



Mac**Web***Toolkit*

www.macwebtoolkit.com

ERIC FISHER

SPRING 2008



“

Design is not just how it looks or feels.
It's how it **works.**

”

HERE AT APPLE

2007

- **CPU Software**
- Interaction Designer on Project Management Site
- Designed More Customizable, User-centric Interface
- Worked with Developers on Implementation

2008

- **Evangelism & Developer Relations**
- Working with 3rd Party Developers on App Design
- Externally/Internally Promoting Design Principles
- Coordinating Projects Between Multiple Groups



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RELEVANCE TO THE INDUSTRY

A BRIEF HISTORY OF THE WEB: PART ONE

INDUSTRY BACKGROUND

Web 1.0 STATIC CONTENT

- Display images + text
- “Virtual” print design
- Gather information



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INDUSTRY BACKGROUND

Web 2.0 DYNAMIC CONTENT

- Display & *EDIT* data
- Share Information
- “Social Networks”
- Interactivity



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INDUSTRY BACKGROUND

Web 3.0 WEB APPLICATIONS

- Online Desktop Apps
- Social Components
- File/Info Sharing
- Free “Software”



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INDUSTRY BACKGROUND

Accessible Information

FEED READERS and
COOKIE EATERS

- Aggregate Info/Data
- Do It All on One Page
- “No Reload” Concept
- Self-Stable Modularity



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INDUSTRY BACKGROUND

Google says... **“ Do we even need
Desktop Applications
anymore? ”**

SUN says...

“ Web is the new OS ”



THE WEB OPERATING SYSTEM

A RELATIVELY NEW IDEA IN ONLINE COMPUTING

WEB OPERATING SYSTEM

- Hosts Web-Based Applications
- Resides “Far Away”
- Ubiquitous

SOME ALREADY EXIST



WEB OPERATING SYSTEM

- Hosts Web-Based Applications
- Resides on “far away” servers
- Content accessible from any computer

SOME ALREADY EXIST



WEB OPERATING SYSTEM

BUT THE USER EXPERIENCE?

- Mac-like with Windows Elements
- Windows-like with Mac Elements
- Windows-like but not quite all the way
- Unpolished web technologies used

- People want something *familiar*
- Can't go against expectation
- Mac OS X rated *best user experience*
- Why not make it ALL Mac-like?





MacWebToolkit

A WEB-BASED GUI TOOLKIT FOR BUILDING WEB APPS THAT MIMIC THE LOOK AND FEEL OF MAC OS X

MAC EXPERIENCE ONLINE

What's special?



- Looks & Feels Just Like Mac OS X
- Uses Current & Popular Technologies
- Single-Language Module Development (PHP)



MacWebToolkit

DEMONSTRATION

MAC EXPERIENCE ONLINE

Two Components



Make it **feel** like a desktop OS

Make it **easy** to **code** an app

MAC EXPERIENCE ONLINE

Methods Considered



Define variables that another file uses

Use AJAX responseText (set a div's inner HTML)

Make your own Javascript file to handle events

OR

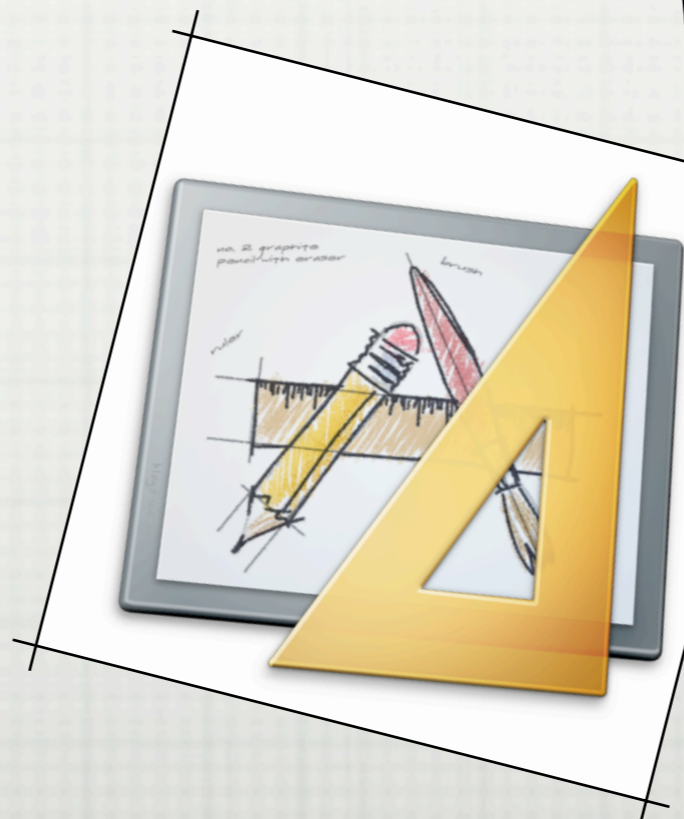
Define interface classes and a MVC setup

Use XML to separate content from design

Write all modular code in PHP

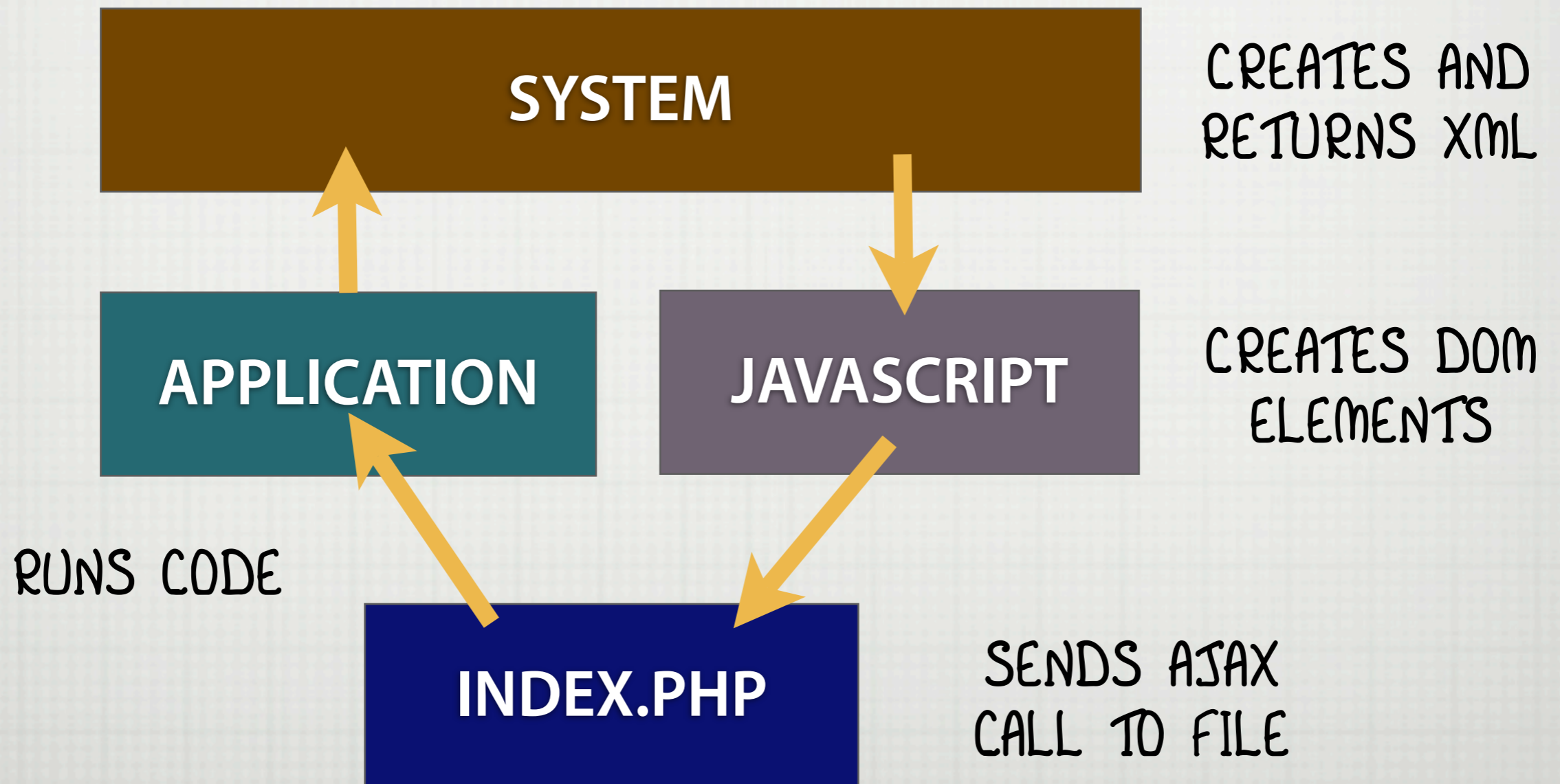
INTERFACE ELEMENTS

- Window
- Label
- Textbox
- Select
- Icon
- Slider
- Simple Box
- ...etc.



THE BACKEND PROCESS

When you open an app or click a button...



MAC-LIKE WEB OS

Object-Oriented PHP

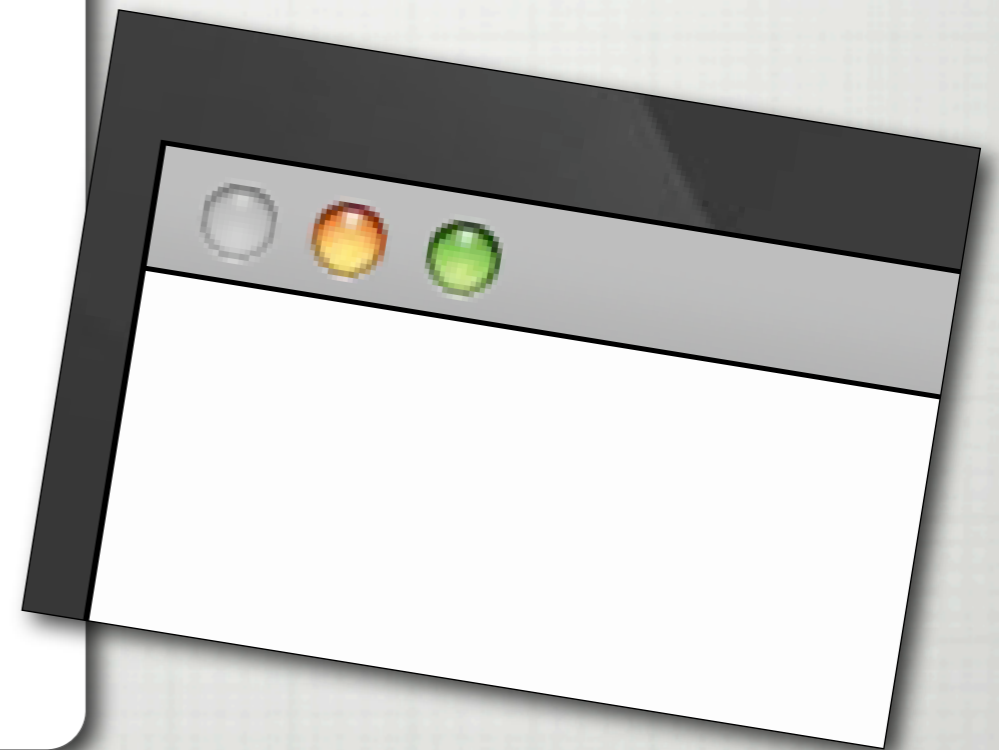
```
function mymod_run() {  
    $myWin = new Window(  
        "myWin",  
        array(  
            "title" => "My Window",  
            "width" => 640,  
            "height" => 480  
        )  
    );  
    $myWin->show();  
}
```



MAC-LIKE WEB OS

Object-Oriented PHP

```
function mymod_run() {  
    $myWin = new Window(  
        "myWin",  
        array(  
            "title" => "My Window",  
            "width" => 640,  
            "height" => 480,  
            "close" => false  
        )  
    );  
    $myWin->show();  
}
```



TAKE-AWAYS



- Improved programming and design skills
- Learned more about modular development
- Worked within a framework (that I made)
- Familiarized with Mac UI elements
- New interest in software creation

- Much better abstract, big picture thinker



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