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Concepts for multi user applications

- Literature:
 - [Lecture Notes 4 for INF4280](#)

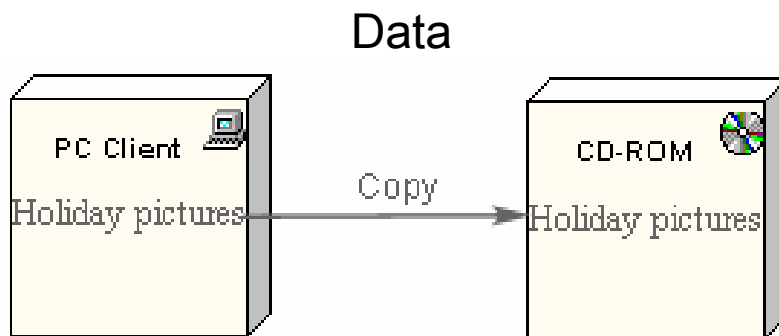
1

Competence for learning about IT

- **Facts**
 - Applications
 - Who knows what
 - **Skills**
 - Experimental for trying, error and success
 - Social for making relationships with expertise.
 - **Understanding**
 - Usefulness
 - Concepts and principles
- } **Must be included in Task 1**

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- Copies to other hardware devices
 - Backup
 - Local work when the network is inaccessible
 - The same basis for different work

3

Access rights

- Delete
 - The owner
- Change
 - Deleting contents, writing new
- Append
 - Add new contents without deleting anything
- Read only
 - No alterations allowed
- Knowing the existence
 - Without any access to the contents

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- Collective
- Individual

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Communication mode and synch

Mode Synch	Point-to-point	Mass
Synchronous	Chat	TV
Asynchronous	E-mail	Web

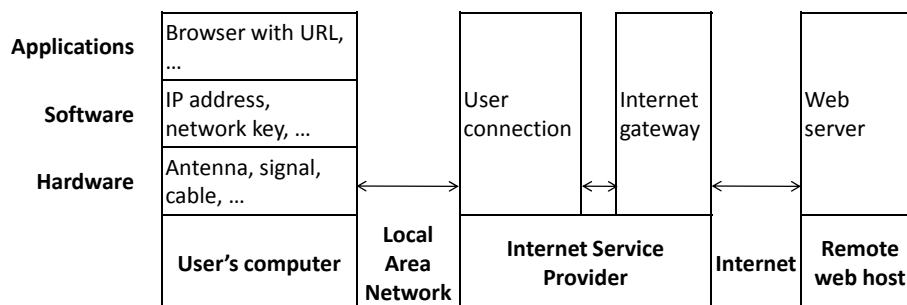
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Communication trigger and data type

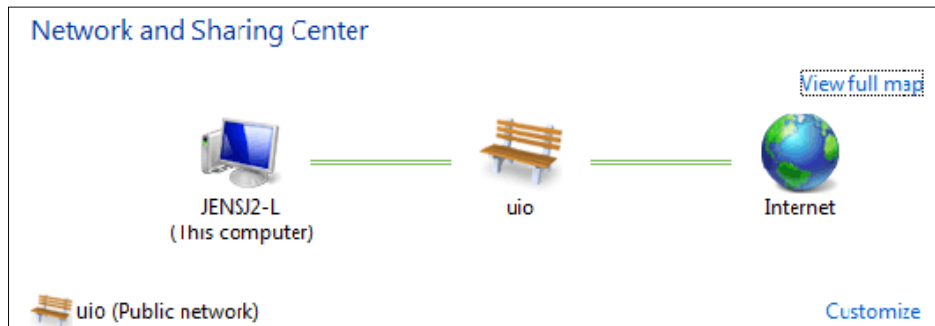
Trigger \ Data type	Push	Pull	Interactive
Text	E-mail	Web	Chat
Video	Multimedia Messaging Service	YouTube	Video conferencing
Sound	Radio	MP3 player	Phone
...			

A layered model of Internet connections



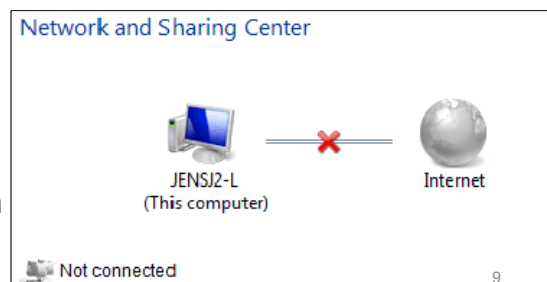
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Windows Vista Connection Model



Connected

Connection broken



Connection Model "Full map"



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LAB TASK

Concepts in network applications

- Choose one of
 - Facebook
 - E-mail client
 - Amazon bookstore
 - Multimedia Messaging Service
 - Google Docs
 - YouTube
- 1. Which parts of its functionality are difficult to grasp or could be misunderstood?
- 2. Which concepts would you use for characterising this functionality?
- 3. Assume that you would guide a user to the Process level of mastery for this functionality, how would you visualise it?