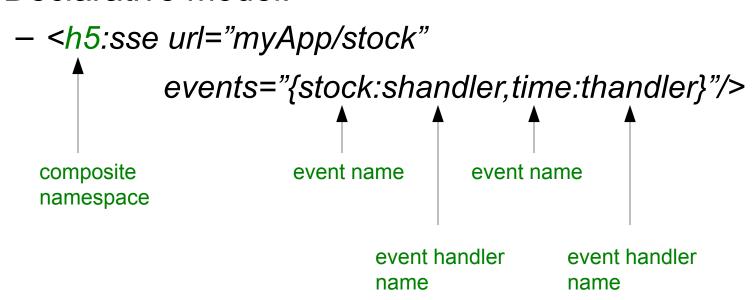
event names and associated handlers Example: {stock:shandler,time:thandler}

Typically you'll have one in your view



Client Side Possiblities

Declarative model:





Server Side Possibilities

- Server endpoint (JavaScript, Java, php, ..)
 - "publish" response follows format rules in Server
 Sent Events specification
 - Typically will utilize other services, APIs (Yahoo stock quotes, RSS feeds, ...)
- Possibilities for JSF:
 - Managed bean as handler
 - Publishes response



Demo





Web Sockets vs Server Sent Events

Web Sockets

- Richer protocol for bi-directional, full-duplex communication
- Two-way channel more attractive for games, messaging apps, realtime updates in both directions

Server Sent Events

- Unidirectional use when data does not need to be sent from client
- Just need updates from server
- Stock tickers, news feeds
- Sent over traditional HTTP (no special protocol needed)



Summary

- Server Side Push
 - Why?
 - Strategies
- Server Sent Events
- JSF 2.0 Component Model / Composite Components
 - JavaScript
- Server Sent Events / JSF Possibilities
 - Client / server



Resources

- Server Sent Events Specification:
 - http://www.w3.org/TR/eventsource/
- JSF Implementations:
 - http://java.net/projects/javaserverfaces (Mojarra)
 - http://myfaces.apache.org/ (MyFaces)
- Interesting articles:
 - http://today.java.net/article/2010/03/31/html5-server-push-technologies-part-1
 - http://html5doctor.com/methods-of-communication/



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