

Designing Realtime Web Apps

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Do today's web apps support real-time decisions better than the technologies they replaced?

**But we're just catching up to the
capability of our tools**

THE TAKEAWAY

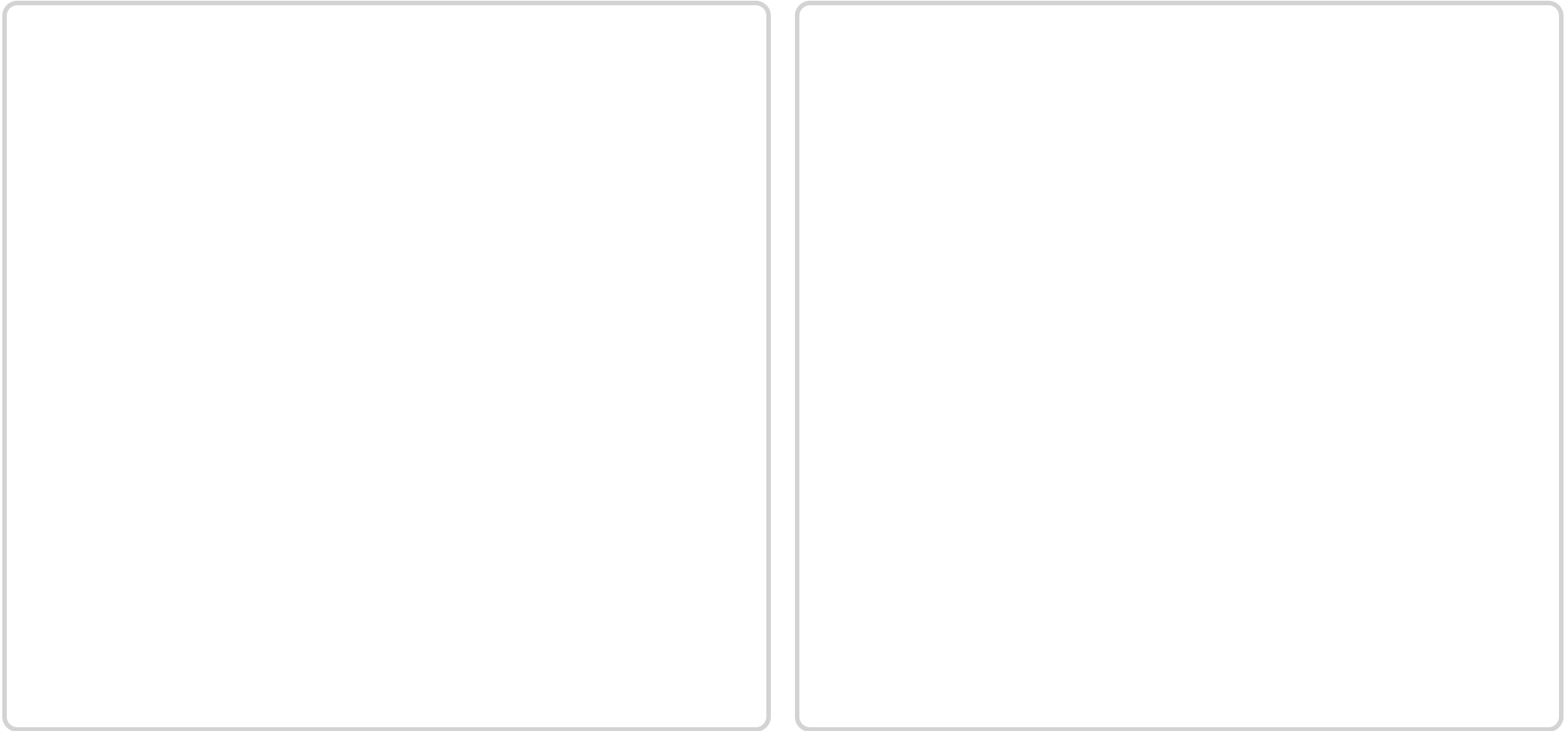
Realtime user experiences require end-to-end solutions.

How did we get here?

PROBLEM:

Scarce Resources

Example - low inventory on a commerce page



What are the problems here?

One potential solution

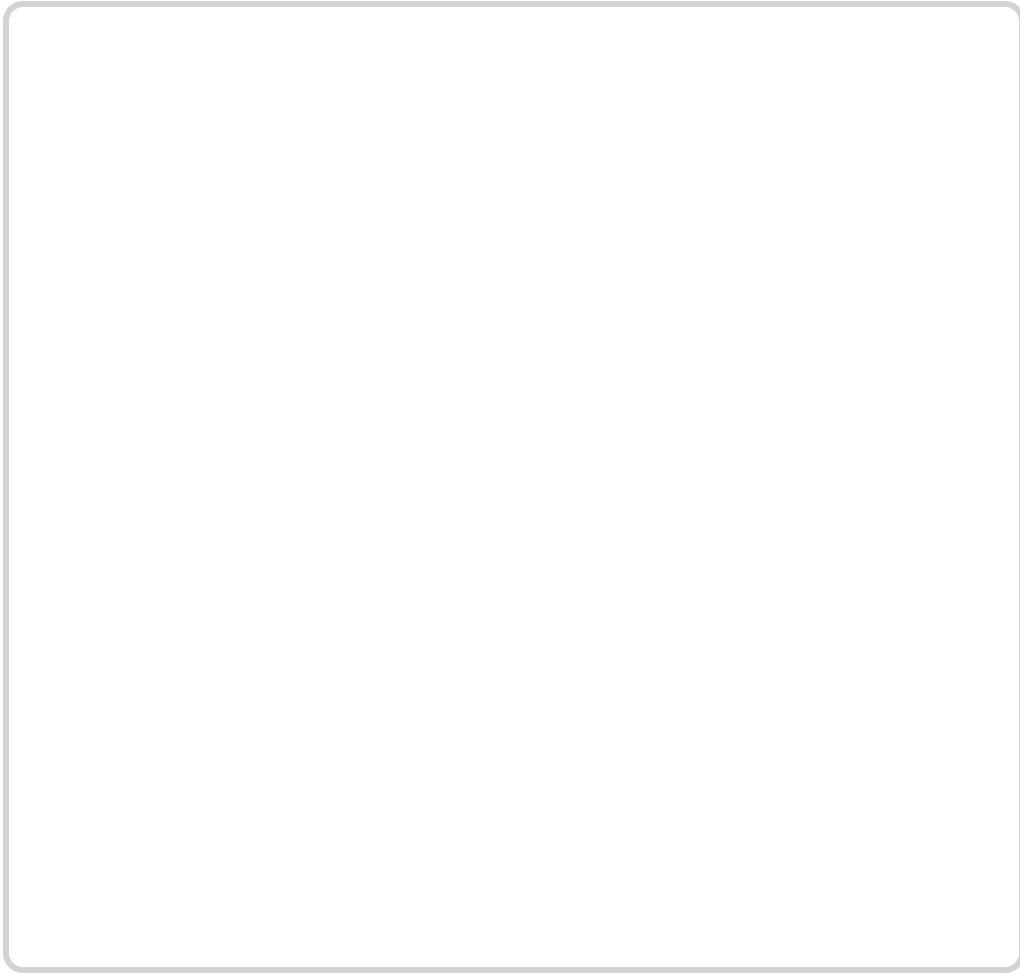
WHY IS THIS BETTER?

Exposes the state of things to the user

PROBLEM:

Rapid influx of data

Example -



What are the problems here?

One potential solution

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WHY IS THIS BETTER?

Considers the intent of the data

Tie all together with the backend stuff

SOMETHING TO KEEP IN MIND

Disconnections and partial realtime

Quick setup — if you've done this kind of thing before



Set up in Desktop

or

HTTPS

SSH

git@github.com:tmecklem/my-game-changing-new-project.git



Get started by [creating a new file](#) or [uploading an existing file](#). We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#).

...or create a new repository on the command line

```
echo "# my-game-changing-new-project" >> README.md
git init
git add README.md
git commit -m "first commit"
git branch -M main
git remote add origin git@github.com:tmecklem/my-game-changing-new-project.git
git push -u origin main
```



...or push an existing repository from the command line

```
git remote add origin git@github.com:tmecklem/my-game-changing-new-project.git
git branch -M main
git push -u origin main
```



...or import code from another repository

You can initialize this repository with code from a Subversion, Mercurial, or TFS project.

Questions?

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