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# WebObjects 5 FAQ

## Overview

### Q. What is WebObjects?

**A.** WebObjects is a Java-based, scalable application server for developing and deploying Internet applications. It allows organizations to deliver structured content across the Internet interactively, and enables developers to bring their applications to the web up to 10 times faster than with competing tools.

### Q. What does WebObjects consist of?

**A.** WebObjects is a complete application server environment consisting of development tools and deployment components.

The development tools include an integrated development environment (IDE), intelligent assistants, and robust object-oriented frameworks to help you create sophisticated Internet, intranet, and extranet applications.

The deployment components provide data access and a web application server. The data access layer (known as the Enterprise Objects Framework) makes it simple to access and cache data from a database (such as Oracle), directory service (such as LDAP), or other structured data format (such as XML). You also get a powerful web application server runtime environment, complete with tools to monitor, manage, and scale your deployed application.

### Q. What is an application server?

**A.** Traditional websites store content as HTML pages, with content and layout intermingled. Web application servers allow you to store the actual content elsewhere (typically a database), and then generate the appropriate HTML code (based on a template) in real time, in response to a user's behavior. This type of environment is most commonly used for e-commerce applications such as the Apple Store, but it is also suitable for web publishing, online communities, and other interactive websites.

### Q. What advantages does WebObjects have over competing products?

- A.** As the original object-oriented application server, WebObjects offers frameworks and tools with rich functionality not available in other application servers. These capabilities include
- Object-relational mapping to handle moving data from a relational database into an object model. This eliminates the need to write SQL or JDBC code.
  - Database independence, enabling connection to any JDBC database.
  - Template-based reusable web components, which isolate your database from your web pages and avoid error-prone scripting.
  - Desktop application support, allowing easy development of three-tier Java database applications as well as rich Cocoa clients on Mac OS X.



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- Simple licensing terms, making it painless to deploy scalable applications on any Java platform.
- Comprehensive developer tools, including powerful assistants that handle much of the work for you.

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### **Q. On which platforms can WebObjects 5 be used for development?**

**A.** Developer tools are available for both Mac OS X and Windows 2000. Mac OS X projects can take advantage of the new, Aqua-based tools, while Windows 2000 projects can be developed with the same tools used for WebObjects 4.5.

### **Q. On which platforms can it be deployed?**

**A.** WebObjects 5 can run on any Java 2 platform, and is currently qualified for a small set of reference platforms (Mac OS X, Windows 2000, and Solaris). WebObjects 5 is based entirely on Java 2 and takes advantage of new features such as JDBC2.

### **Q. Can WebObjects 5 interoperate with other J2EE application servers?**

**A.** Yes. Because WebObjects 5 uses a pure Java runtime, its applications can easily interact with other Java applications by using RMI, XML, or other mechanisms. In addition, WebObjects makes it easy for developers to write as much of their application as they wish using standard J2EE APIs, then integrate that code into a complete WebObjects application.

### **Q. Can WebObjects 5 applications participate in web services?**

**A.** Yes. Included is the Xerces XML parser and support for importing and exporting XML data streams. Large customers already use WebObjects to create web services, and we hope to streamline that development process even more in the future.

### **Q. Can I move my existing application to WebObjects 5?**

**A.** Yes. WebObjects 5 comes with an automated tool that can fully translate most Java applications and handle up to 80 percent of the porting for Objective-C applications. Apple iServices is available to assist you with the conversion process. For more information, visit [www.apple.com/iservices](http://www.apple.com/iservices).

## Distribution and Support

### **Q. Is WebObjects included with Mac OS X Server?**

**A.** Mac OS X Server 10.0 includes a deployment version of WebObjects 5, with no limitations on the rate of transactions.

### **Q. Do I need to buy a separate license for each CPU in a multiprocessor configuration?**

**A.** No, WebObjects is licensed per machine, not per CPU.

### **Q. Can I license the WebObjects runtimes for use in my application?**

**A.** Yes. You can purchase a license for the complete WebObjects runtimes to bundle with your web application, which can be run on any platform.



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#### **Q. Are other licensing options available?**

**A.** Yes. You can also license just the Cocoa client support for redistribution as part of your Mac OS X application. Please visit [developer.apple.com/mkt/swl/index.html](http://developer.apple.com/mkt/swl/index.html) for more information.

#### **Q. What support is available for WebObjects?**

**A.** Installation support is available through AppleCare. Apple iServices Technical Support (formerly called ETS) offers annual support contracts for WebObjects. For information about iServices support, visit [www.apple.com/iservices](http://www.apple.com/iservices). If you belong to the Apple Developer Connection (ADC) program, you can get per-incident support through ADC. See [www.apple.com/developer](http://www.apple.com/developer) to find out how to contact ADC for more information.

#### **Q. How do I buy WebObjects 5?**

**A.** WebObjects can be purchased from the Apple Store at [www.apple.com/store](http://www.apple.com/store). A time-limited evaluation version is available for download by members of the Apple Developer Connection.

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