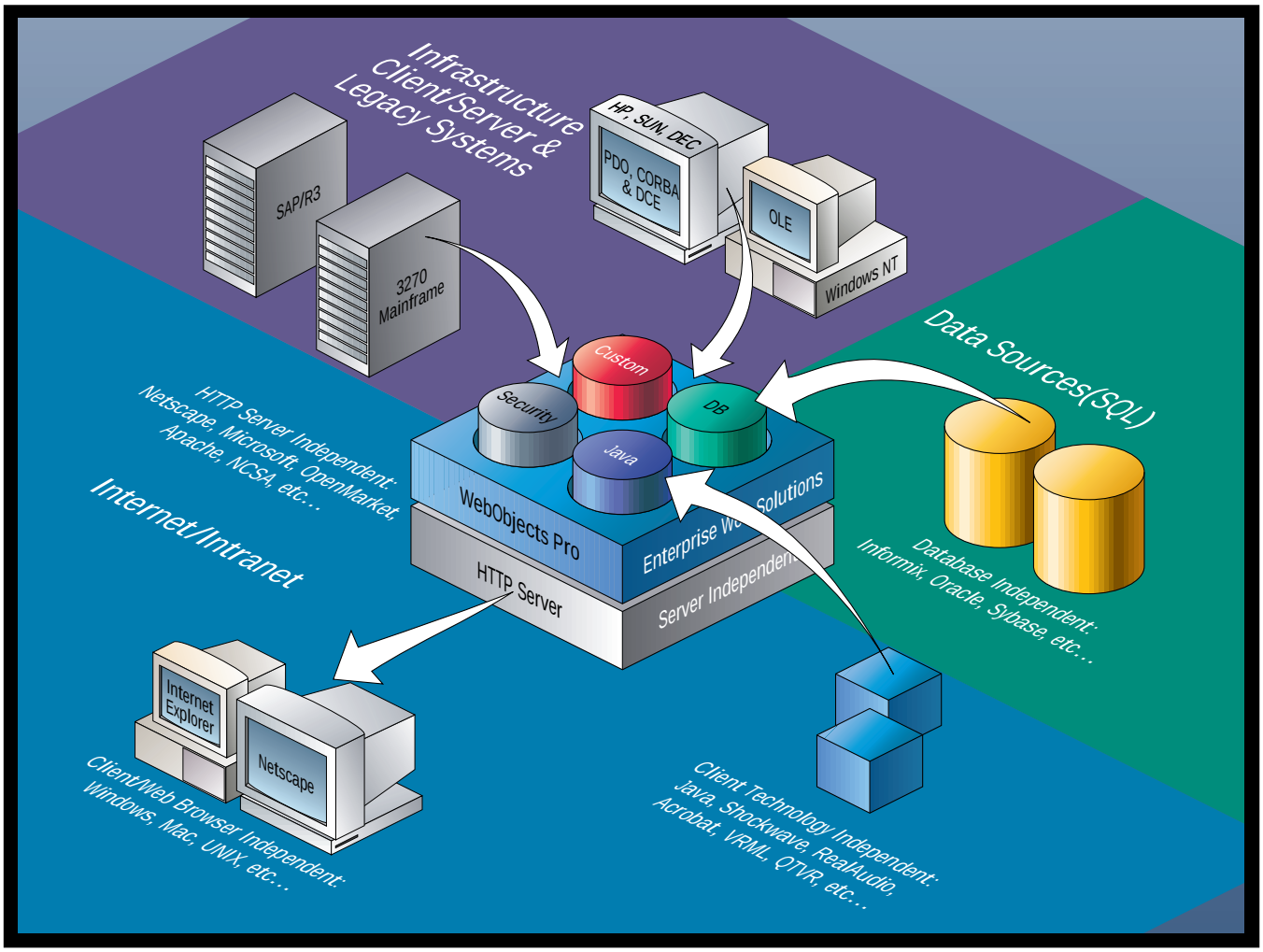
WEBOBJECTS *Enterprise Web Solutions*



WebObjects—a server based development environment for rapidly creating dynamic applications for the World Wide Web.

Designed for organizations who need to leverage their existing computing resources into highly scalable applications, WebObjects is the only solution for the Web that gives you access to your corporate data, while dynamically leveraging your business infrastructure.

Companies are racing for solutions to leverage the ubiquity of the Web and publish more than static information to the masses, by deploying interactive and dynamic applications suited to the individual. The Web makes it easier to achieve this high scalability in number of users. However, making the information dynamic requires an adequate back-end infrastructure. WebObjects™ is a powerful solution that uses a flexible distributed architecture which will scale up along with the growing number of hits to your Web site.

WebObjects contains development tools to build components for your application logic, as well as a set of reusable components to manage the rendering of your application. Those components reside on your enterprise server alongside any HTTP server and can be accessed by any Web browser. Scripting language support for handling pre-built graphical components and Java applets helps you rapidly develop complex applications. Scripting applications with WebObjects is simple enough for both programmers and non-programmers—a Webmaster skilled in PERL, or a COBOL programmer in your MIS organization, can use it immediately.

What's unique about WebObjects is the ability to share the logic of your Web application and your data with other internal applications. It means that you are not required to maintain a dedicated database or write specific application code for your Web application. If you're already running an application on a mainframe or UNIX server, and your data is stored on an Sybase or Oracle database, WebObjects can easily and safely make your computing resources accessible to anyone with Web access. Furthermore, the ability to dynamically publish, and present the data allows you to deliver a more successful solution to the Web.

FEATURES AND BENEFITS

Supports Java	WebObjects™ supports the creation of Web applications containing Java applets. These applets can be downloaded and executed on the end-user machines. You can use any Java applets available on the market to speed up your development cycle. And WebObjects will support JavaScript in the near future.
Works with any browser	Applications developed with WebObjects work with any Web browser, such as those from Netscape, Spry, Microsoft, and NCSA. Browsers are available on all popular operating systems, including Windows, Mac, Motif, Unix, and OS/2; these free you from any operating system dependencies, and make it possible for you to deploy your applications to anybody who owns a browser—either on your internal network(Intranet), or externally on the Internet.
Works with any HTTP server	WebObjects works with any HTTP server product available on the market that provides a CGI or NSAPI interface, this includes servers from Netscape, Microsoft, OpenMarket and Apache among others. WebObjects runs on your enterprise server on machines running Windows NT, Solaris, HP/UX, Digital Unix, and MachOS, and connect via adaptors to the HTTP server. (located either on the same machine or on a different machine).
Handles multiple databases and data sources simultaneously	WebObjects allows you to access any popular database such as ORACLE, Sybase, Informix, or DB/2 without having to write any database-specific code. Not only are you not tied to a particular database, but your Web application can display information coming from different databases, all on the same page. In addition you can access resources of other applications based on SAP R/3, MVS, OS/400 environments or distributed computing services such as DCE, CORBA, PDO, and OLE. This independence from the data source makes it possible to use your existing data infrastructure.
Automatically dispatches server requests (load balancing)	A single WebObjects application can run as different processes on different machines, with the adaptors on the HTTP server distributing the requests across the different processes. As the number of requests to be handled increases, extra machines can easily be added to balance the load and provide fault tolerance. This scalability protects your investment in WebObjects, whatever the access to your Web site will be in the future.
Separates the application logic from the representation layer	WebObjects separates your application into three tiers: the Web graphical presentation layer, the business logic, and the data access. This partitioning allows you to share a piece of application logic or data with your internal Windows-based client/server applications. Your corporation can take advantage of the power of enterprise-wide, dynamic Web applications while continuing to make use of the existing business infrastructure.
Includes security mechanisms	WebObjects supports security standards such as SSL and SHTTP. WebObjects leverages any security systems included with popular HTTP servers, such as the Commerce Server from Netscape. WebObjects includes built-in mechanisms to handle user authentication in the inherently multi-user environment of the Web. Furthermore, WebObjects can operate in environments that use firewalls to block all unauthorized requests to machines on the network. WebObjects offers you the all the necessary safety and reliability to conduct your business over the Web.
Comes with pre-built page rendering components	WebObjects delivers a set of graphical components including a calendar. A header, a footer and even a page can be reused as components of another page. Any HTML code can be packaged and reused as a component in any other Web page. Reusable components provided by NeXT, developed by yourself, or available on the Web from third-party developers, will dramatically accelerate development of dynamic Web pages.
Scripting language	WebObjects comes with WebScript™ today, and will support JavaScript in the near future. The scripting language helps you manipulate WebObjects components and hides the complexity of programming with CGI and PERL. It makes programming WebObjects quick and easy for any Webmasters or member of your MIS organization.
Open architecture	WebObjects is based on an open and flexible architecture, so you can integrate new scripting languages, page rendering technology, APIs, and so forth, into your existing solution as they emerge the future. WebObjects will help you protect your investment in the future—just as it does today by integrating existing Perl-based applications.
A family of products	WebObjects is available as three different solutions: WebObjects, to rapidly create stand-alone dynamic Web applications; WebObjects Pro,™ for extra scalability and performance; and WebObjects Enterprise,™ to connect your Web application to your corporate database. Download WebObjects today from http://www.next.com/WebObjects.

PRODUCT DETAILS

WebObjects, WebObjects Pro, WebObjects Enterprise
Release 1.0

Supported Platforms
Windows NT, HP-UX, Solaris, Digital Unix, NEXTSTEP

Supported HTTP Servers:
Any HTTP server with CGI or NSAPI interface

Database Support
Informix, Oracle, Sybase and DB/2

For additional information visit http://www.next.com or call 1-800-TRY-NeXT.
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