

Shindig for Blogs & Wikis

Dave Johnson



Agenda

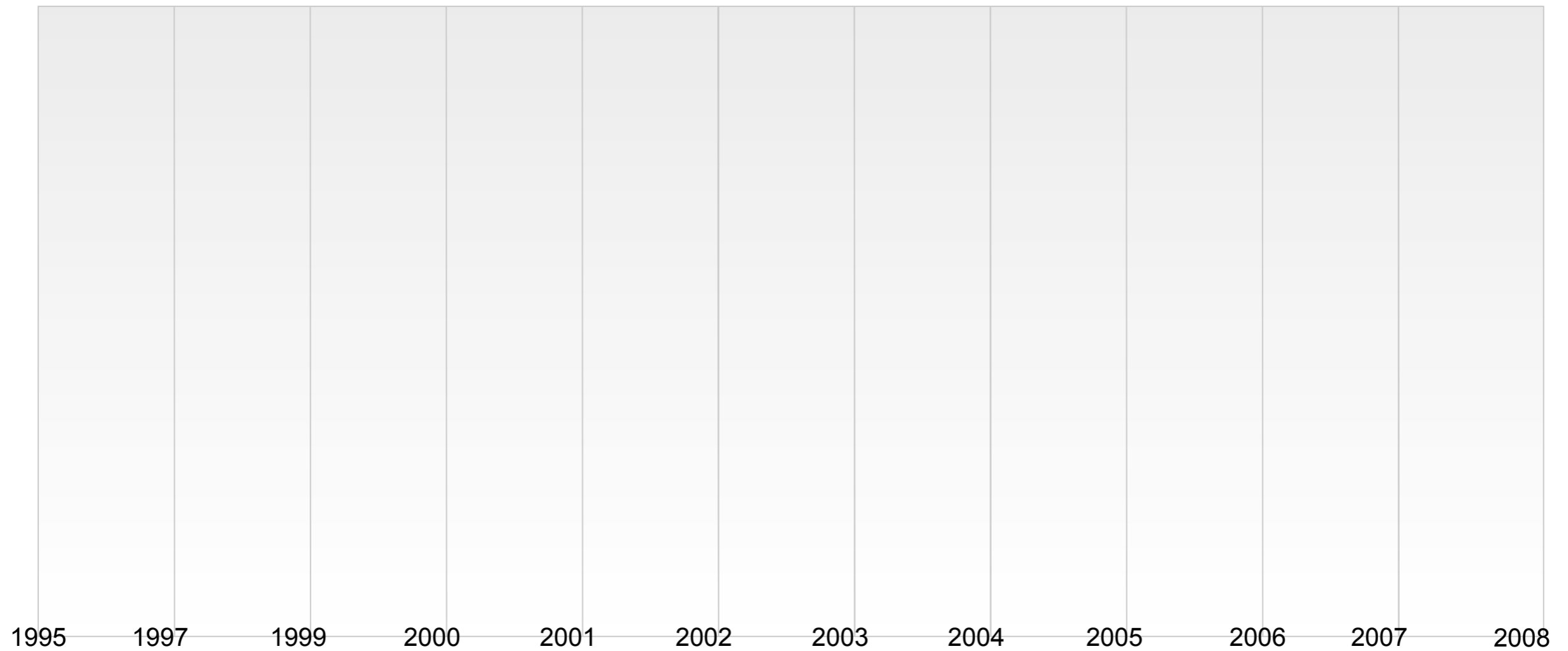
- Social networking as a platform
- What OpenSocial is and what it provides
- Options for social blogs & wikis
- What Shindig is and what it provides
- Integrating Shindig into your blog or wiki
- Social blogs & wikis with Project SocialSite



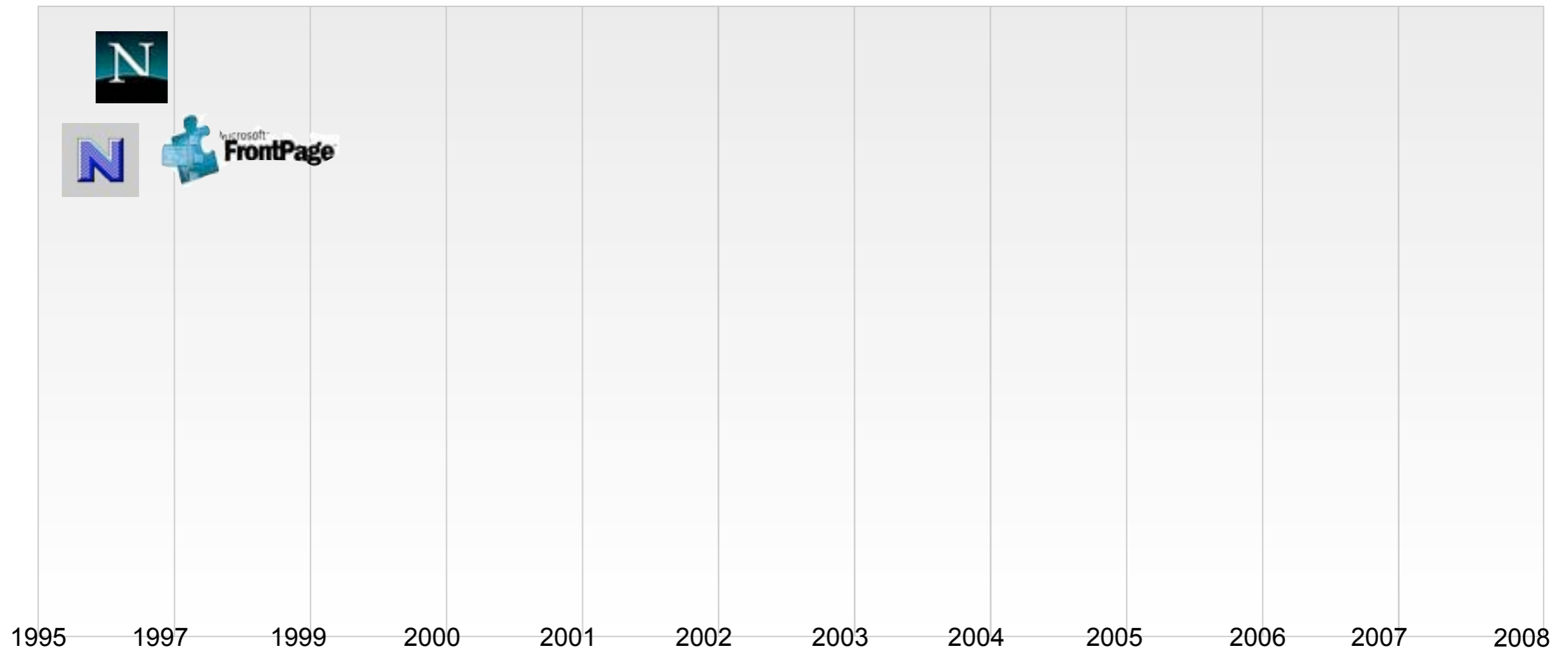
Social networking as a platform



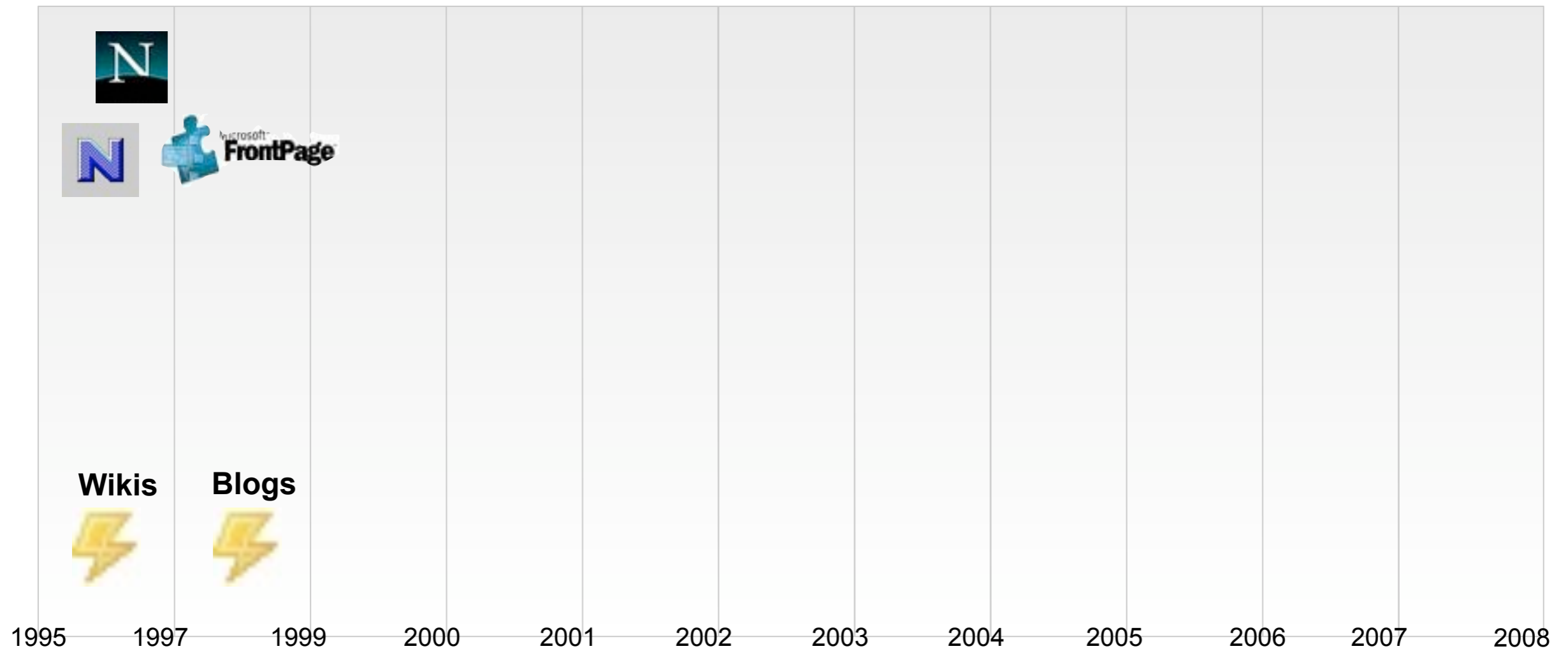
The social web



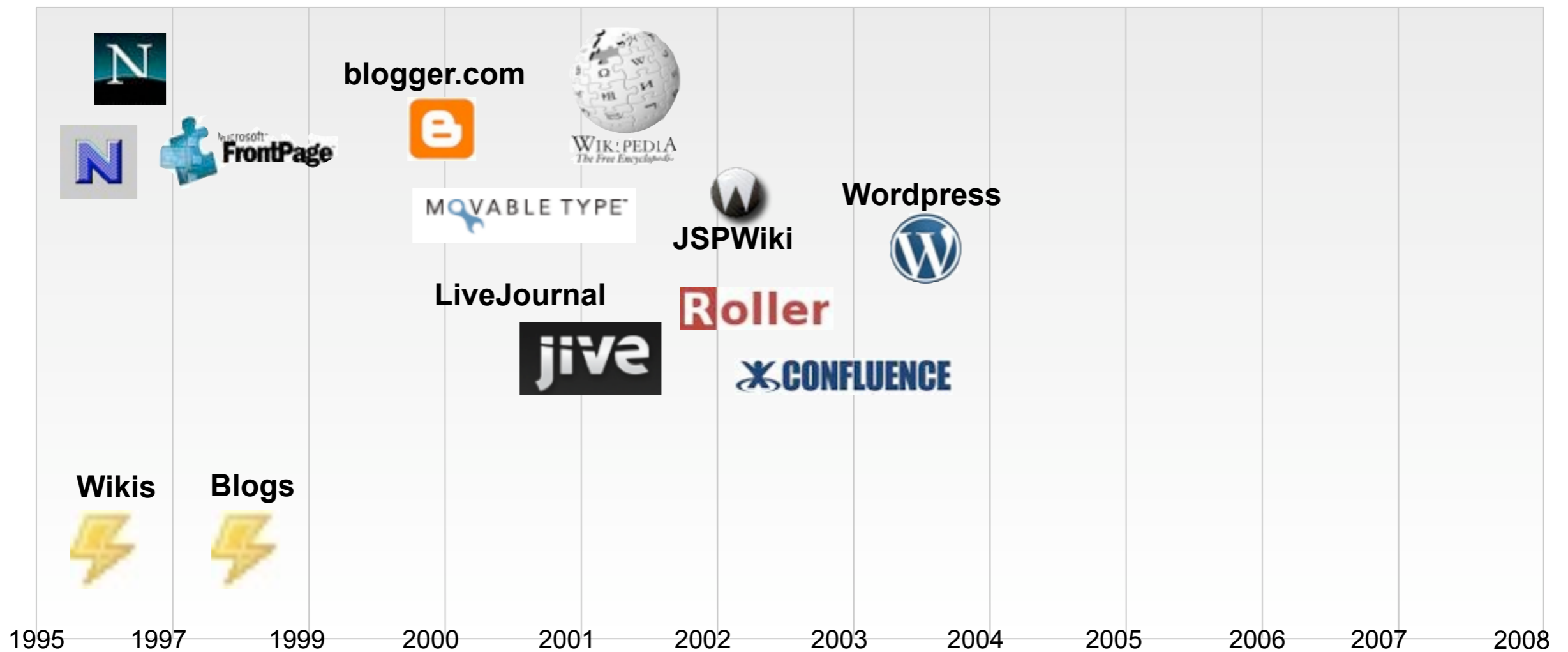
The social web



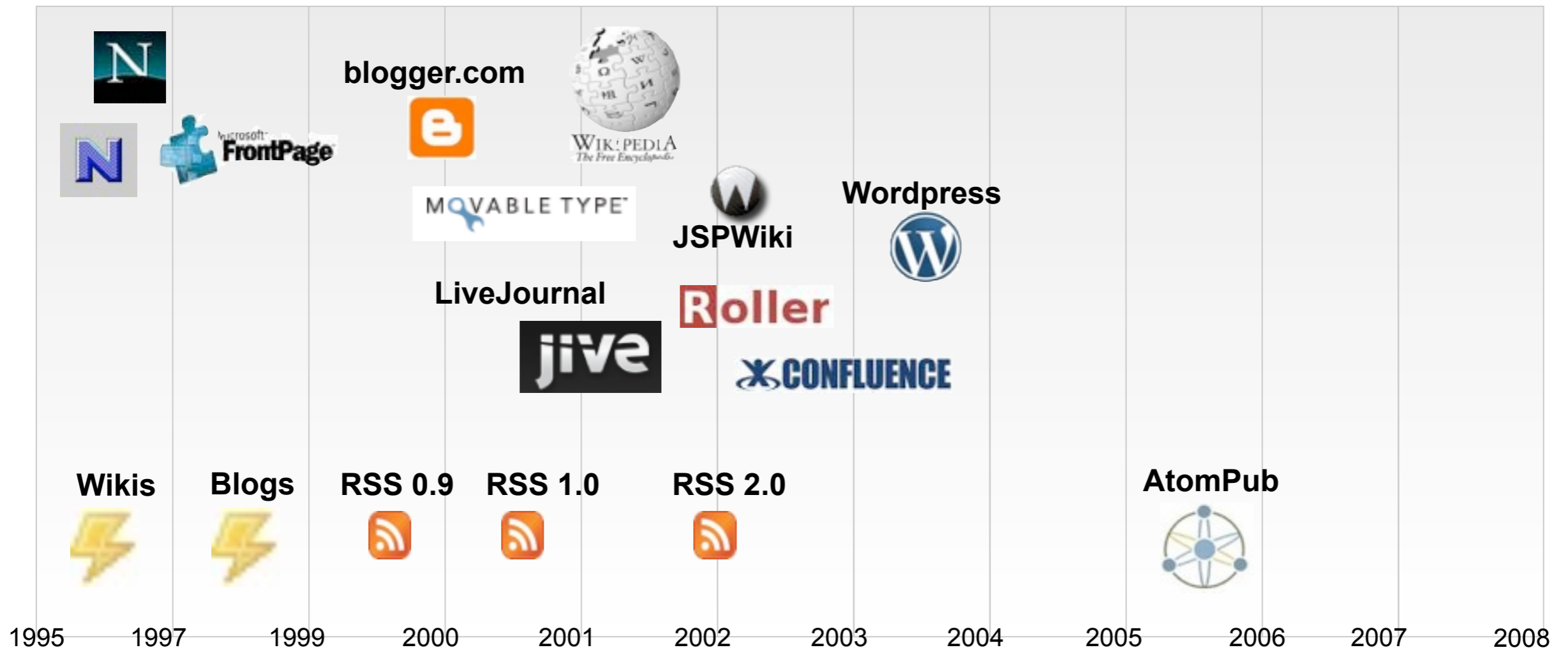
The social web



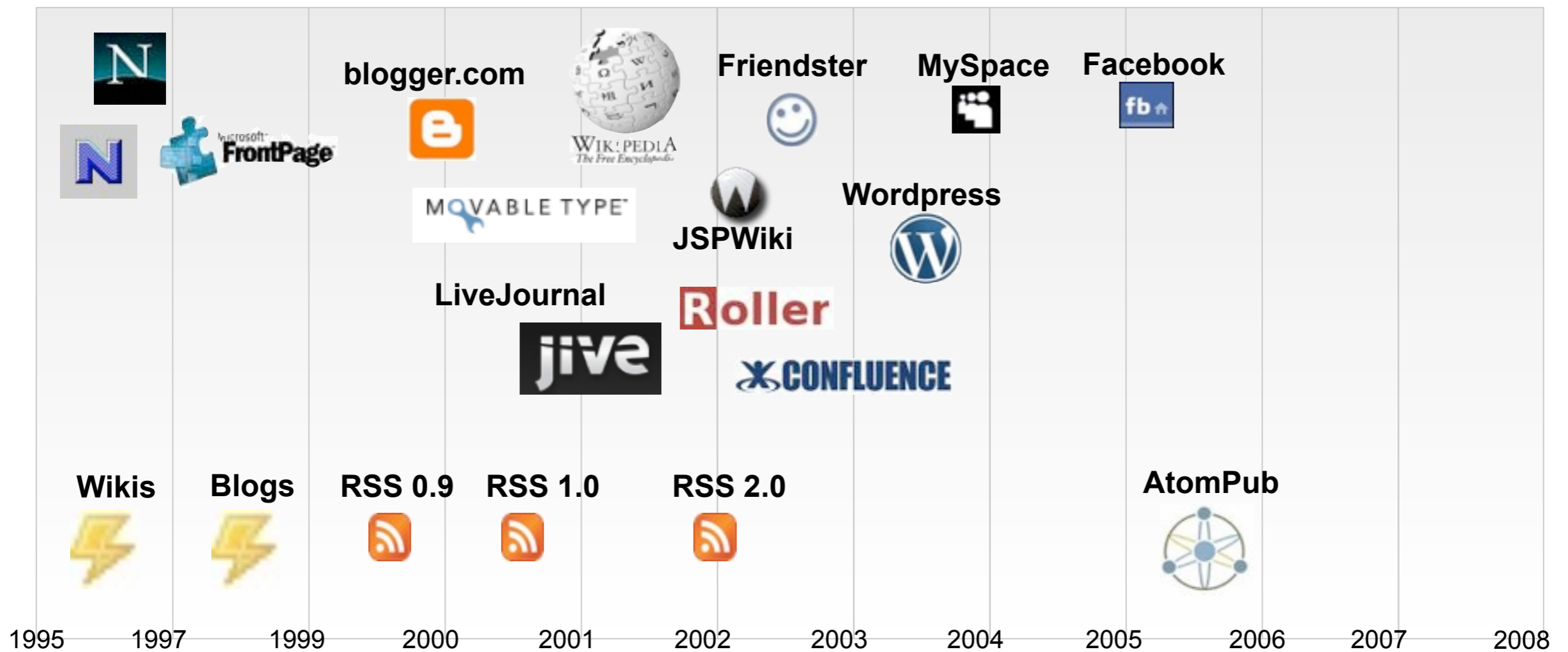
The social web



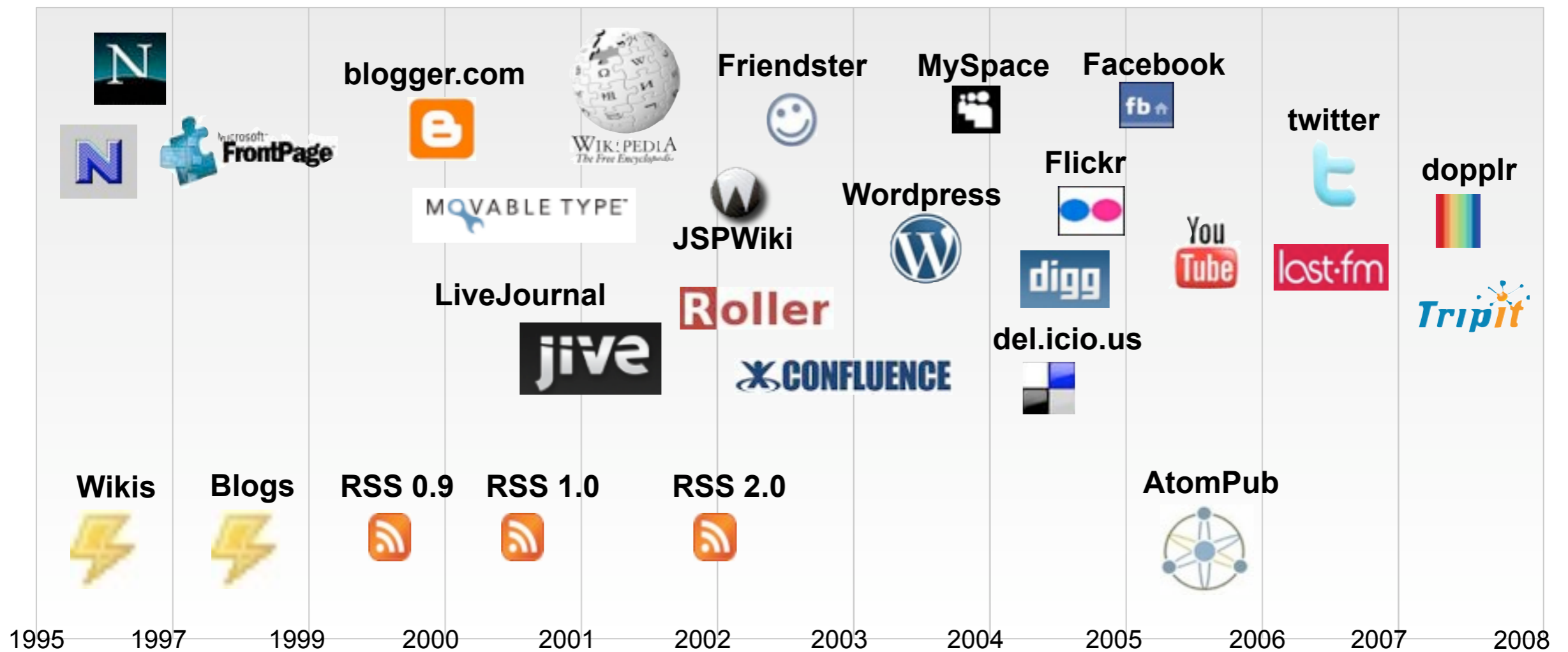
The social web



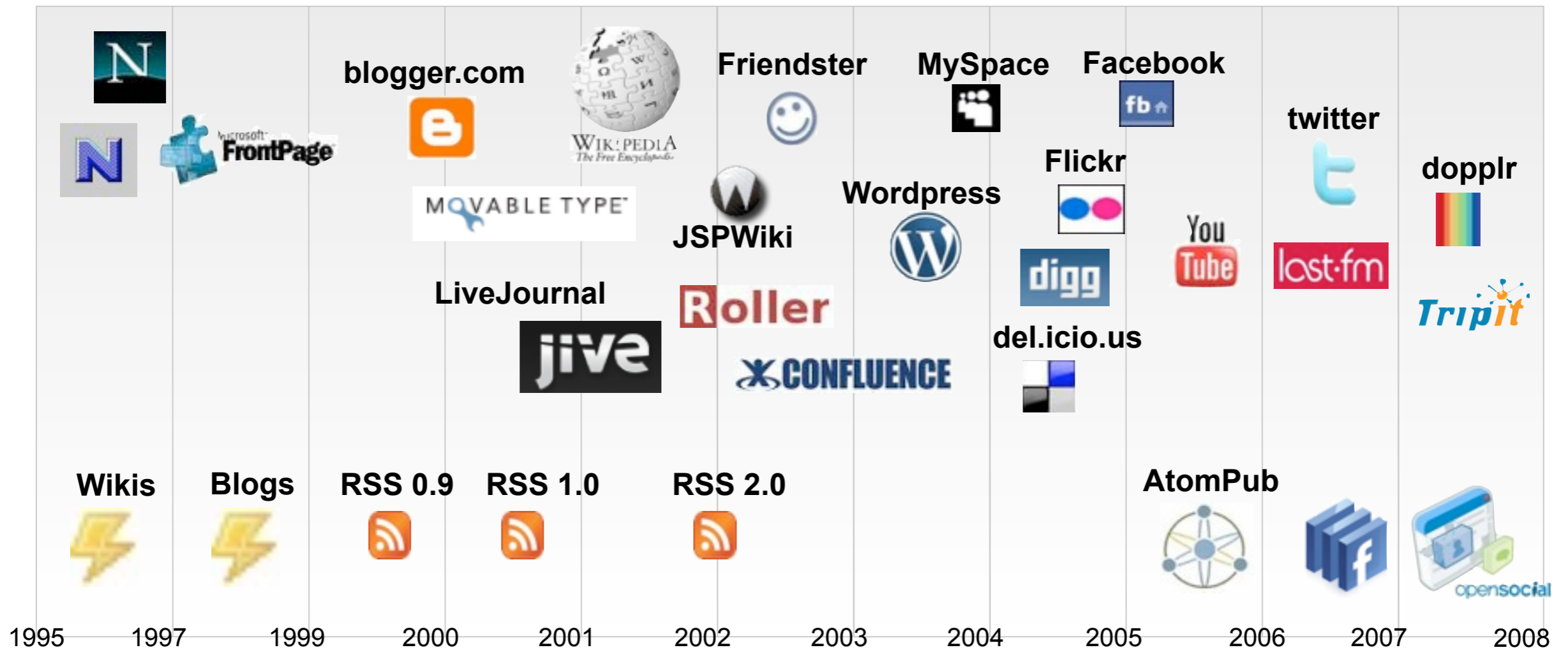
The social web



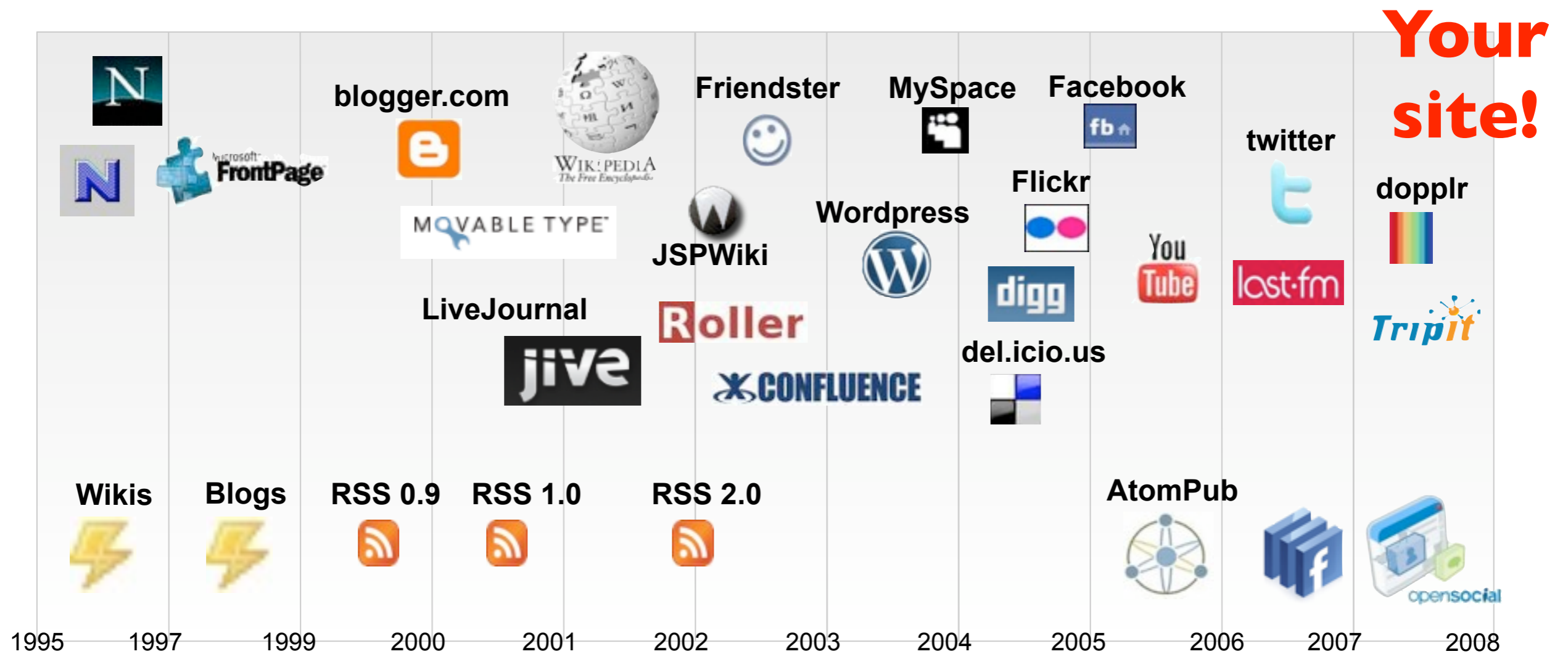
The social web



The social web



The social web



Your site!



What's in a social networking platform?



Authentication



Authorization



Profiles



Relationships



Activities



Shared applications





opensocial is ...



A “Standard” set of Social Network APIs



**Write once, test
everywhere for
social applications**



Supported by
(just about) everybody
but Facebook



OpenSocial defines...



Social Networking platform APIs

- Authentication
- Authorization
- Profiles
- Relationships
- Activities
- Shared applications



APIs in several forms

- **JavaScript API**
 - For Gadgets with I/O, authentication, batching, etc.
- **JSON-RPC API**
 - For Gadget-to-Server communication
- **REST API**
 - For Server-to-Server communication
- **Template Language**
 - For use in Gadgets

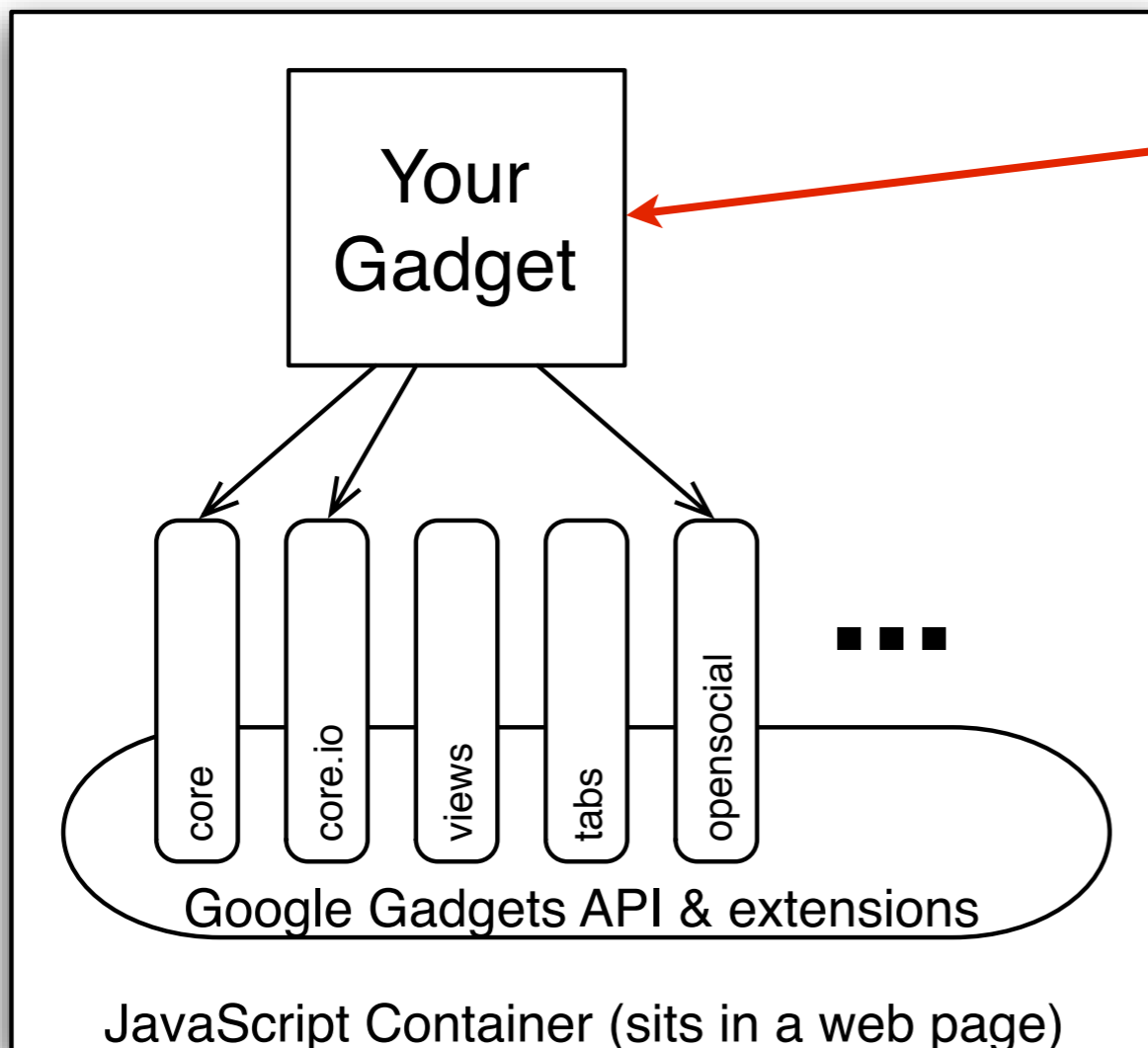


OpenSocial capabilities

- On behalf of an authenticated user:
 - Retrieve detailed profile information
 - Retrieve lists of friends
 - Retrieve lists of groups
 - CRUD on Activities
 - CRUD on App Data



A JavaScript API for Gadgets

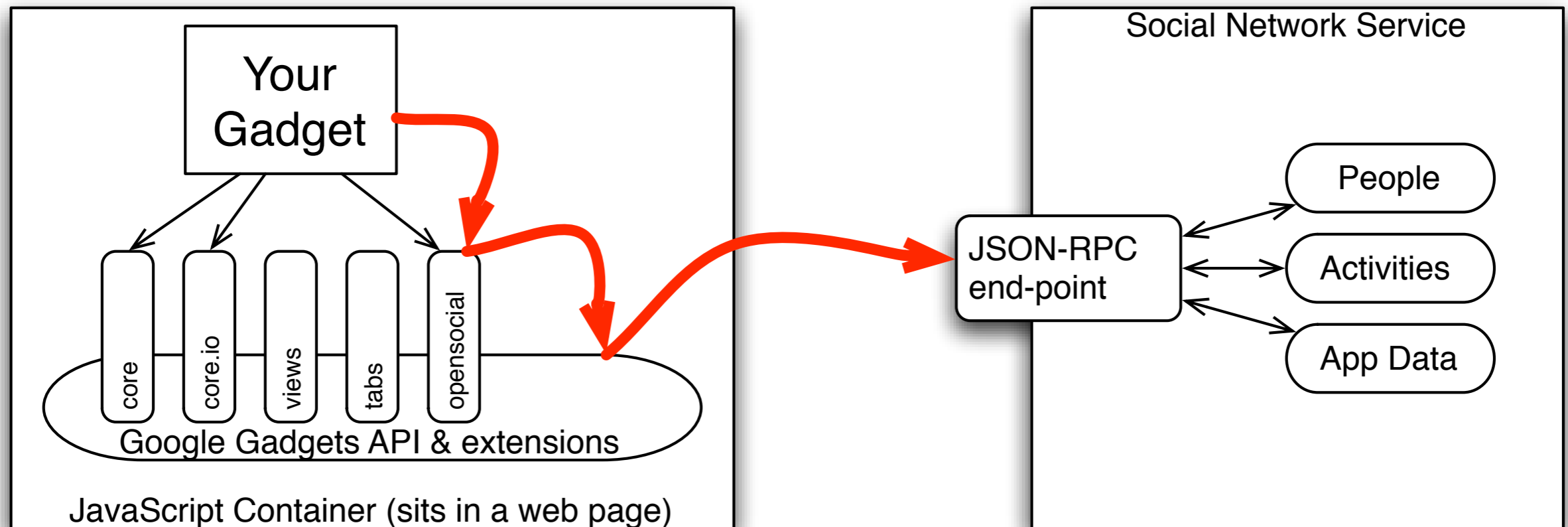


A gadget is defined by XML file that with:

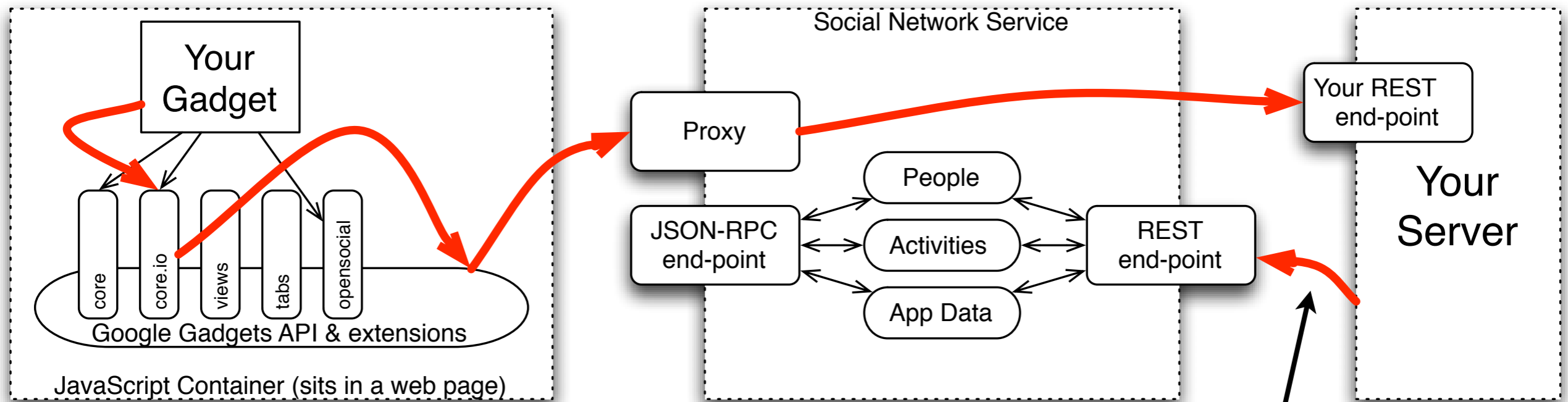
- metadata
- HTML/CSS
- JavaScript



A JSON-RPC API for Gadget-to-Server calls



REST API for Server-to-Server calls



OpenSocial REST API

- Based in AtomPub
- With XML and JSON
- OAuth authentication
- No batch support (yet)



Example Gadget code

Hello World

```
<?xml version="1.0" encoding="UTF-8" ?>
<Module>
  <ModulePrefs title="Hello World!">
    <Require feature="opensocial-0.8" />
  </ModulePrefs>
  <Content type="html">
    <![CDATA[
      Hello, world!
    ]]>
  </Content>
</Module>
```



Example Gadget code

Friends 1/2

```
<?xml version="1.0" encoding="UTF-8" ?>
<Module>
  <ModulePrefs title="List Friends Example">
    <Require feature="opensocial-0.8"/>
  </ModulePrefs>
  <Content type="html">
    <![CDATA[
      gadgets.util.registerOnLoadHandler(request);
      <script type="text/javascript">
        function request() {
          var idspec = opensocial.newIdSpec({
            "userId" : "OWNER", "groupId" : "FRIENDS" });
          var req = opensocial.newDataRequest();
          req.add(req.newFetchRequest(
            opensocial.IdSpec.PersonId.OWNER, "get_owner");
          req.add(req.newFetchPeopleRequest(idspec),
            "get_friends");
          req.send(response);
        };
      </script>
    ]>
  </Content>
</Module>
```



Example Gadget code

Friends 2/2

```
function response(dataResponse) {
  var owner = dataResponse.get('get_owner').getData();
  var friends =
    dataResponse.get('get_friends').getData();
  var html = 'Friends of ' + owner.getDisplayName();
  html += ' :<br><ul>';
  friends.each(function(person) {
    html += '<li>' + person.getDisplayName() + '</li>';
  });
  html += '</ul>';
  document.getElementById('message').innerHTML = html;
};
</script>
<div id="message"></div>
]]>
</Content>
</Module>
```



Example REST API code (1/2)

posting an activity with OpenSocial

```
// gather information needed for call
def userId = "roller";
def restUri = "http://example.com/social/social/rest";
def consumerKey = "f8794f974bd03644f60f59d8fbe44a5f";
def consumerSecret = "4b31a601-9299-4709-9faa-c5134d278a87";

def reqUri = "http://example.com/social/oauth/requestToken";
def authzUri = "http://example.com/social/oauth/authorize";
def accessUri = "http://example.com/social/oauth/
accessToken";

// use OAuth capable REST client (I wrote my own)
def strategy = new OAuthStrategy(userId, consumerKey,
    consumerSecret, reqUri, authzUri, accessUri);

def rest = new RestClientImpl(strategy);
```



Example REST API code (2/2)

posting an activity with OpenSocial

```
// create OpenSocial Activity in JSON form
JSONObject activityData = new JSONObject();
activityData.put("title", "This is an activity title");
activityData.put("body", "This is an activity body");

// fetch XRDS file by calling restUri with header:
//     "Accepts: application/xrds+xml"
// use that to figure the Activity collection URI

// post activity to Activity collection URI
response = rest.post(
    "${restUri}/activities/${userId}/@self",
    null, null, activityData.toString(),
    "application/json");
```



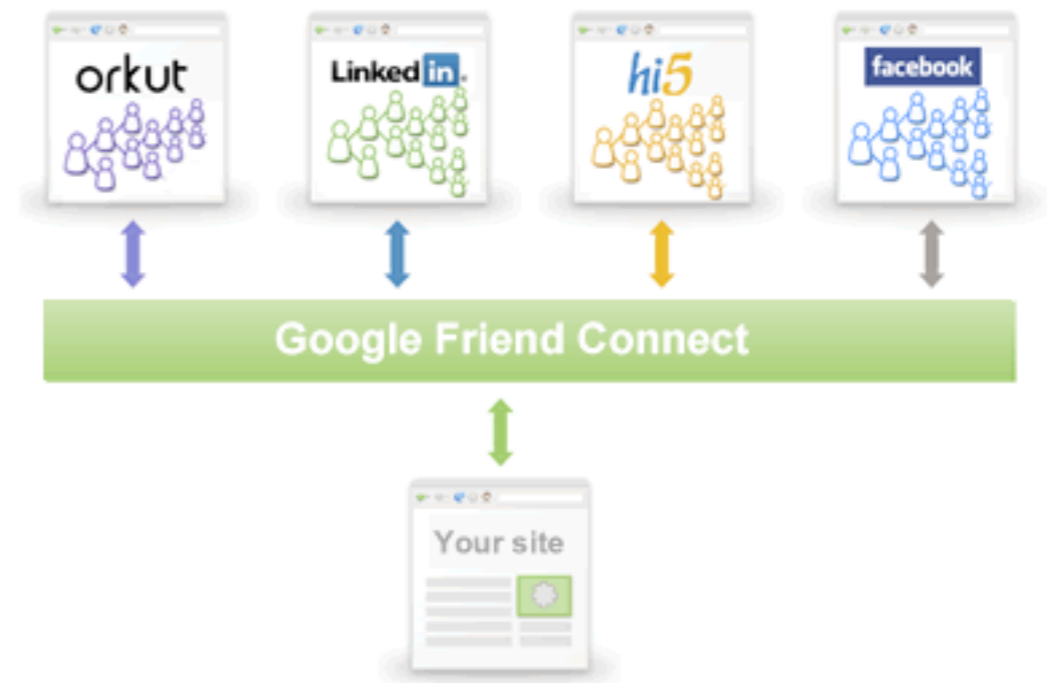
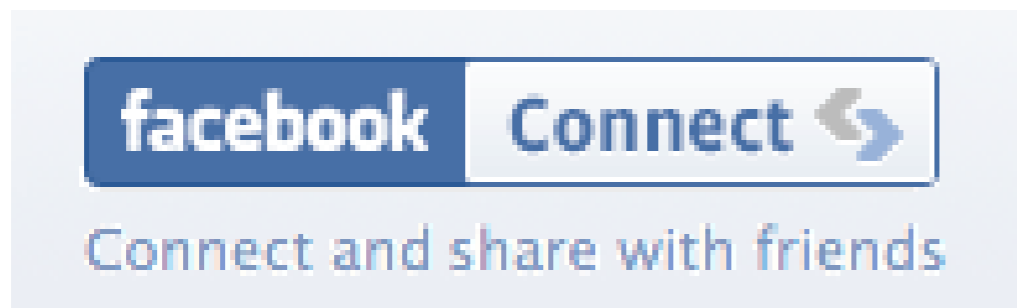
Options for social blogs and wikis





Use a social software suite or a service





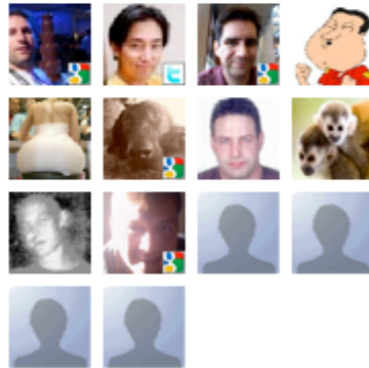
Hook into an existing social network



Site members

[Join](#) or [Sign in](#)

Members (14)



[Join and connect with others!](#)

Google Friend Connect

Search

Links

- [Dave Johnson](#)

Feeds

- [All](#)

Google Friend Connect wall/comments Gadget added

I just added replace the Roller comment macro in this blog with the Google Friend Connect Wall Gadget. I gave it scope of PAGE, so it should associate comments with each post. Let's see if it's working...

[« Installing Google...](#) | [Main](#)

Comments (5)

Want to contribute?

[Join](#) or [Sign In](#)

-  I am writing a story about OpenSocial and Google Friend Connect. Is this comment login thing working... [More »](#)
[Ken Nishimura](#) 3/9
-  How's comment tree?
[Ken Nishimura](#) 3/9
-  Testing, testing. Would love the ability to edit comments in Roller. Need to find some time to do th... [More »](#)
[Matt Raible](#) 2/18
-  hmm... Seems to be working, not sure whether it's an improvement on the standard roller comments pag... [More »](#)
[EdD](#) 2/18
-  Not particularly impressed with the comment Gadget. I wonder how hard it would be to write a replace... [More »](#)
[snoopdave](#) 2/17
-  Commenting on the post about comments. I wonder why the comment area is so small. Also, why is there... [More »](#)
[snoopdave](#) 2/17



There are other options...





Apache Shindig* is...

* incubating



Reference Implementation of OpenSocial



Open Source!
and in the

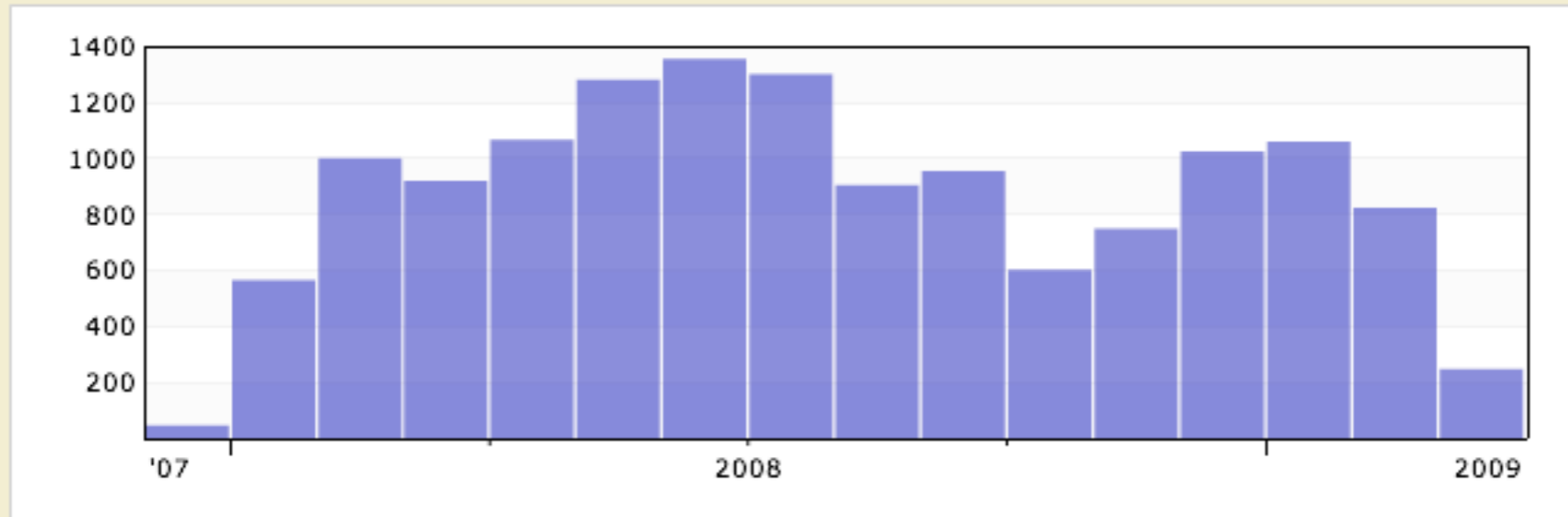


Summary of "shindig" Messages

Search for: [?](#)

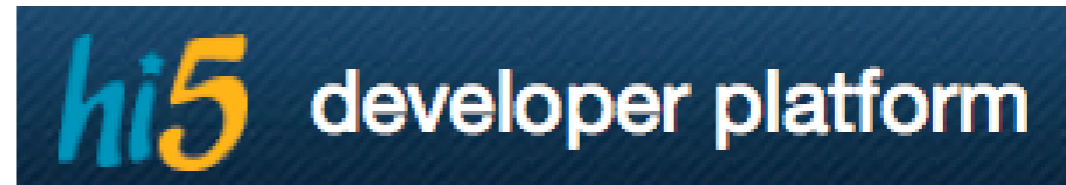
Searching **1 list** and **13,885 messages**. First list started in **December 2007**. There is **1 active list**, recently accumulating **5 messages per day**. You can browse [recent emails](#).

Traffic (messages per month):



Active and growing!





In production



Apache Shindig* provides...

* incubating



Google Gadgets server with all Features

*in Java and PHP



OpenSocial JavaScript container implementation

* in JavaScript. Duh!



OpenSocial data server implementation with stub interfaces

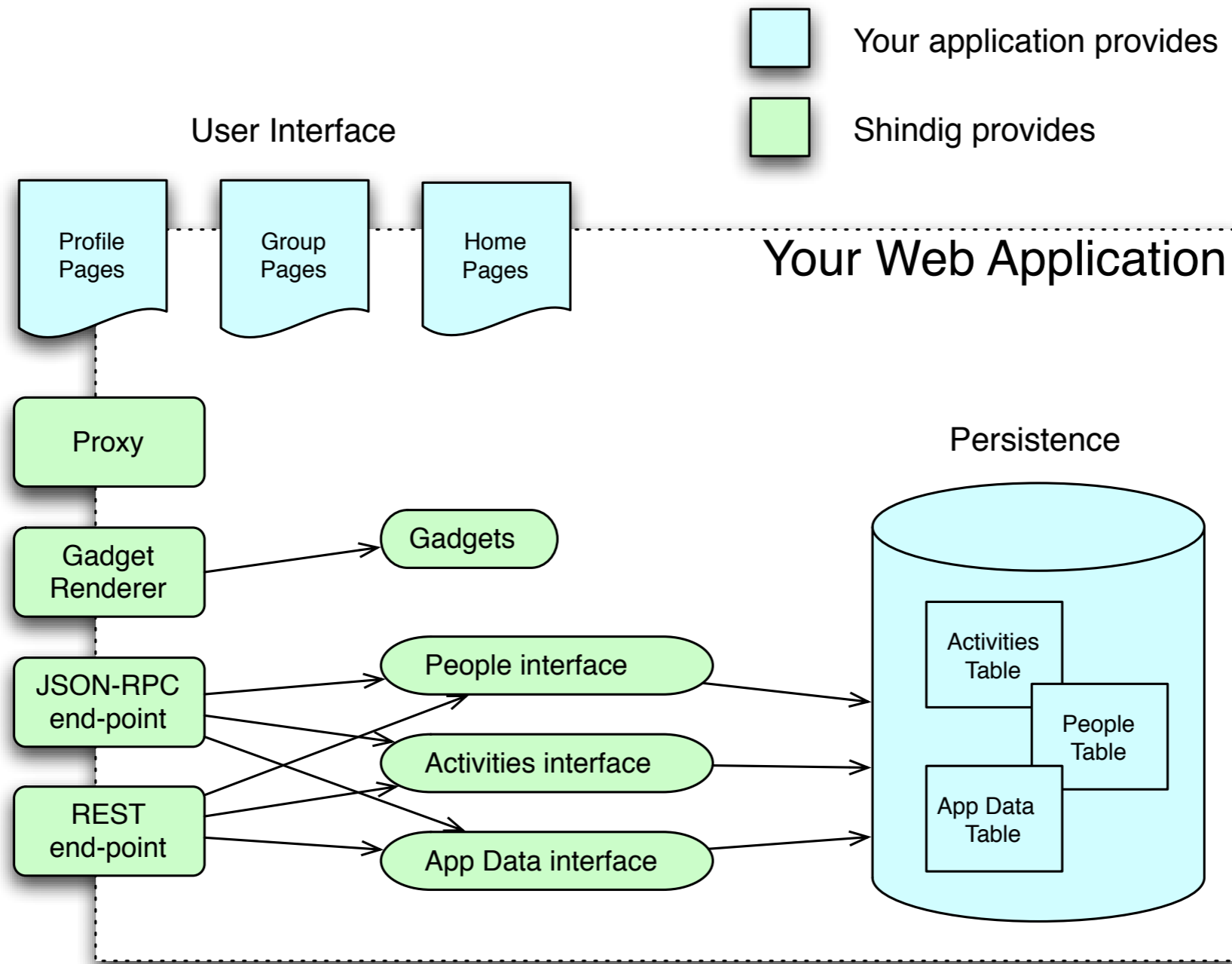
*in Java and PHP



**Shindig is not a
complete solution**



Who provides what



Integrating Shindig into your blog or wiki



Why integrate Shindig?

- You want social features like
 - Profile Pages
 - Friending
 - Activities
- And / or you want Gadgets



But, this is not so easy ...



How to integrate

- Easy:
 - Add Shindig Servlets & Filters
 - Add Shindig Container to pages
- Not so easy:
 - Add user interface for friending, groups, etc.
 - Add social data to your application
 - Implement security tokens, OAuth, etc.



There's a better way...



Social blogs & wikis with Project SocialSite



SocialSite is...



SocialSite is...



A centralized Social Graph Server

- Persistent Social Graph
- Headless except for Admin Console



Web services

- Full support for all OpenSocial APIs
- Extensions for comprehensive Social Graph access

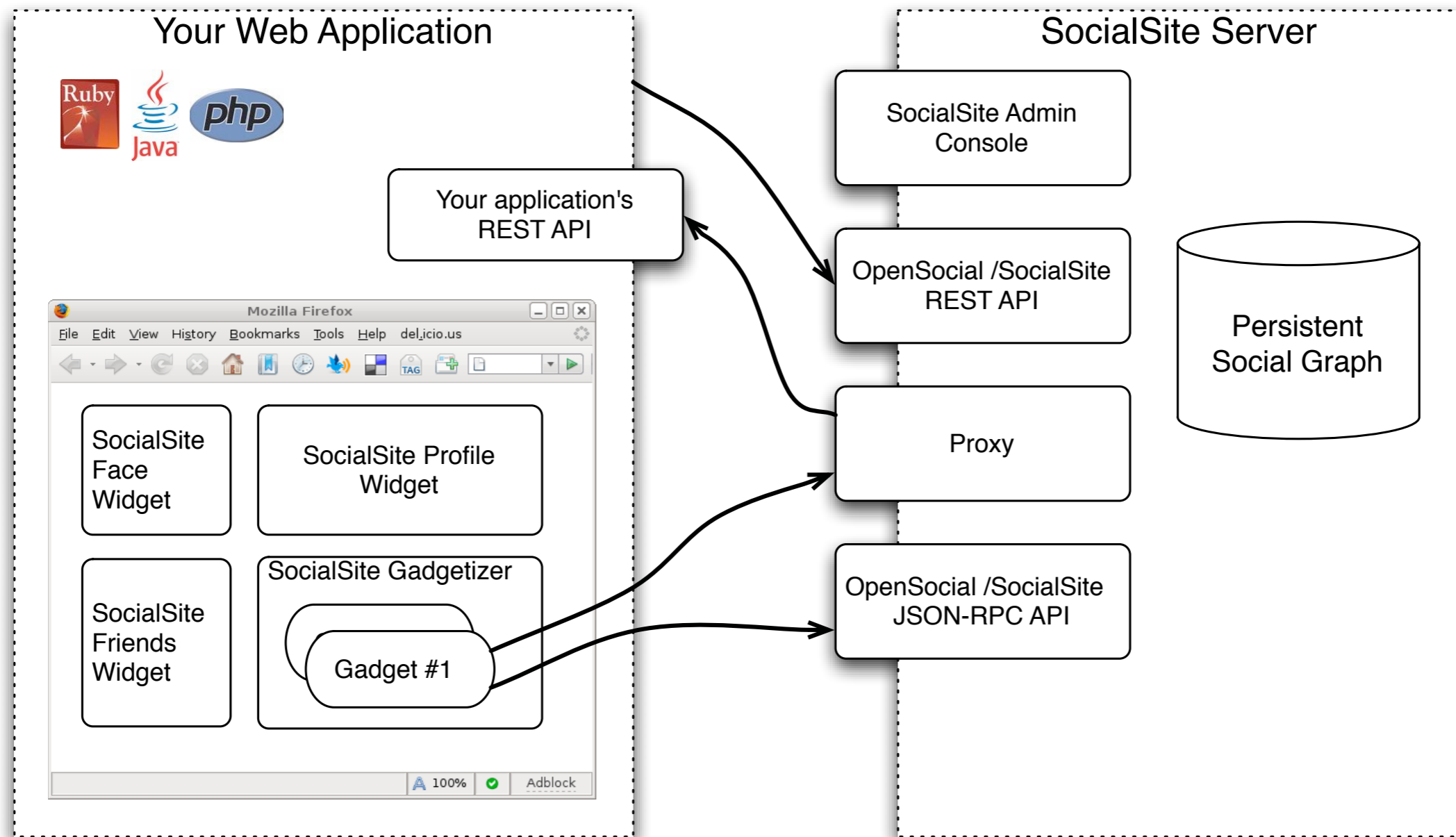


A set of Gadgets

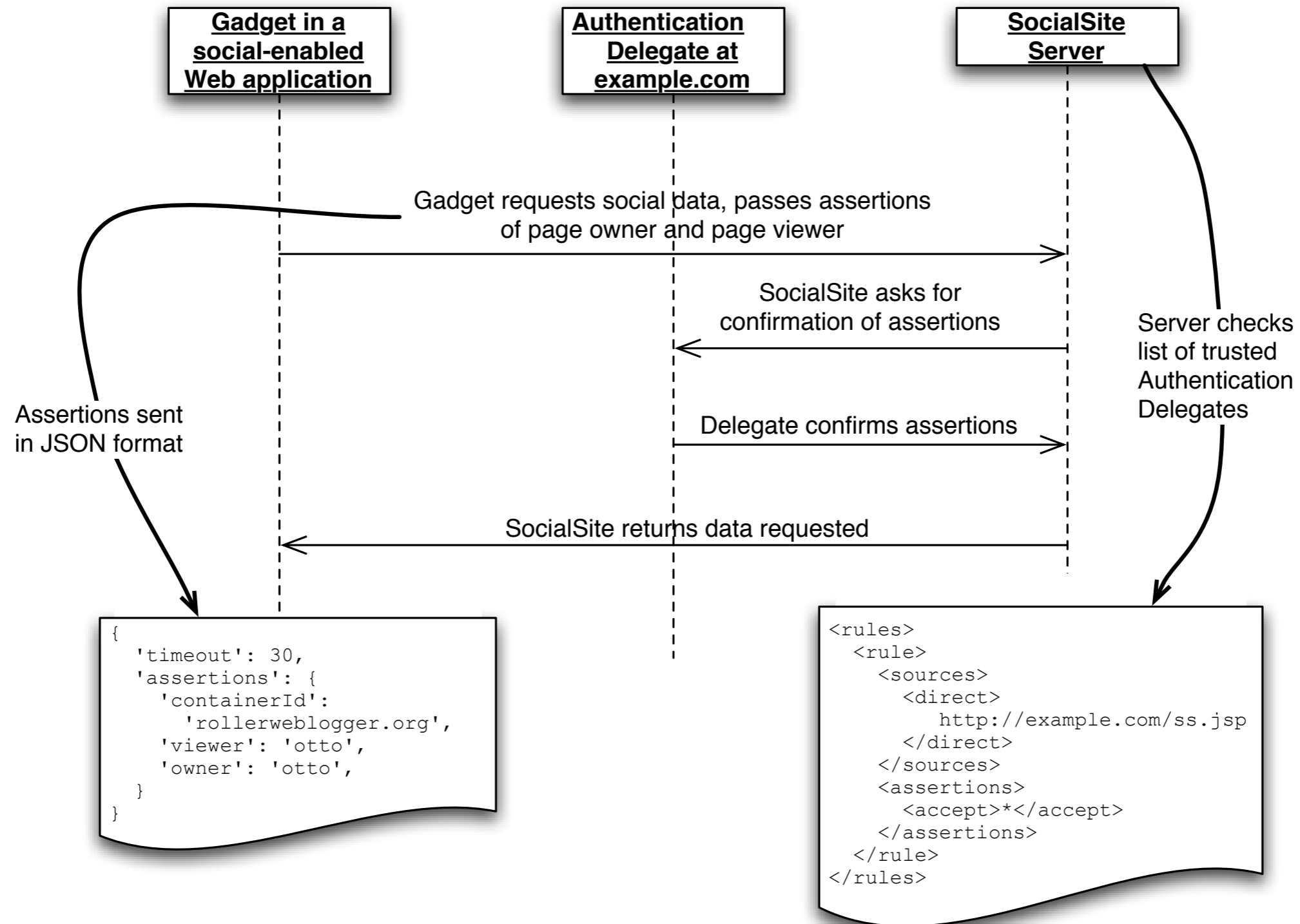
- Complete Social Networking UI in OpenSocial Gadget form
- Profile, Profile Editor, Groups, Friends, Dashboard and more



SocialSite architecture



Authentication Delegation



How to use SocialSite

- Install SocialSite server on Tomcat, Glassfish, etc.
- Create Authentication Delegate page
- Configure Authentication Delegate page
- Add SocialSite Context and Gadgets to the pages of your web application
- Create Gadgets to interact with your application



Demo...

- Steps to setup SocialSite and include Gadgets in pages of a Roller blog



Social Roller & JSP Wiki



Social Blogs & Wikis

- Social Dashboard in Blog server
- Personal Profile pages within Blog server
- Group Profile pages within Wiki server
- Posting of activities for blog posts

For more details and screenshots: http://rollerweblogger.org/roller/entry/socialsite_on_rollerwebloggerorg



Demo...

- Social features in Roller
 - Dashboard with friending, messages, etc.
 - Profile page with variety of gadgets
- Social features in JSPWiki
 - Group profile page



Social Roller: an Open Social Application

- An example OpenSocial Application
- Can be installed into a Profile in Roller
- Posts an Activity for each blog you post
- Uses OAuth for all authentication

For more details and source code:

http://rollerweblogger.org/roller/entry/oauth_everywhere

http://rollerweblogger.org/roller/entry/oauth_everywhere_continued

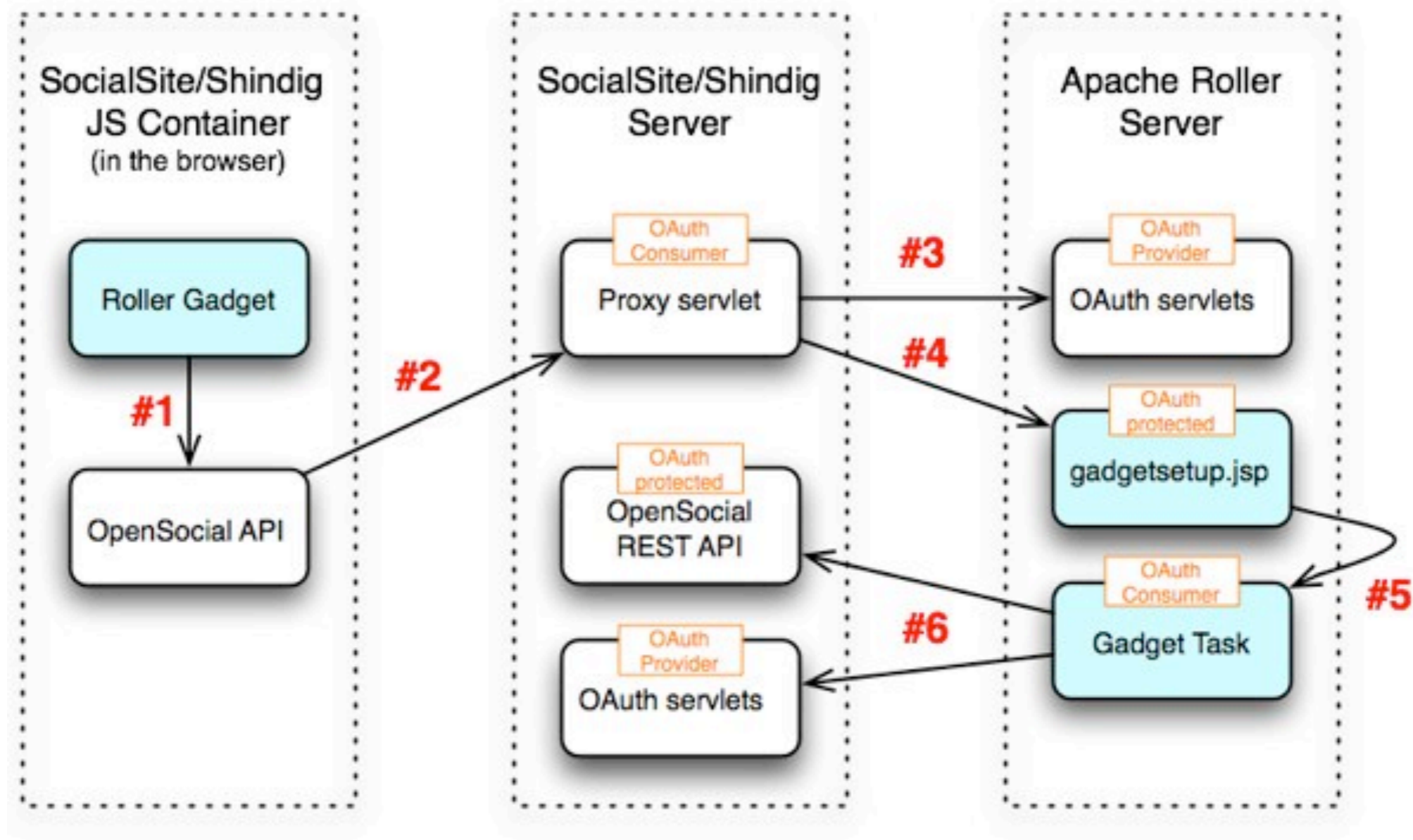


Social Roller's two parts

- An Open Social Gadget that allows you to authorize the App to post to your Profile
- A Roller Task that uses the OpenSocial REST API to post activities



Social Roller & OAuth



Demo...

- Create a simple Gadget
- Register it for use
- Install it via Gadget directory



Summary

- The web is going social, your site can too
- OpenSocial provides a standard API
- Options for social blogs and wikis:
 - Suite or hosted service
 - Friend Connect
 - Shindig & SocialSite

