

# AIR Messaging: Integrating AIR, BlazeDS, and ColdFusion

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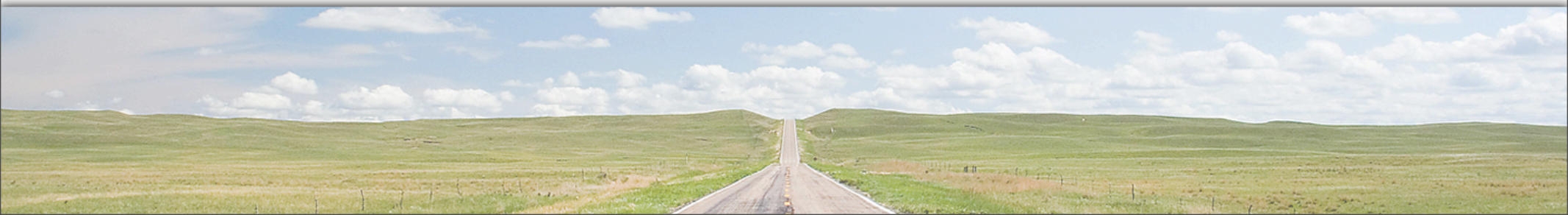
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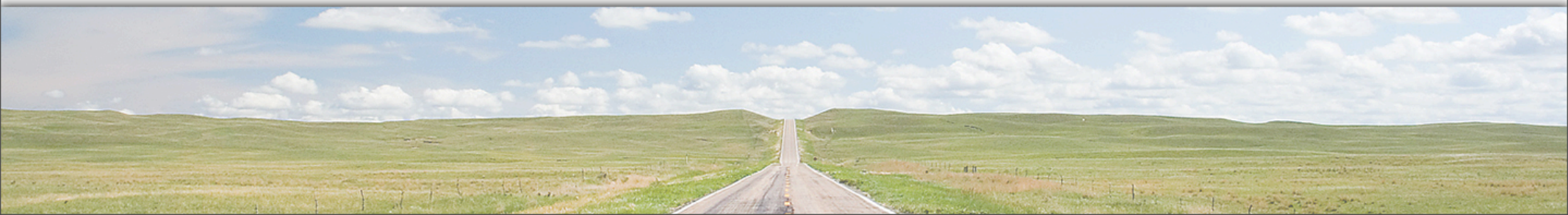
# about me

- \* received degree in computer science in 2000
- \* Web developer since 2000
- \* member of Team Macromedia/Adobe Community Experts since 2001
- \* certified blah blah blah
- \* Nashville ColdFusion User Group Manager
- \* blogging at [www.trajiklyhip.com/blog](http://www.trajiklyhip.com/blog)
- \* coming soon - [www.aaronwest.net](http://www.aaronwest.net)
- \* twittering - [www.twitter.com/awest](http://www.twitter.com/awest)



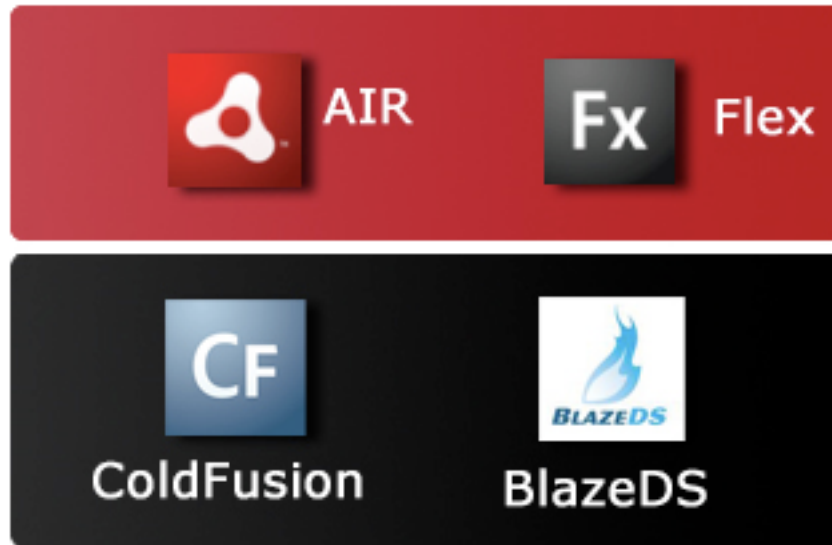
# topics / goals

- \* understand what BlazeDS is and is not
- \* know how to install and integrate BlazeDS with ColdFusion 8
- \* understand one business case for BlazeDS and the code used under the hood
- \* stress free participation

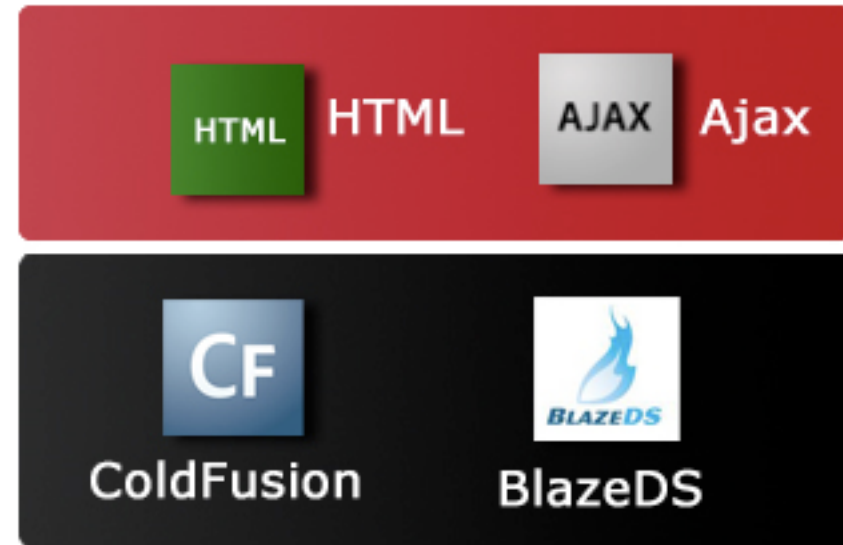


# technology stack

## AIR application

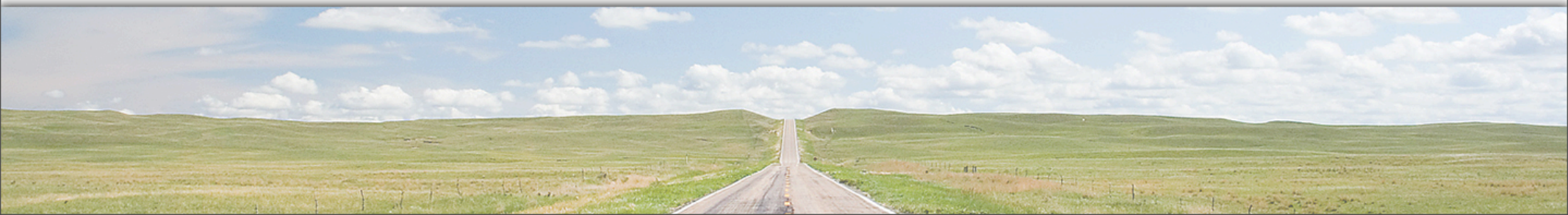


## Browser application



# pull versus push

- \* pull - what you've grown to love (maybe)
  - \* HTTP request / response
  - \* Web services
  - \* Remote Procedure Call (RPC) messaging pattern
- \* push - the “new hotness”
  - \* streaming
  - \* RTMP (Real Time Messaging Protocol)

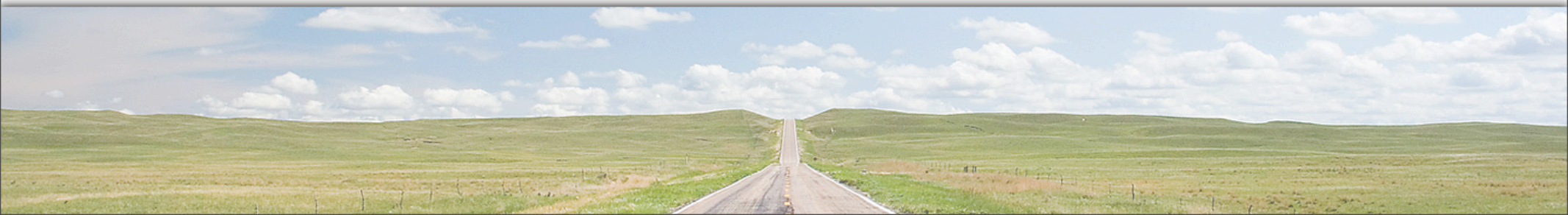




# what is BlazeDS?

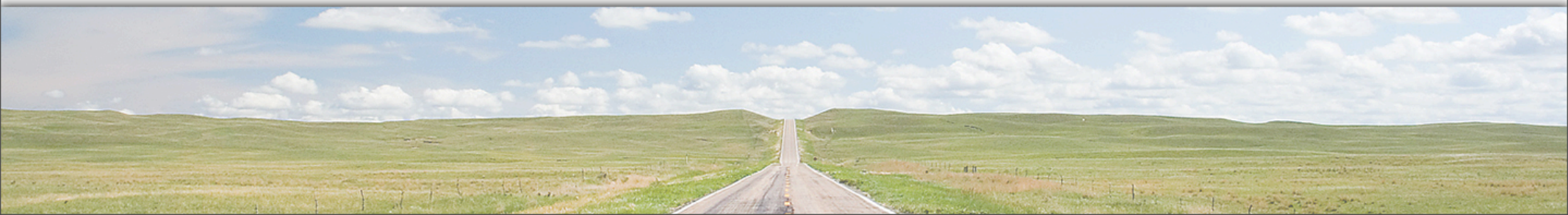
- \* BlazeDS is the server-based Java remoting and web messaging technology that enables developers to easily connect to back-end distributed data and push data in real-time to Adobe® Flex® and Adobe AIR™ applications for more responsive rich Internet application (RIA) experiences.\*
- \* components of BlazeDS
  - \* remoting
  - \* messaging
  - \* proxy
- \* AMF payloads and AMF Serialization

\*from <http://opensource.adobe.com>



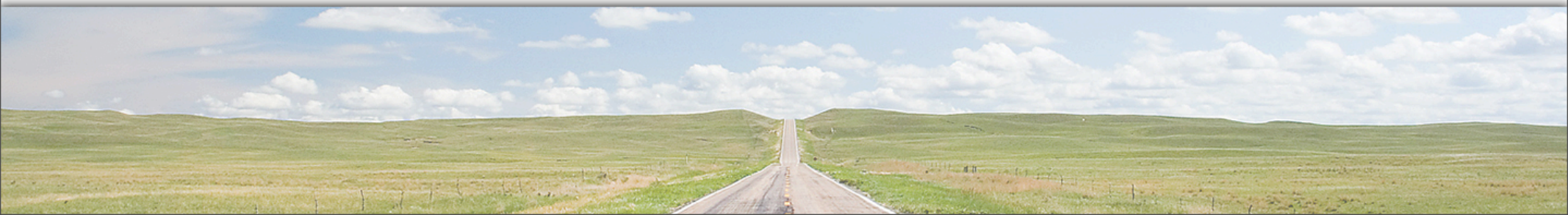
# what BlazeDS doesn't have

- \* RTMP
- \* data management
- \* data synchronization



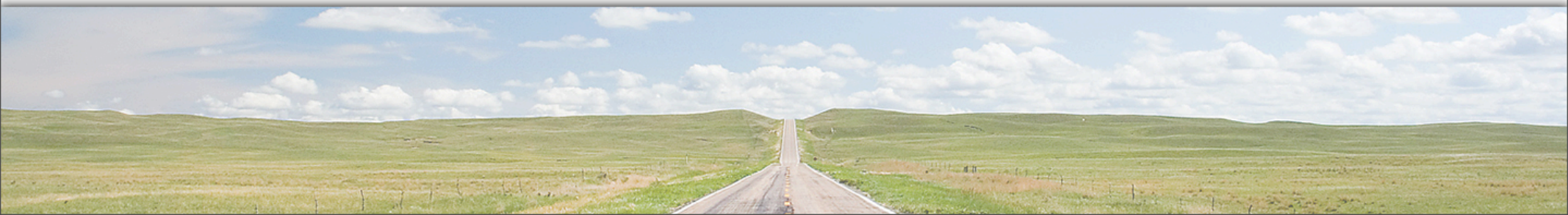
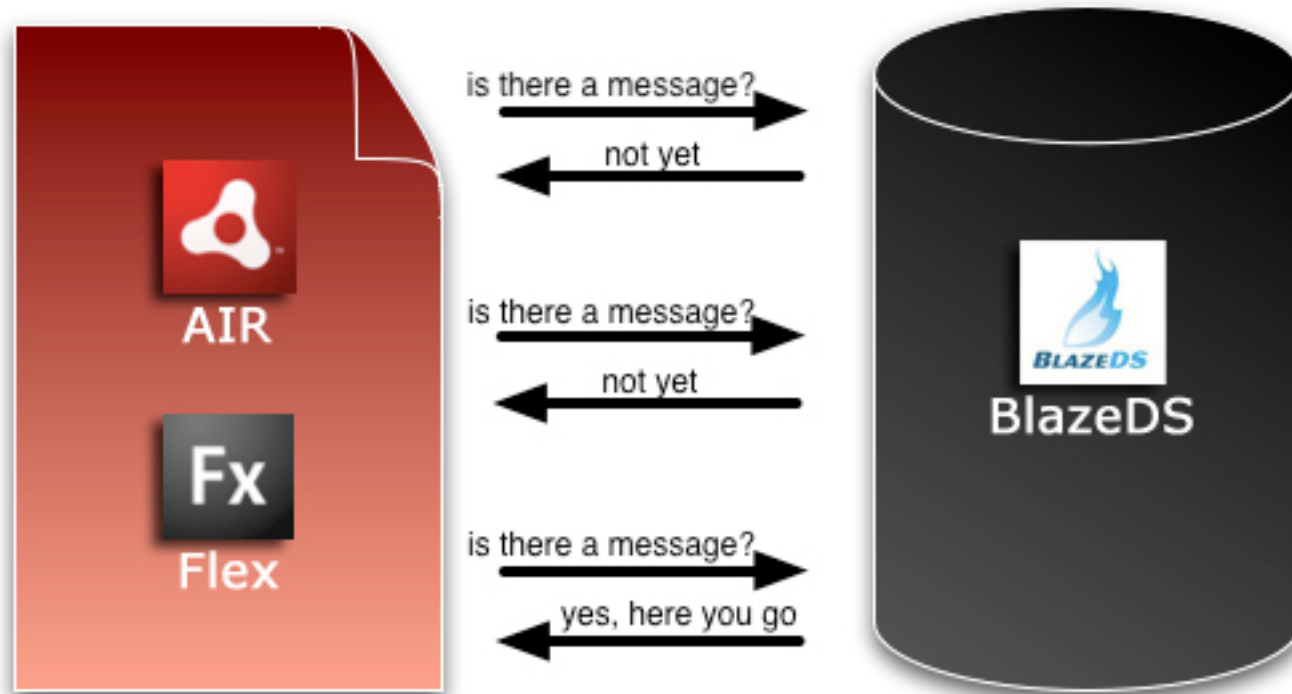
# BlazeDS messaging in-depth

- \* asynchronous messaging pattern
- \* adapters include: cfgateway, actionscript, JMS (Java Messaging Services)
- \* publish and subscribe model (producers / consumers)
- \* polling
- \* long-polling
- \* streaming

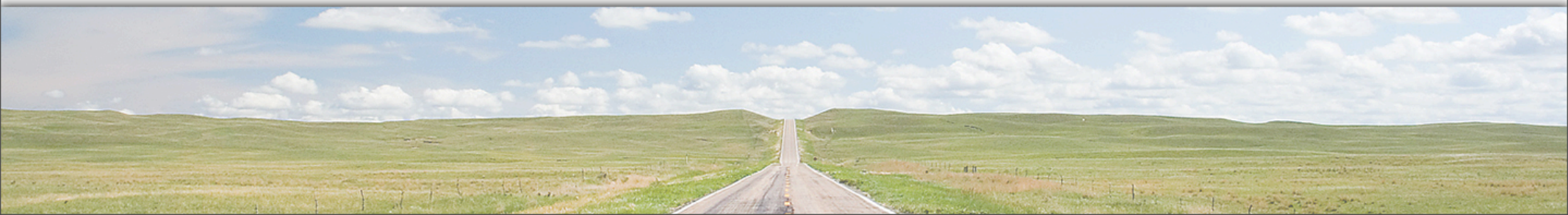




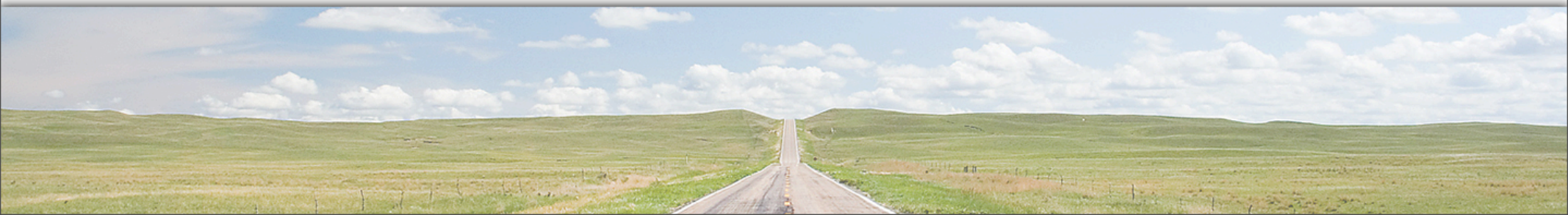
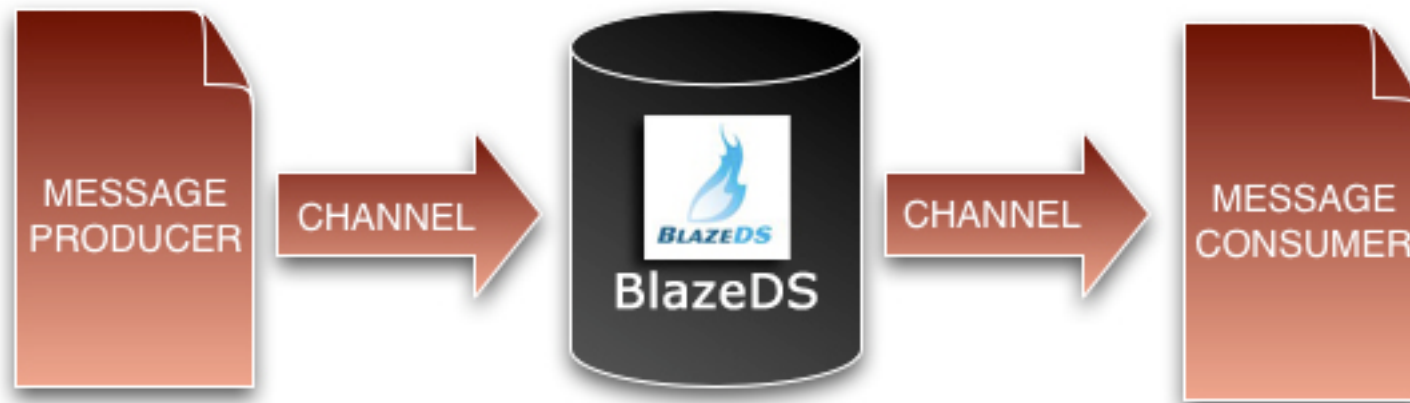
# polling illustration



# long polling illustration



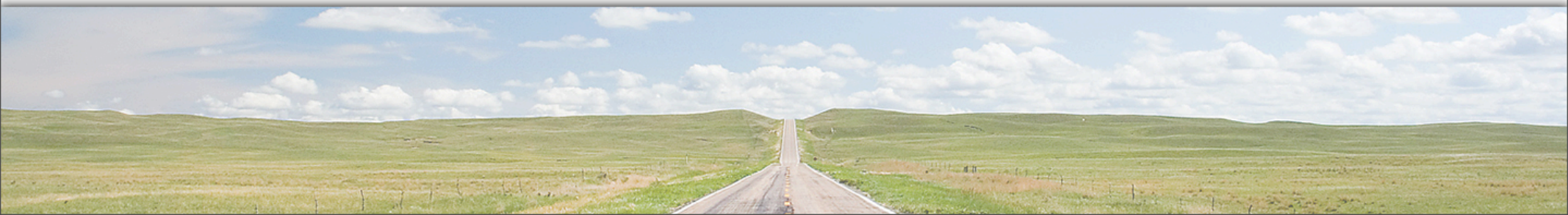
# messaging communication flow





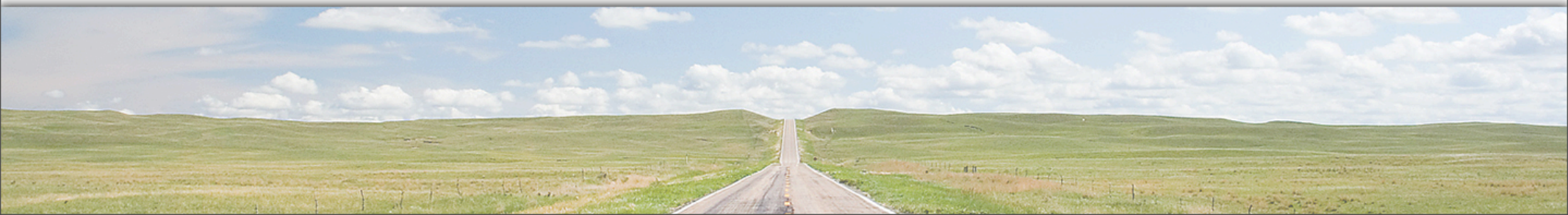
building real-world app

Coding time



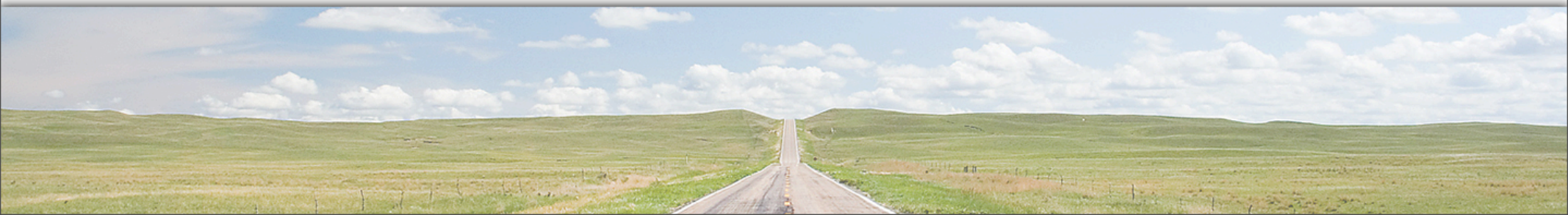
# topics / goals revisited

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- \* stress free participation



# more info

- \* <http://opensource.adobe.com/blazeds/>
- \* [http://livedocs.adobe.com/blazeds/1/blazeds\\_devguide/splash.html](http://livedocs.adobe.com/blazeds/1/blazeds_devguide/splash.html)
- \* installing BlazeDS on CF8 (my video demo)  
<http://tinyurl.com/583osq>
- \* mike nimer on service location transparency  
<http://tinyurl.com/5s4k5w>
- \* seth hodgson on BlazeDS/LCDS channels  
<http://tinyurl.com/4xdsrc>





# wrap up

- \* thank you for listening!
- \* e-mail: [a.west@me.com](mailto:a.west@me.com)
- \* blog: [trajiklyhip.com/blog](http://trajiklyhip.com/blog)
- \* twitter: [twitter.com/awest](https://twitter.com/awest)

