

TRACK 3: CLIENT/SERVER
Session 300

**PREPARING YOUR ORGANIZATION
FOR COMPOSER-BASED
APPLICATIONS**

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TIER Corporation

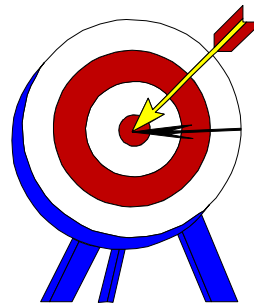
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Agenda Topics

- Change Imperatives
- Client/Server: A Reality Check
- Organizational Readiness
- Technical Readiness
- Staff Readiness
- IEF/Composer™ Readiness
- Keys to Success & “Watchouts”
- Wrap-Up, Questions and (hopefully) Answers

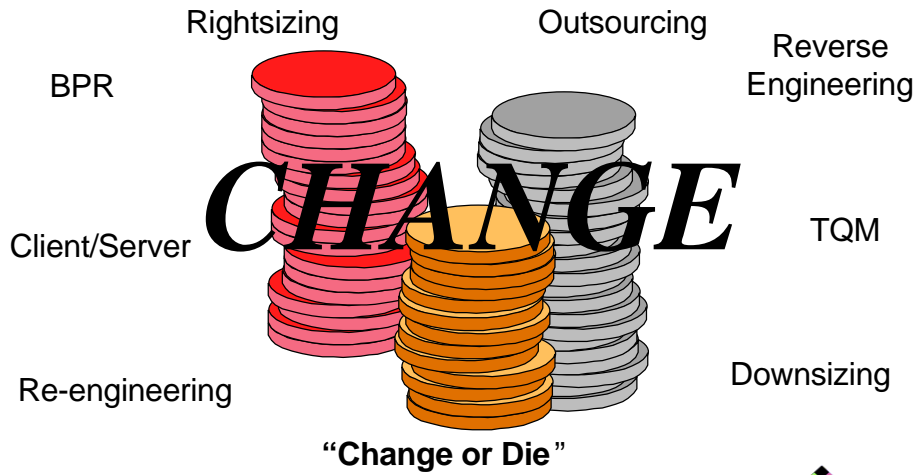


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Change Imperatives



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Change Imperatives

Competition

- Worldwide
- Start-ups
- Buy-outs, mergers
- Diversified lines of business
- Unstable economy
- Quick to market product development



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Change Imperatives

Customers

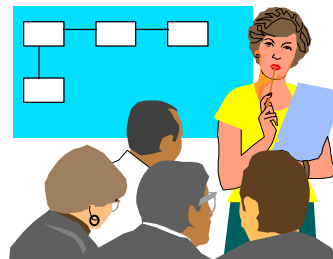
- Global
- More intelligent
- More powerful (competitive marketplace)
- Very Demanding
- IT has major role in business



Change Imperatives

Workforce

- Highly educated
- Highly trained
- Very technical
- Accustomed to change
- Portable
- Temporary



Why Client/Server ?

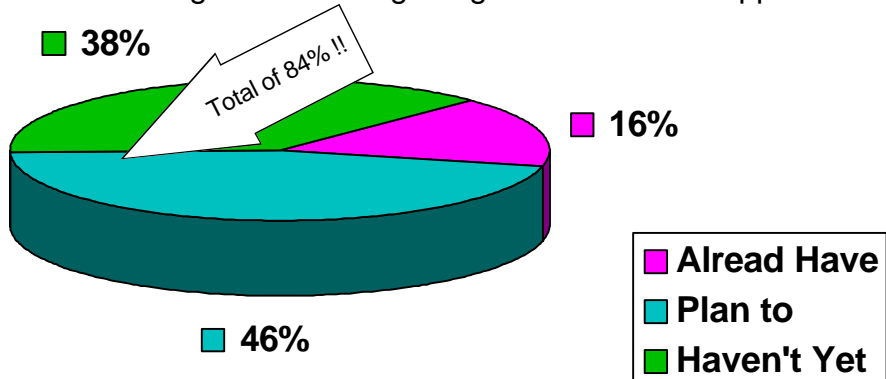
“For the third year in a row, client/server technology was the information technology of greatest interest to senior I/S executives in North America, according to a survey by Computer Sciences Corp. (CSC) of Waltham, Mass. Network integration and electronic data interchange ranked second and third, respectively, in a survey of 640 of North America’s largest corporations. CASE technology did not fare well - it fell to 21st place this year from 11th place last year and 3rd place the year before.”

Application Development Trends (12/95) --



What’s All the Fuss About ?

Percent of Organizations Migrating to Client/Server Applications



ComputerWorld (1/96)

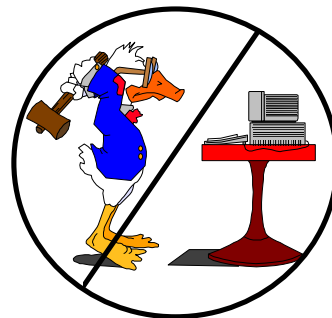


Client/Server: A Reality Check



Client/Server: A Reality Check

- The GUI front-end is often a very familiar (and friendly) interface with both end-users and developers
- Integrated systems developed in a familiar, easy-to-use environment will result in higher productivity and efficiency of use



Client/Server: A Reality Check

When Does Client/Server Make Sense ?

STRENGTH	WEAKNESS
Graphical presentation	Complex or long update transactions
Access to data	Distributed transaction update
Single record update	Very large database support on servers
Download and analyze	
Application and end user tool integration	



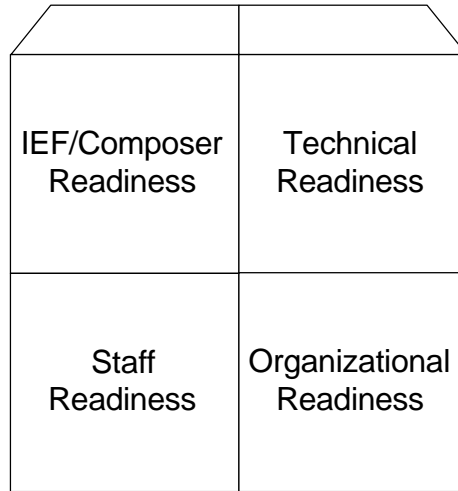
Client/Server: A Reality Check

Application Development Risk

- Information Retrieval
- Information Analysis
- Image and Graphic Presentation
- Simple (Single Table) Transaction Update
- Multimedia Presentation
- Multi-Table Transaction Update
- Long Transaction Update
- Distributed Database Update



The “basic” Building Blocks of Composer-based Development



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Organizational Readiness



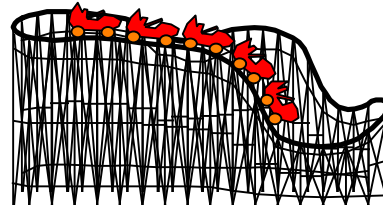
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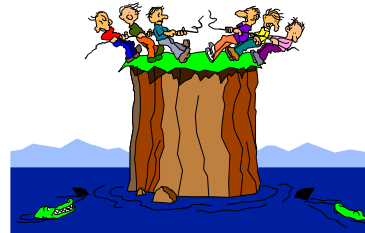
Organizational Readiness

- Sponsorship
- Business objective
- Governance
- Talent; Team Composition
- Legacy system support
- Money, money and more money !



Organizational Readiness

- Identify requirements
- Analyze both internal and external impacts
- Identify barriers to change
- Need for greater coordination between internal support
- Encourage technology “pull” not “push”



Staff Readiness



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Staff Readiness

- ✓ Development staff expertise
- ✓ PC literacy
- ✓ LAN knowledge
- ✓ IEF vs. Composer differences
- ✓ Windows/GUI literacy
- ✓ Availability of outside expertise



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Staff Readiness

- ✓ Support staff experience
- ✓ Programming languages
- ✓ DBMS languages
- ✓ Communications knowledge
- ✓ GUI exposure

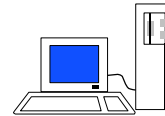
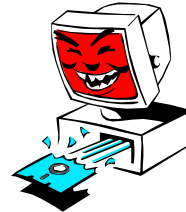
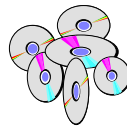
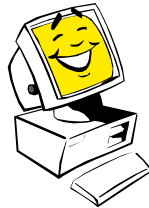


Staff Readiness

- ✓ Staff Development
 - ✓ GUI fundamentals
 - ✓ LAN technologies
 - ✓ PC's
 - ✓ Alternate DBMS (UNIX, Sybase)
- ✓ User training with PC-based, GUI systems
- ✓ Mainframe oriented



Technical Readiness

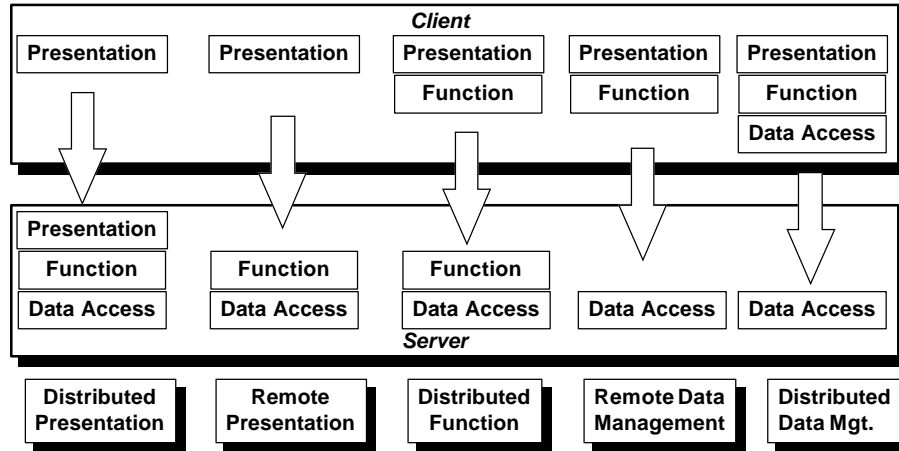


Technical Readiness

- x Technology shifts
 - ✓ decentralized
 - ✓ GUI/Visual interfaces
 - ✓ OO/component technology
- x Open technology
- x Workflow technology
- x Client/Server Architecture

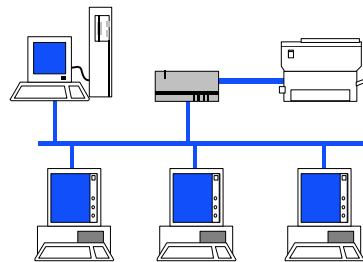


Technical Readiness: Client/Server Architectures



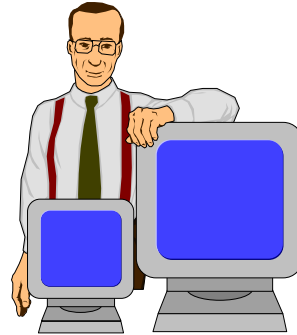
Technical Readiness

- x Define and setup the development environment
- x End-user and developer workstations should be similar
- x Size your WAN / LAN for application traffic and other services
- x Plan for growth !



Technical Readiness

- x Define a standard Workstation Architecture
- x Define and test your Network Architecture
- x Define a Backup & Recovery plan
- x Define the “suite” of supplemental business applications (Word, Excel)

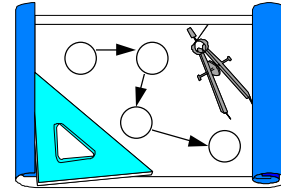


IEF/Composer™ Readiness



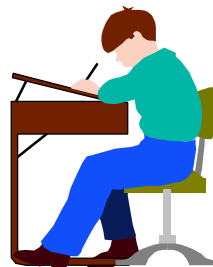
IEF/Composer™ Readiness

- Client/Server development supplements BPR efforts
- User task / workflow analysis
Decide whether to convert an existing application or redesign
- Model compatibilities & conversion requirements
- Split 3270 prads into presentation and data access layers



IEF/Composer™ Readiness

- Client Mgr. issues
- Communication
Architecture
- Model & toolset transition
guidelines
- Identify and analyze
reusable action blocks
(EPs, etc..)



IEF/Composer™ Readiness

Component Installations

Component	Client App.	IEF Client Mgr.	IEF Comm. Bridge	IEF Server Mgr.	Server App.
Workstation	✓	✓	✓		
Server			✓		
Host				✓	✓

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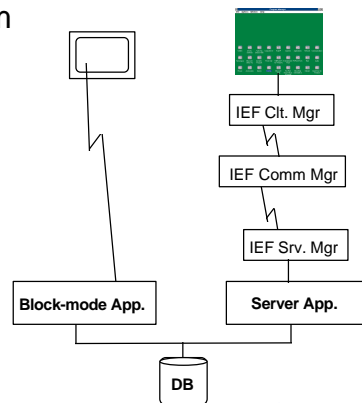
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IEF/Composer™ Readiness

“Quick steps” to a Client/Server System

- Create a separate business system
- Create the server procedure steps
- Xcopy block-mode PrADs
- Create client procedure steps
- Modify Dialog Flows
- Modify client PrADs
- Modify server PrADs
- Create client GUI
- Package, Gen & Install



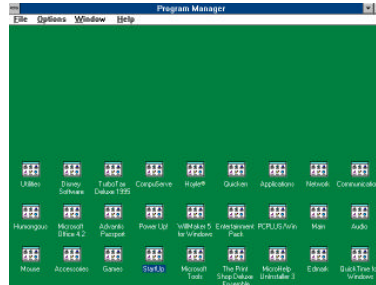
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IEF/Composer™ Readiness

- Three “basic” window users:
 - ✗ **Casual** - easy, self explanatory
 - ✗ **Power User** - keyboard accelerators, more fields
 - ✗ **High Volume** - minimal controls and mouse usage
- Define “classes” of windows
- Template design/usage
 - ✗ simple list, maintenance, list update

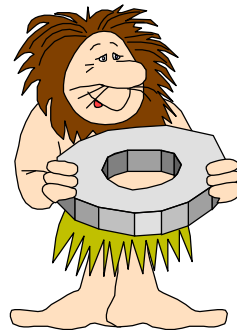


Keys To Success & “Watchouts”



Keys To Success & “Watchouts”

- ✓ Consider human/system ergonomics during design
- ✓ Security
- ✓ Deployment of Applications
- ✓ Versioning
- ✓ Development Standards
- ✓ Testing, testing, testing
- ✓ Consider performance issues during design



“Watchouts”

- ✓ Prototyping with GUI may require “mini” training courses on GUI controls
- ✓ Minimize number of new “toys”
- ✓ Data “versioning” / integrity
- ✓ Be consistent in the design
- ✓ The Permitted Values debate
- ✓ Don’t go overboard on GUI controls
- ✓ Minimize keyboard & mouse switching



“Watchouts”

- ✓ EBCDIC vs. ASCII differences
- ✓ OS/2 vs. Windows differences
- ✓ Standardized Fields
- ✓ 32K view limits
- ✓ Date Formats - use 12/31/4000 as max date field for compatibility with DB2, Oracle and Sybase.



Wrap-Up, Questions and (hopefully) Answers

