

Part-1 :

Two implementations

1 -- Plane shp file loading (ajax)

2 -- Multiple shp files loading (ajax)

Part-2 :

Implement that in wt c++

Reasons :

Advantages of wt c++:

- We can build entire application in c++.
- No need to worry about security,html, css, javascript and backend scripting languages(like php, java, asp.net etc..)
- Since c++ is a high level language, it **may be** be fast at handling requests but can't compare with js engine on client side browsers.

Disadvantages of wt framework :

- It takes lot of time to understand the framework. In general we don't write web applications with very high level language like c++.
- Hard to debug since there is no such tool on the client side like firebug or inspect element etc..
- Lot of developed features and libraries are deprecated by the wt community. So if we write some code today, it **may not** work after 3-4 years. That's what happened with present Wt::Ext tool provided by wt framework.
- After rebirth of javascript engine (Chrome V8 engine developed by Google), everyone is changing their frameworks to JS.

Advantages of Javascript in GIS ::

- From last 3-4 years JS has became a must tool for web browsers(Reason: chrome v8 engine)
- Syntax is C, so it won't take much time for the new developers in order to test and run the code.
- Easy to debug and test things.

- Most important thing is, it is easy to understand.
- Javascript in GIS: <http://www.youtube.com/watch?v=F003DhZ3RRw>
- We have many GIS tools in javascript. For web browsers especially (Openlayers etc..)