

# Development As A Service Platform Cloud9 Raises \$5.5M From Accel And Atlassian Software



LEENA RAO



Tuesday, June 21st, 2011

6 Comments



Cloud9 IDE, a commercial development as a service (DaaS) platform, has raised \$5.5 million in Series A funding from [Accel Partners](#) and product development software company [Atlassian Software](#).

Cloud9 IDE, which [spawned from Ajax.org](#), is aiming to be the IDE for Javascript developers (Javascript creator Brendan Eich is [an advisor](#) to the startup). Founded in 2010, Cloud9 provides a cloud-based commercial integrated development environment that allows web and mobile developers to work together in remote teams anywhere, anytime. The platform's NodeJS framework supports HTML5, Python, Ruby and PHP.

Cloud9 enables developers to easily start projects behind a single URL, share their code, and collaborate with co-developers all over the world without having to install anything on the client. Over 30,000 developers around the world are already using Cloud9, which only launched to the public in March of this year, to build and collaborate on software projects.

The platform runs in the browser and lives in the cloud, allowing development teams run, debug and deploy applications from anywhere, anytime. The DaaS also offers syntax support for popular programming languages; the ability to simultaneously collaborate on code and projects; the ability to run, realtime code analysis; the ability to debug and test applications; and includes GitHub, Bitbucket and Joyent integration. Cloud9 offers a free version and a premium offering which runs \$15 per month.

While we know Accel is actively [looking for investments](#) in the enterprise infrastructure market; Atlassian as an investor is a bit of a surprise. This is the first investment for the company, which raised [\\$60 million](#) from Accel a year ago. Cloud9 will be the first investment for the Atlassian.

Scott Farquhar, Atlassian CEO and co-founder, says that Cloud9's platform is complimentary to

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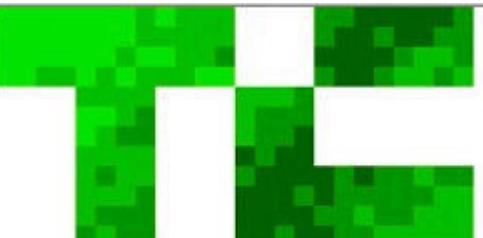
NOV 26

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Crunchies Awards

Comment 8

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# JavaScript Creator And Mozilla CTO Brendan Eich To Advise Ajax.org



ROBIN WAUTERS



Monday, March 28th, 2011

8 Comments

Brendan Eich, creator of the JavaScript scripting language and chief technology officer at Mozilla, has joined the advisory board of Amsterdam, The Netherlands-based Ajax.org.

We recently [wrote about](#) Ajax.org's introduction of Cloud9 IDE, a commercial, cloud-based development platform for JavaScript that incorporates HTML5, and supporting Python, Ruby and PHP.

Eich is known for his work on Netscape, where he started work in April 1995 and invented JavaScript. He then helped found Mozilla.org in early 1998, serving as chief architect, and later helped spin out the [Mozilla Foundation](#).

In August 2005, after serving as a member of the foundation's Board of Directors, Brendan became CTO of the newly founded [Mozilla Corporation](#). His primary focus is improving the company's star product, web browser Firefox.

His appointment to the advisory board is of course a boon for Ajax.org, which intends to use his insights to move forward with the advancement and promotion of Cloud9.

The company is looking to expand into North America in 2011.

(Photo via [Wikipedia](#))



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Rick Bayle

@Rick\_Bayle

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# Cloud9 IDE

*Your code anywhere, anytime*

as



is to



**Cloud9 IDE**  
*Your code anywhere, anytime*

is to



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we're building  
#1 JavaScript IDE

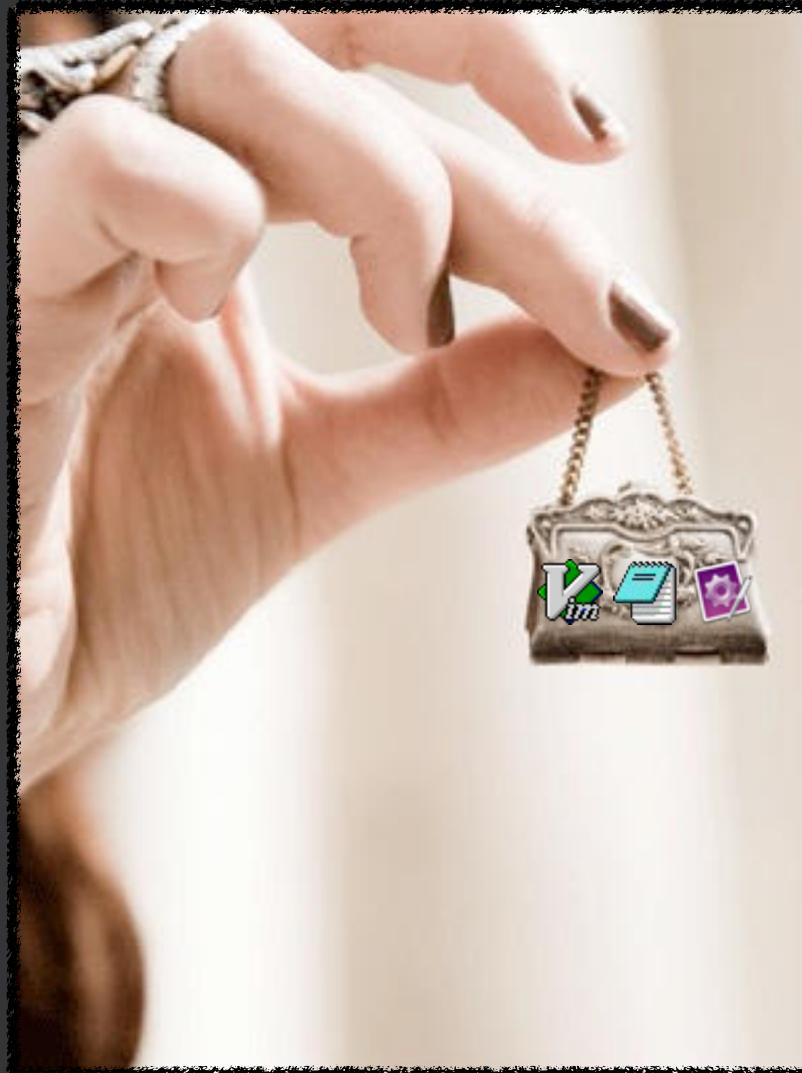
# Either too much



...or too little

debugging?  
code analysis?

source control?  
deployment?



**Cloud9 IDE**

File Edit View Windows

Save file debug run stop

**FILES**

Project

- bin
- client
- common
- designs
- path
- server
- LICENSE
- README.md
- aut.js
- package.json
- tear\_page.rar

**aut.js**

```
1 var sys=require('sys');-
2 var count = 0;-
3 -
4 sys.debug("Starting ...");-
5 -
6 -
7 function timer_tick() {-
8 - var foo = 12;-
9 - count = count+1;-
10 sys.debug("Tick count23: " + count);-
11 - if (count === 10) {-
12 - - count += 1000;-
13 - - sys.debug("Set break here");-
14 - }-
15 - setTimeout(timer_tick, 1000);-
16 }-
17 -
18 timer_tick();-
```

**Code Editor**

**DEBUG**

Clear Log

```
DEBUG: Tick count23: 1011
DEBUG: Tick count23: 1012
DEBUG: Tick count23: 1013
DEBUG: Tick count23: 1014
DEBUG: Tick count23: 1015
DEBUG: Tick count23: 1016
DEBUG: Tick count23: 1017
DEBUG: Tick count23: 1018
```

1+1111

Evaluate

Console Quick Watch

**CALL STACK**

Function	Script	Ln	Col
timer_tick()	aut.js	9	6
anonymous(process)	node.js	756	8

**VARIABLES**

Property	Value	Type
+ Globals		
foo	12	number
this	[Timer]	object
callback	function ()	function
repeat	0	number

File Edit View Windows debug run stop ||| Project Files default\_command... edit\_session.js editor.js

Cloud9 IDE

Project Files

- text\_highlight\_rules.js
- text\_test.js
- textile.js
- textile\_highlight\_rules.js
- xml.js
- xml\_highlight\_rules.js
- xml\_test.js
- xml\_tokenizer\_test.js
- mouse
- narcissus
- requirejs
- settings
- test
- theme
- worker
- ace.js
- anchor.js
- anchor\_test.js
- background\_tokenizer.js
- defaults.js
- document.js
- document\_test.js
- edit\_session.js
- edit\_session\_test.js
- \*editor.js
- editor\_change\_document\_test.js
- editor\_highlight\_selected\_word\_test.js
- editor\_navigation\_test.js
- editor\_text\_edit\_test.js
- range.js
- range\_test.js
- renderloop.js
- scrollbar.js

Active Files

Preferences

Deploy

Version 1.8.7

default\_command... edit\_session.js editor.js

```
114         return this.keyBinding.getKeyboardHandler();
115     };
116
117     this.setSession = function(session) {
118         if (this.session == session)
119             return;
120
121         if (this.session) {
122             var oldSession = this.session;
123             this.session.removeEventListener("change", this.$onDocumentChange);
124             this.session.removeEventListener("changeMode", this.$onChangeMode);
125             this.session.removeEventListener("tokenizerUpdate", this.$onTokenizerUpdate);
126             this.session.removeEventListener("changeTabSize", this.$onChangeTabSize);
127             this.session.removeEventListener("changeWrapLimit", this.$onChangeWrapLimit);
128             this.session.removeEventListener("changeWrapMode", this.$onChangeWrapMode);
129             this.session.removeEventListener("changeFold", this.$onChangeFold);
130             this.session.removeEventListener("changeFrontMarker", this.$onChangeFrontMarker);
131             this.session.removeEventListener("changeBackMarker", this.$onChangeBackMarker);
132             this.session.removeEventListener("changeBreakpoint", this.$onChangeBreakpoint);
133             this.session.removeEventListener("changeAnnotation", this.$onChangeAnnotation);
134             this.session.removeEventListener("changeOverwrite", this.$onCursorChange);
135             this.session.removeListener("change", this.$onDocumentChange);
136             var selection = this.session.getSelection();
137             selection.removeMarker();
138             selection.removeAllRanges();
139             selection.removeRange();
140             this.session.removeListener("change", this.$onDocumentChange);
141         }
142         this.session = session;
143         this.$onDocumentChange = session.addEventListener("change", this.$onDocumentChange);
144         this.$onChangeMode = session.addEventListener("changeMode", this.$onChangeMode);
145         this.$onTokenizerUpdate = session.addEventListener("tokenizerUpdate", this.$onTokenizerUpdate);
146         this.$onDocumentChange = session.addEventListener("change", this.$onDocumentChange);
147         this.$onChangeMode = session.addEventListener("changeMode", this.$onChangeMode);
148         this.$onTokenizerUpdate = session.addEventListener("tokenizerUpdate", this.$onTokenizerUpdate);
149         this.renderer.setSession(session);
150         this.$onChangeMode = this.onChangeMode.bind(this);
151         this.$onTokenizerUpdate = this.onTokenizerUpdate.bind(this);
152         this.$onDocumentChange = this.onDocumentChange.bind(this);
153         this.$onSelectionChange = this.onSelectionChange.bind(this);
```

removeEventListener  
removeMarker  
removeLines  
remove  
removeWordRight  
removeWordLeft  
removeToLineStart  
removeToLineEnd  
removedFolds

Console Output

```
at Object.<anonymous> (/mnt/ws/users/zef/87605/lib/ace/test/mockdom.js:1:77)
at Module.<anonymous> (module.js:404:26)
at Module._compile (/mnt/ws/users/zef/87605/support/requireJS-node.js:9:27)
at Object..js (module.js:410:10)
at Module.load (module.js:336:31)
at Function._load (module.js:297:12)
at require (module.js:348:19)
```

Monday, November 28, 11



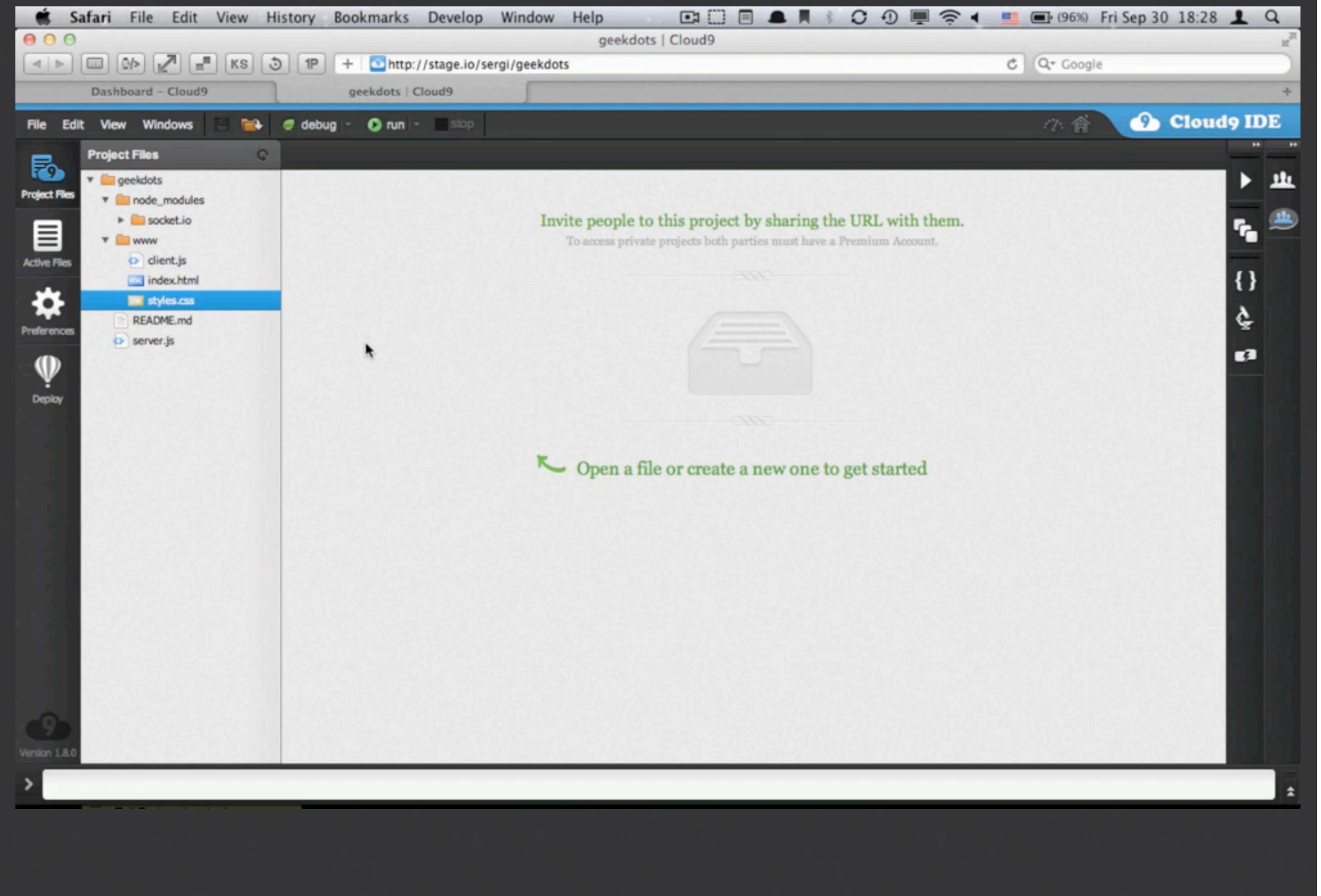
Unleash the **awesome** power of the  
**Cloud**

Your code lives in **the cloud**  
so you can access it...



Monday, November 28, 11

Your code lives in **the cloud**  
so you can collaborate...



Your code lives in the cloud  
so you can use cloud computing

API usage

detect code cloning

...

# technology

# web technology

client

HTML5  
CSS3  
JavaScript

client

HTML5  
CSS3  
JavaScript

server

Node.js  
Redis

client

HTML5  
CSS3  
JavaScript

server

Node.js  
Redis



XMLHttpRequest  
HTML5 WebSockets

client

HTML5  
CSS3  
JavaScript

80%

server

Node.js  
Redis

20%



XMLHttpRequest  
HTML5 WebSockets

pushing the web to the limit

```
16 (function( window, undefined ) {
17
18 // Use the correct document accordingly with window argument (sandbox)
19 var document = window.document,
20     navigator = window.navigator,
21     location = window.location;
22 var jQuery = (function() {
23
24 // Define a local copy of jQuery
25 var jQuery = function( selector, context ) {
26     // The jQuery object is actually just the init constructor 'enhanced'
27     return new jQuery.fn.init( selector, context, rootjQuery );
28 },
29
```

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27     return new jQuery.fn.init( selector, context, rootjQuery );  
28 },  
29
```

```
81365     if ( jQuery.isFunction( size ) ) {
81366         return this.each(function( i ) {
81367             var self = jQuery( this );
81368             self[ type ]( size.call( this, i, self[ type ]() ) );
81369         });
81370     }
81371
81372
81373     if ( jQuery.isWindow( elem ) ) {
81374         // Everyone else use document.documentElement or document
81375         // 3rd condition allows Nokia support, as it supports the
81376         var docElemProp = elem.document.documentElement[ "client"
81377             body = elem.document.body;
81378         return elem.documentElement.compatMode === "CSS1Compat" && doc
81379             body && body[ "client" + name ] || docElemProp;
81380
81381         // Get document width or height
81382     } else if ( elem.nodeType === 9 ) {
81383         // Either scroll[Width/Height] or offset[Width/Height],
81384         return Math.max(
81385             elem.documentElement["client" + name],
```

## DOM size?

```
81365     if ( jQuery.isFunction( size ) ) {
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```

build on  
open source

require.js

redis

node.js

CSSHint

underscore.js

socket.io

JSHint

release as  
open source

<http://github.com/ajaxorg>

jsDAV

APF

cloud9

ACE

jsFTP

treehugger

async.js



# Ajax.org Cloud9 Editor

Previously Skywriter, Bespin

JavaScript

Scala

HTML

Lua

C/C++

SCSS

Java

Markdown

Closure

PHP

SQL

Perl

C#

CoffeeScript

CSS

Ruby

Textile

Coldfusion

Scad

JSON

OCaml

XML

Groovy

LaTeX

## zefhemel / persistencejs

 Admin  Unwatch  Pull Request 464 43

Code

Network

Pull Requests 2

Issues 9

Stats &amp; Graphs

Files

Commits

Branches 3

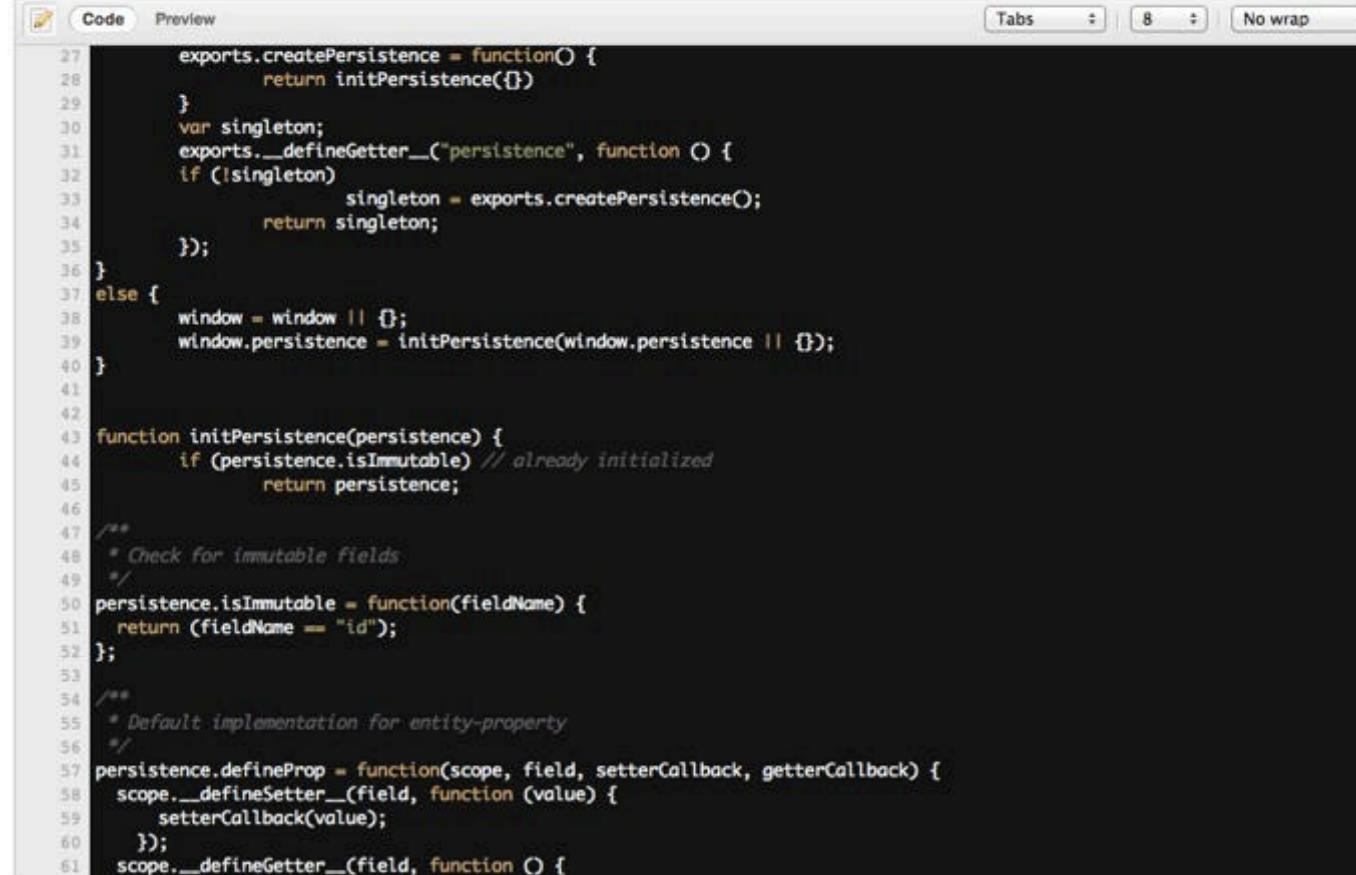
Tags 7

Downloads

Current branch: master

## persistencejs / lib / persistence.js

Back to source view



```
27     exports.createPersistence = function() {
28         return initPersistence();
29     }
30     var singleton;
31     exports.__defineGetter__("persistence", function () {
32         if (!singleton)
33             singleton = exports.createPersistence();
34         return singleton;
35     });
36 } else {
37     window = window || {};
38     window.persistence = initPersistence(window.persistence || {});
39 }
40
41
42 function initPersistence(persistence) {
43     if (persistence.isImmutable) // already initialized
44         return persistence;
45
46 /**
47 * Check for immutable fields
48 */
49 persistence.isImmutable = function(fieldName) {
50     return (fieldName == "id");
51 };
52
53 /**
54 * Default implementation for entity-property
55 */
56 persistence.defineProp = function(scope, field, setterCallback, getterCallback) {
57     scope.__defineSetter__(field, function (value) {
58         setterCallback(value);
59     });
60     scope.__defineGetter__(field, function () {
61         return value;
62     });
63 }
```

Commit message:

Edited lib/persistence.js via GitHub

Cancel

Commit Changes