



The middleware problem: a tale of abstraction

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Hello





Code less. Create more. Deploy everywhere.



Code less



tick



Create more



damn, tick



Deploy everywhere?



Dario



Middleware











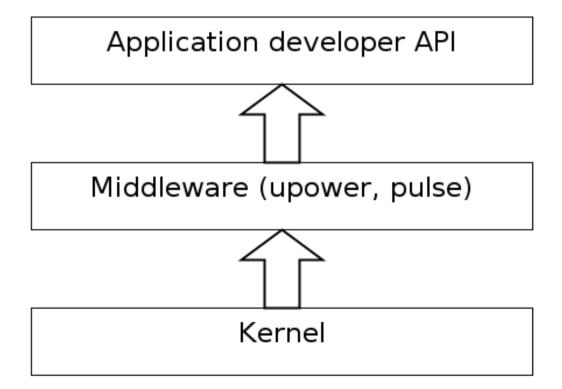
Why?



Platform

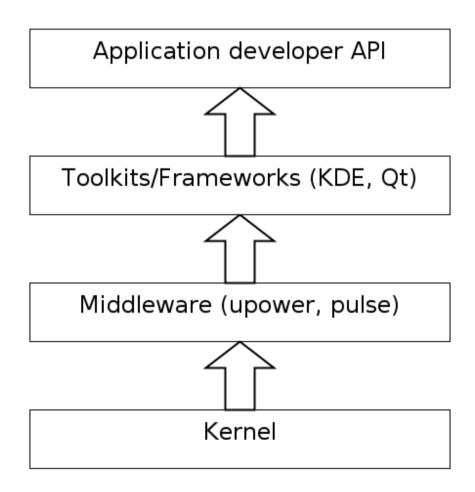


Developers

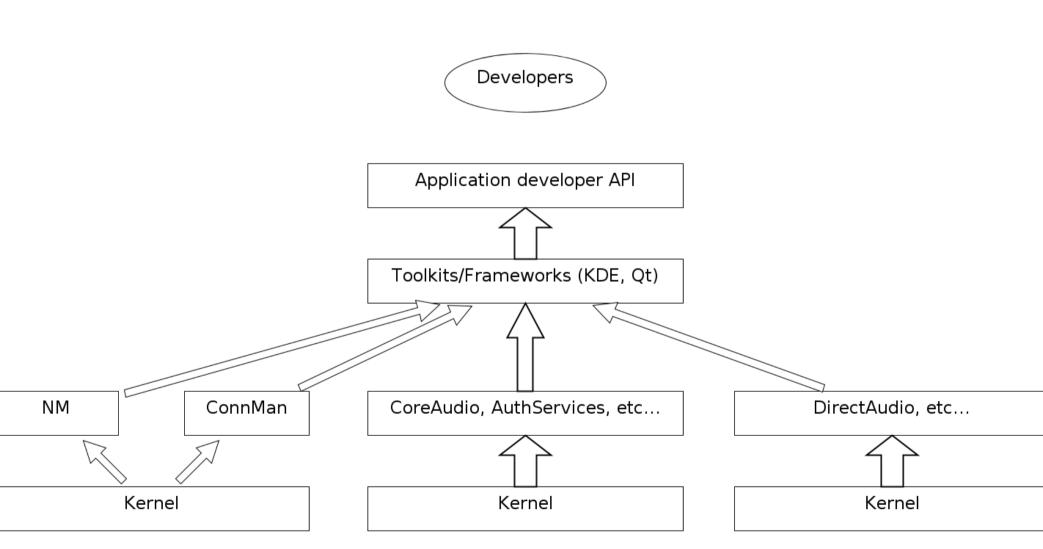




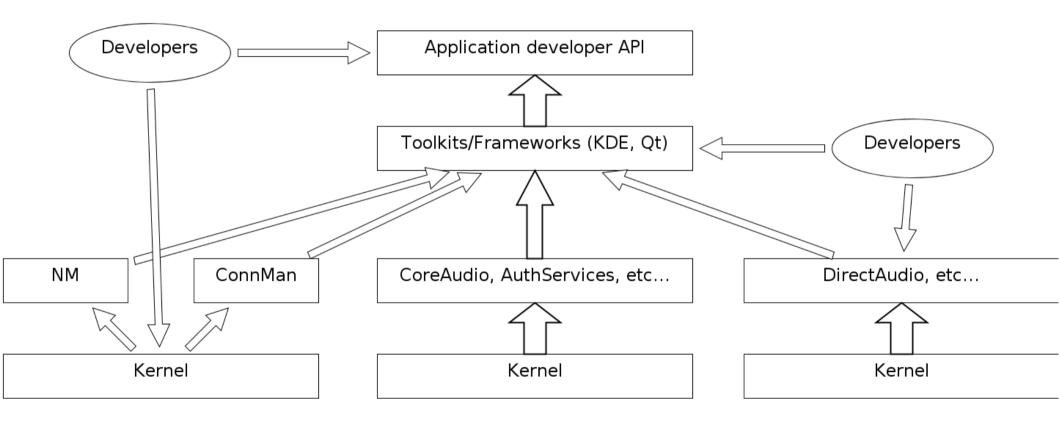
Developers













Complicated



Different developers



Different developers Needs



play("cat.wav");



create(const ObjectPtr & source, Format format, quint64 amount, double rate, bool flush, bool intermediate, quint64 duration, bool eos);



Results?



A single API does not fit



Can't I just use the lower layer?



Platform



Give choice



Give choice Do not force



Solutions?



KAuth





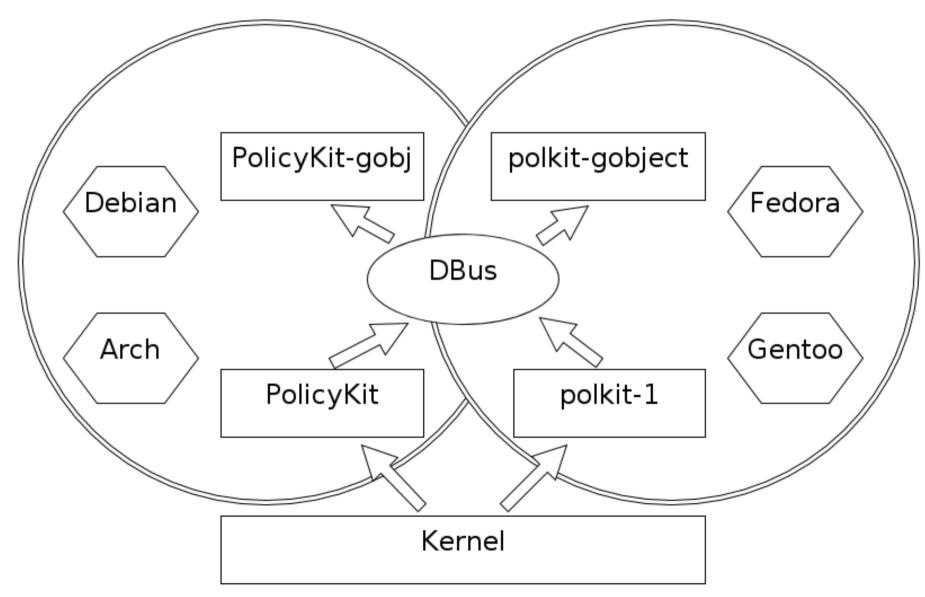


Framework



The problem







What about developers?



Support new framework



Support new framework Lose compatibility



Support old framework



Support old framework

Rewrite code later, lose compatibility



Using Qt?







Support both



High-level API



KAuth::Action action("my.own.action");

action.execute("my.own");



Easy to use



Tailored around a specific use case



Insufficient for developing clients

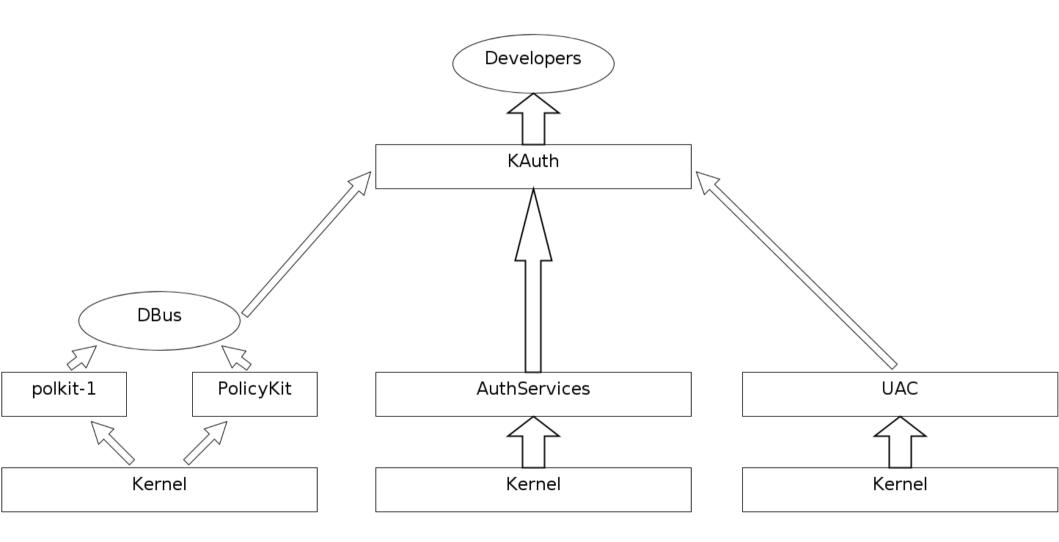


A high level API shouldn't make sense for that

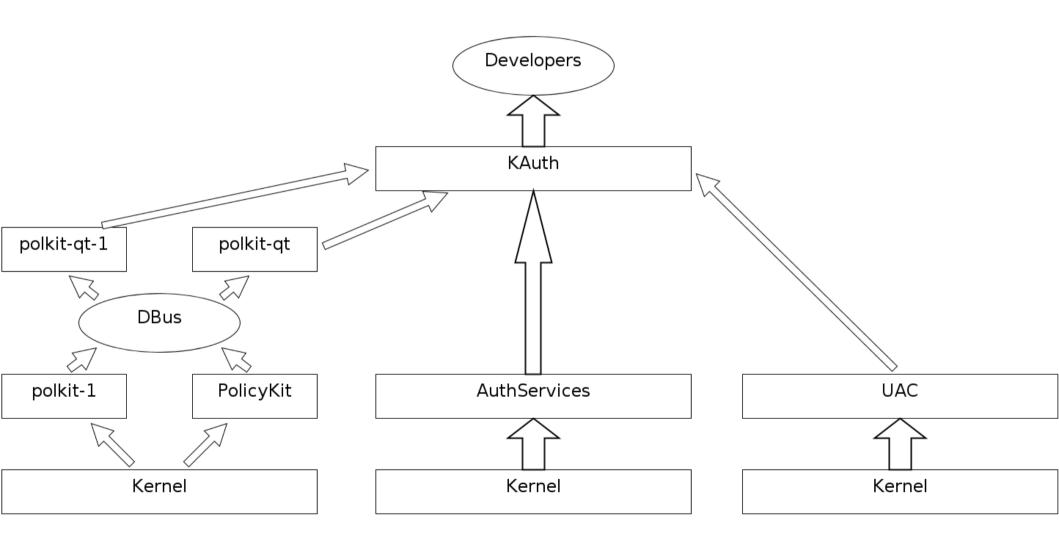


Bind twice

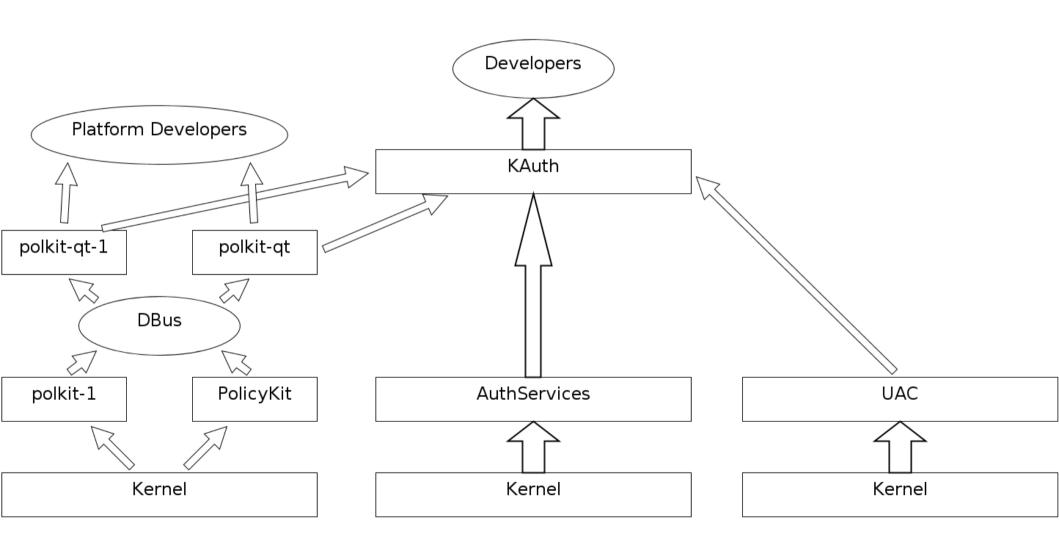














Client libraries

Qt bindings



Not needed on all platforms



Cannot be abstracted



Platform developers don't want abstraction



Platform developers don't want need abstraction



Useful for high-level APIs



Reduce fragmentation

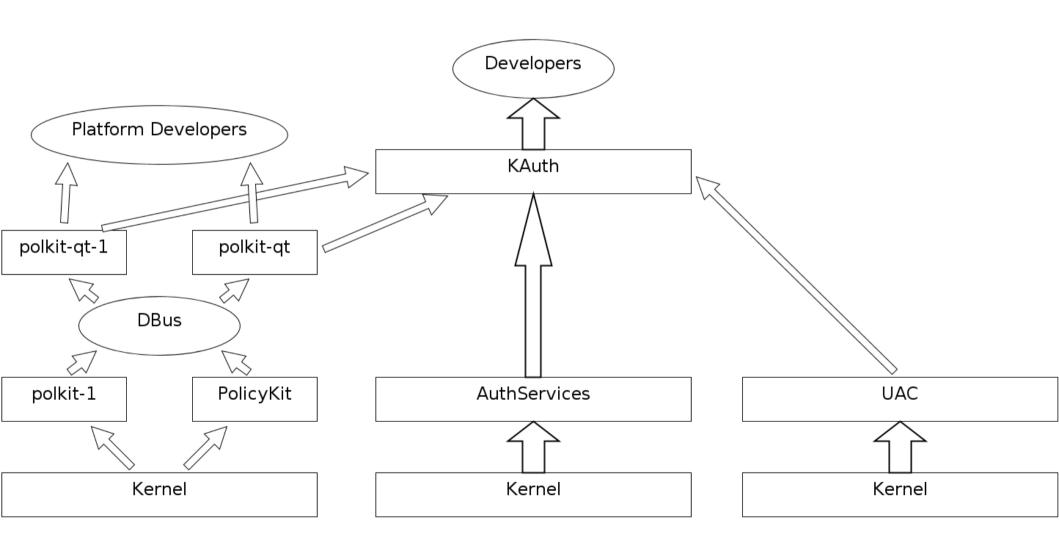


No need to be familiar with different toolkits

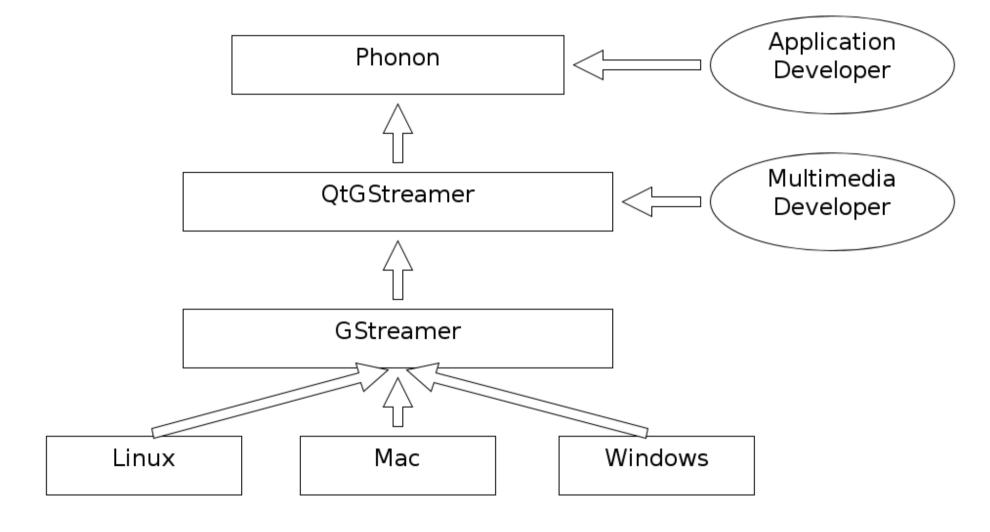


Improve teamwork





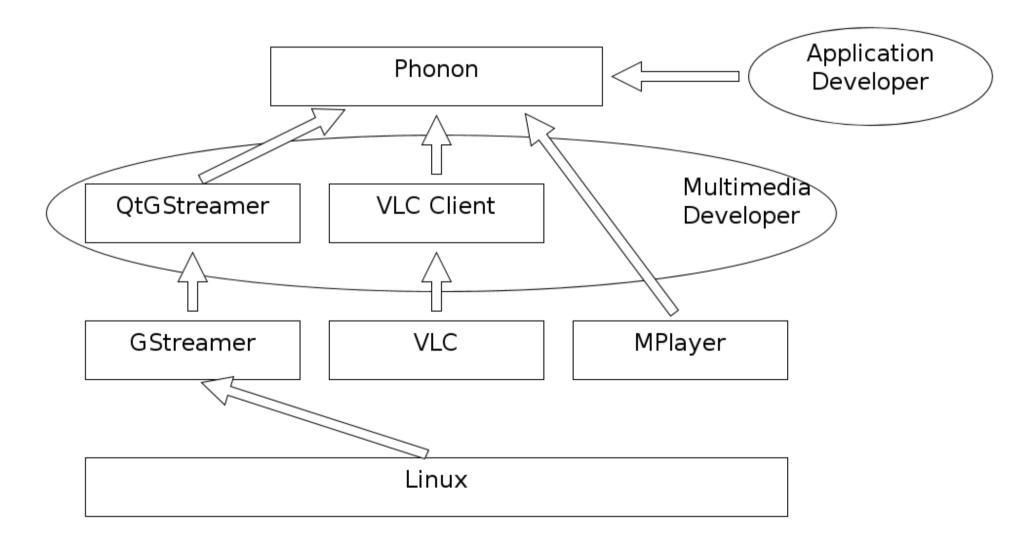






Empower developers







Give more choice



Simplify



Qt as a platform



Qt <u>IS</u> a platform





Code less. Create more. Deploy everywhere.



Deploy everywhere?



tick



but



It's not always convenient



Deploy everywhere, Support all that's needed



Thanks!

Dario Freddi

Questions?

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