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Next plans object-oriented app development for Web

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Abstract (summary)

At a recent Object World show, Next Computer Inc. announced product plans to bring object-oriented application development to the World Wide Web. WebObjects, which will run on Windows NT, Windows 95, SunOS, Solaris, HP-UX, Digital Unix, and Next's MachOS, will allow developers to rapidly build sophisticated, interactive Web applications without using complicated and inefficient Common Gateway Interface scripts.

Full Text

AT LAST WEEK'S Object World in San Francisco, Next Computer Inc. announced product plans to bring objected-oriented application development to the World Wide Web.

WebObjects, which will run on Windows NT, Windows 95, SunOS, Solaris, HP-UX, Digital Unix, and Next's MachOS, will allow developers to rapidly build sophisticated, interactive Web applications without using complicated and inefficient Common Gateway Interface (CGI) scripts. CGI scripts are used to connect Web servers to applications such as databases.

By enabling reuse of code, WebObjects will significantly speed development of interactive Web applications, said Steve Jobs, Next chairman and CEO, in his keynote speech at the convention.

"At the moment, 99 percent of the Web is static publishing, where you put [out] pages and they don't change," Jobs said. "Three out of four of these require custom application development."

Next will ship an OLE- and Common Object Request Broker Architecture 2.0-compliant Web server with WebObjects that implements I the Secure Sockets Layer protocol for securing communications across the Internet.

A run-time program that resides on the Web server will execute WebObjects applications, allowing companies to use standard Hypertext Transfer Protocol servers to run applications. All of the WebObjects products will go into beta testing in October, Jobs said.

At Object World, Next also demonstrated its OpenStep for Windows object-oriented application development environment for Windows, as well as Distributed OLE for Windows.

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