**Chapter 2**

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**2.0 History**

History of this kind of technology starts with the need of:

1. Portability:

Can use your work anywhere (online storage).

1. Work Anywhere:

Work without being chained to specific platform that has your programs and tools installed, just with internet connection can work anywhere.

1. Organizing Versions of a large Project:

While working in a multi-developer, it need frequent updates form and to all developers

The need of

Portability - can use your work anywhere (online storage)

Work anywhere – work without being chained to a machine that operates on your work with your framework installed, just with Internet connection from any platform.

Organizing versions of a project – while working in a multi-developer project which needs frequent updates from all developers, in large project SVN (Software Version Number) is used, and the new technology which we r mainly targeting in our project is RTC (Real Time Collaboration).

This is extended to cloud computing later.

**2.1 Previous Technology**

In this chapter we will state the technologies existed in this field, each with a description for it, and the services they were providing.

The history of this kind of online development or we might say coding on the web, starts with simple services that provide online coding with simple tools like syntax highlighting, continues to the most important feature ... Real Time Collaboration which provides the ability of multi-user development in the same project simultaneously, with instant updating of the activity and work of each user (we will face a problem in the updating mechanism, which we’ll discuss later, in the algorithms section)

These technologies are all about the:

Real Time Collaboration

2.1.1 Eclipse – ECF & Cola