# Packaging a WURFL-based Solution

Dino Esposito http://software2cents.wordpress.com @despos





# **Key Points**

**Licensing** terms

Packaging solutions

**WURFL** Cloud

### What's WURFL?

#### Wireless Universal Resource FiLe

 DDR that maps HTTP request headers to a known profile of the client that issued the request: desktop, smartphone, tablet, et cetera

#### Multi-language API

- Java, ASP.NET, C++, PHP, Ruby, Perl, Node.js
- On-premise and cloud

#### API Layout

- Initialize the DDR
- Pass a user agent string
- Receive a device description with 500+ capabilities

# The WURFL Ecosystem

**WURFL On-Site** 

 Integrate WURFL DDR right in your app/server

**WURFL Cloud** 

 Always-updated, highlyavailable cloud service for the WURFL DDR

**WURFL InFuze** 

 NGINX, Apache, Varnish modules to expose device capabilities to host servers

**WURFL InSight** 

 Up-to-date tables about devices capabilities for mobile analytics

## **Building a WURFL-based Solution**



## **On-premise**

- Core API installed within your web solution
- InFuze module attached to your web host environment
- **InSight** data for offline analytics



### Cloud

Cloud API used from within your web solution

### The WURFL Database

Structure and location of the device repository.

#### http://wurfl.sourceforge.net

- Free for open-source and testing
- Partially-free for cloud (few capabilities)

#### Not allowed to edit/copy

 Can't access it using other than one of the WURFL official APIs

#### **XML file** (2MB zipped)

- Over 20K devices
- Over **500** capabilities per device



# **WURFL: Packaging/Maintenance**

# Public repository

- Available to everybody
- Usable in opensource projects
- Updated every few months

## **Customer vault**

- Access to weekly builds of the DDR
- New devices added as they hit the market
- API updated quarterly to keep matching logic upto-date

# **General DDR Licensing Terms**

Expert help is NOT free

Can't be free

Someone has to research and maintain a DDR

It's a **direct cost** for DDR companies

If it's free, it may be discontinued at any time

See *mdbf* Codeplex project Successor to ASP.NET .browser files Microsoft's very own DDR; just discontinued in 2011

# **True Story of DDRs**

WURFL was first DDR project to start 10+ years ago Products created inspired to WURFL or as custom API on top of WURFL data









Open-source and free for a decade

2011 WURFL authors changed the terms of licensing (Freemium model)

**PS:** Open-source doesn't mean FREE

# **WURFL: Licensing Terms**

Affero GPL v3 license

**Like GPL** except that if you run the program on a (web) server, your (web) server **too** must be open-source.

#### Quite strict licensing terms

- Applied only when you go in production; no license required for developing/testing
- To use WURFL without buying a commercial license, you must:
  - Make your full source code available as open-source
  - Regardless of the fact that the code is hosted on your own web server
  - See http://wurfl.sourceforge.net

# **WURFL: Licensing Terms**

- WURFL on-premise
  - Affero GPL v3 license
- Other options exist!
  - WURFL Cloud (free plan available)
  - WURFL.js (just free)

## **WURFL Cloud API**

http://www.scientiamobile.com/cloud

# Free plan (with restrictions)

- 1 IP address
- 2 capabilities of your choice (can be modified at any time)
- **5,000** detections per month

# Commercial plan(s)

- Flat monthly rate
- Based on detections/capabilities/l P addresses

#### **WURFL Cloud API**

- Get device information from the cloud manager object
  - Returned object contains a dictionary named Capabilities
  - Filled with all the values for the requested capabilities.
  - Details at http://www.scientiamobile.com/wurflCloud/gettingStarted

# **Summary**

#### Using DDR Frameworks

Packaging DDR and stay in sync with updates

#### WURFL is free for open-source projects

- Data repository freely available
- Updated a few times a year with new device profiles and UAs
- WURFL has a cloud offering partially free

#### WURFL commercial

- Cloud or on-premise
- Weekly drops of the DDR

#### Forum

http://www.scientiamobile.com/forum

# **Architecting Device-driven Web Solutions**

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Critical for business provide optimal experience on any devices

It's no longer the time of MOBILE vs DESKTOP

Misconceptions

A tablet is not a smartphone

Mobile users expect slow responses

Create a single site that ignores the device

RWD has little to do with devices

ASP.NET MVC works very well with DDRs

One codebase; multiple HTML views