

CONTENTS

INTRODUCTION

XIX

PART I: XMPP PROTOCOL AND ARCHITECTURE

CHAPTER 1: GETTING TO KNOW XMPP	3
What Is XMPP?	4
A Brief History of XMPP	5
The XMPP Network	6
Servers	6
Clients	7
Components	7
Plug-ins	8
XMPP Addressing	8
XMPP Stanzas	9
Common Attributes	10
Presence Stanzas	11
Message Stanzas	13
IQ Stanzas	15
Error Stanzas	17
The Connection Life Cycle	18
Connection	18
Stream Set Up	19
Authentication	20
Disconnection	20
Summary	20
CHAPTER 2: DESIGNING XMPP APPLICATIONS	23
Learning from Others	24
XMPP versus HTTP	27
Advantages of XMPP	28
Disadvantages of XMPP	29
Bridging XMPP and the Web	30
Long Polling	30
Managing the Connection	31
Making JavaScript Speak XMPP	32

Making XMPP Applications	33
The Browser Platform	33
Basic Infrastructure	33
Protocol Design	34
Summary	36

PART II: THE APPLICATIONS

CHAPTER 3: SAYING HELLO: THE FIRST APPLICATION **39**

Application Preview	40
Hello Design	40
Preparing the Way	41
jQuery and jQuery UI	42
Strophe	42
fXHR	43
XMPP Accounts	43
Starting Your First Application	43
User Interface	43
Application Code	45
Making Connections	47
The Connection Life Cycle	47
Creating a Connection	48
Connecting Hello	49
Running the Application	53
Creating Stanzas	53
Strophe Builders	54
Saying Hello	56
Handling Events	57
Adding and Removing Handlers	57
Stanza Matching	57
Stanza Handler Functions	58
Handling Responses in Hello	59
More Hellos	62
Summary	62

CHAPTER 4: EXPLORING THE XMPP PROTOCOL: A DEBUGGING CONSOLE **63**

Application Preview	64
Peek Design	64

Building the Console	65
User Interface	66
Displaying Traffic	68
Making XML Pretty	71
Dealing with XML Input	74
Making Input Easier	76
Exploring XMPP	81
Controlling Presence	81
Probing Versions	81
Dealing with Errors	82
Better Debugging	85
Summary	85
CHAPTER 5: MICROBLOGGING IN REAL TIME: AN IDENTICA CLIENT	87
<hr/>	
Application Preview	88
Arthur Design	88
Microblogging with Identica	89
Creating Your Account	90
Turning on XMPP	90
Building Arthur	90
Getting Started	91
Receiving Messages	93
XHTML-IM	94
Adding XHTML-IM to Arthur	95
Sending Messages	96
Offline Messages	97
Creating a Better Microblogger	101
Summary	102
CHAPTER 6: TALKING WITH FRIENDS: ONE-ON-ONE CHAT	103
<hr/>	
Application Preview	104
Gab Design	104
Presence	105
Messages	105
Chat Area	105
Roster Area	106
Making the Interface	106

Building the Roster	109
Requesting Rosters	111
Handling IQs	113
Updating Presence Status	114
Adding New Contacts	116
Responding to Roster Changes	117
Dealing with Subscription Requests	119
Building the Chats	122
Working with Tabs	122
Creating New Chats	123
Sending Messages	124
Best Practices for Instant Messaging	127
Understanding Message Routing	127
Addressing Messages Better	127
Adding Activity Notifications	130
Understanding Chat States	130
Sending Notifications	131
Receiving Notifications	132
Final Touches	133
Gabbing More	143
Summary	143

**CHAPTER 7: EXPLORING SERVICES: SERVICE DISCOVERY
AND BROWSING** **145**

Application Preview	146
Dig Design	146
Finding Information	147
Disco#info Queries	147
Disco#items Queries	148
Disco Nodes	149
Creating Dig	149
Initial Disco Queries	153
Browsing the Disco Tree	155
Digging into Services	160
Finding a Proxy Server	161
Discovering Features	162
Looking for a Chat	162
Discovering More	163
Summary	163

CHAPTER 8: GROUP CHATTING: A MULTI-USER CHAT CLIENT	165
Application Preview	166
Groupie Design	167
Public Speaking	167
Group Chat Services	167
Entering and Leaving a Room	168
Sending and Receiving Messages	171
Anonymity	171
Creating Rooms	172
Understanding Roles and Affiliations	173
Building the Interface	175
Joining the Room	179
Dealing with Presence and Messages	183
Handling Room Messages	183
Tracking Presence Changes	185
Chat History	186
Keeping It Private	187
Describing Actions	190
Managing the Room	191
Changing Topics	191
Dealing with Troublemakers	192
Recruiting Help	194
Improving Groupie	201
Summary	201
CHAPTER 9: PUBLISHING AND SUBSCRIBING: A SHARED SKETCH PAD INTRODUCTION	203
SketchCast Preview	204
SketchCast Design	205
Everything Is Pubsub	205
Presenter's Flow	205
Audience's Flow	206
Filling Out Forms	206
What Is The Data Forms Extension?	206
Form Elements, Fields, and Types	207
Standardized Form Fields	210

Working with Pubsub Nodes	211
Creating Nodes	211
Configuring Nodes	213
Pubsub Events	215
Publishing to a Node	215
Subscribing and Unsubscribing	216
Retrieving Subscriptions	218
Retrieving Items	219
Subscription Management	221
Broadcasting Sketches Using Pubsub	222
Building the Interface	222
Sketching with Canvas	225
Logging In and Making Nodes	228
Publishing and Receiving Sketch Events	234
Summary	249
CHAPTER 10: WRITING WITH FRIENDS: A COLLABORATIVE TEXT EDITOR	251
<hr/>	
Application Preview	252
NetPad Design	252
Operational Transformation	253
Basic Principles	253
Details of the Algorithm	255
Implementation	256
Extending the XMPP Protocol	267
Ignoring the Unknown	267
XML Namespaces	268
Extended Elements	268
Extended Attributes	270
Contributing Extensions	271
Designing the Protocol	271
Testing for Support	272
Requesting and Controlling Sessions	272
Editing Operations	273
Building the Editor	274
The Initial Skeleton	274
Starting Editing Sessions	278
Chatting About Work	284
Making Edits	287
Expanding NetPad	298
Summary	298

CHAPTER 11: PLAYING GAMES: HEAD TO HEAD TIC-TAC-TOE	299
Application Preview	300
Toetem Design	301
Designing the Game Protocol	302
Keeping Track of Users	303
Managing Players	304
Managing Games	305
Playing and Watching the Game	308
Getting Started on Toetem	311
Implementing Sessions and the Waiting List	317
Referee Version One	317
Toetem Client Version One	322
Implementing Game Management	325
Referee Version Two	325
Toetem Client Version Two	334
Implementing the Game Logic	338
The Tic-Tac-Toe Library	338
Referee Version Three	343
Toetem Client Version Three	345
Making the Game More Fun	372
Summary	373

PART III: ADVANCED TOPICS

CHAPTER 12: GETTING ATTACHED: BOOTSTRAPPING BOSH	377
Session Attachment	378
The Mechanics of Sessions	378
Use Cases	379
Automatic Logins with Session Attachment	380
Creating the Django Project	381
Summary	385
CHAPTER 13: DEPLOYING XMPP APPLICATIONS	387
Growing Horizontally	387
Multiple Connection Managers	388
Clustering XMPP Servers	391
Spreading Out Components	392
Federating Internally	393
Becoming a Server	393

Growing Vertically	394
Reducing Latency	394
Minimizing XML Serialization	397
Optimizing DOM Operations	398
Summary	399
CHAPTER 14: WRITING STROPHE PLUG-INS	401
<hr/>	
Using Plug-ins	402
Loading Plug-ins	402
Accessing Plug-in Functionality	402
Building Plug-ins	403
Creating a Roster Plug-in	404
Storing Contacts	405
Getting and Maintaining the Roster	407
Manipulating the Roster	411
Taking the Plug-in for a Spin	412
Improving the Roster Plug-in	417
Summary	417
Appendix A: Getting Started with jQuery	419
Appendix B: Setting Up a BOSH Connection Manager	429
INDEX	441