All Access Pass to **Ever**ything Behind **Ever**note

by: Bri Suffety

Have you ever wished for a tool that allowed you to capture, organize and find information across multiple platforms? No? Then let me be the one to introduce you to Evernote. Evernote allows you to take notes, save clip of web pages, and take photos with your phone that can be saved and accessed from all of your devices. It is an independent, privately held company with its headquarters in Redwood City, California. Evernote launched into open beta in June of 2008. Within about three years its user base reached 11 million.

Evernote is available on Windows, Mac, Web and mobile devices with support for a number of OSs including OS X, iOS, Chrome OS, Android Microsoft Windows, Windows Phone, BlackBerry and WebOS. Evernote is what is known as a distributed web service environment.

Unlike Google's Calendar, Evernote stores its users' data both locally and in the cloud. The benefit of this is that even if Evernote's servers go down their users still have the most recent copy of their data stored on their device. It's cloud API supports Objective-C, Java, PHP, Ruby, Python, Perl, C#, C++, ActionScript, and JavaME. Their users directly make web services calls to their cloud API. It also provides complete access to the Evernote Service. Their cloud API is only an application programming interface, meaning it does not have a user interface. Their Local API supports Mac through AppleScript, Windows through command line and Android though Intents. All calls to the web service are handled by their application. The local API provides a subset of the cloud API functionality and takes advantage of Evernote UIs.

Evernote takes security seriously. They do not lay claim to your data and the default privacy setting for everything you put into their system is private. Everything you add is stored at their secure data center. They make use of multiple redundant servers, storage devices and even off-site backups. Evernote works primarily with "encrypted traffic between the client and their load balancer SSL virtual IP. In other words, all communication between their clients and servers is encrypted using industry-standard SSL. The servers themselves are not encrypted. Their security is similar to that of a high-end email provider. Everything is stored in a private, locked cage at one of their guarded data centers. These centers can only be accessed by a select few operations personnel. These operations personnel are also the only ones permitted to do maintenance on these servers. All servers are protected by a set of firewalls and hardened servers. Hardened servers are more impervious to attacks. A hardened server must meet the following minimum requirements, all available software patches have been properly applied, all unnecessary services have been disabled and all required services have been properly configured.

Additionally, when using third-party applications Evernote will always ask you to explicitly authorize it before using it. They never store your passwords on their servers either. Evernote used to activate applications on the production Evernote service if they used a username and password for authentication. Those days are gone. Now it is mandatory that all new applications authentication using OAuth, a standard authorization protocol used by Dropbox, Google and

Twitter. Also added the OAuth functionality to their iOS and Android SDKs. This has been published on GitHub so third party developers can gain access to it.

Evernote's data processing operations are centered in the United States. Most of the computer networks owned by Evernote and their third parties are located in California with some behind found in other areas of the United States. A few of their computer networks are outside of the country. This means that your use of Evernote will likely result in interstate or international data transmissions.

Evernote has created a community of developers who want to expand Evernote's capabilities. A growing number of outside developers have been using Evernote's API to build applications in Ruby and Python. As a result Evernote's development team has been working on making the SDKs – software development kits – more powerful and easier to use in Ruby and Python. The developers at Evernote first use a sandbox environment for building, testing and fixing bugs. Their sandbox environment is located on a completely separate network from their production servers. In most cases for helping clients debug their software they will use a debugging proxy server such as Charles or mitmproxy.

Evernote's API is built on the Apaché Thrift framework. They provide client software development kits with everything needed to use their API. This allows developers to use it without being familiar with Thrift. Apaché Thrift is an interface definition language. It is used to define and create services for a number of languages including: C++, Java, Python, PHP, Ruby, Erlang, Perl, Haskell, C#, Cocoa, JavaScript, Node.js, Smalltalk, OCaml and Delphi and other languages.

Evernote has several different APIs. Recently they released their Service API, introduced scripting support to our Mac and Windows clients. The Service API, in short allows third party developers to be more innovate. Some examples include hooking Evernote into your favorite to-do app or creating a new Evernote client. In other instances Evernote's Service API allows developers to automate various processes such as adding an RSS feed to your account.

Evernote is a wonderful cross-platform tool that allows its users to create, store and organize their data. Evernote is committed to keeping their users notes safe while doing everything they can for developers to expand and find new uses for this tool.