



# Distributed Systems

## Browser-Based Programming

# Objectives

- Look at the user-side of distributed systems
- Introduce browser-based programming techniques
- Introduce device-awareness & content adaptation

# User-side of Distributed Systems

Distributed Systems	Desktop / Laptop	Mobile
<b>Browser-based</b>	<u>Joe</u> XHTML CSS Javascript Ajax	<u>Joe</u> XHTML CSS Javascript Ajax
<b>Native application</b>	( <u>not today</u> ) Java	<u>Mike</u> Android