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What Zope did wrong (and what to do instead)

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Zope was an early web framework, and one of the first complete frameworks to include such things as persistence, security management and extensibility. It was an early open source adopter and was ar ahead of it's time. So why didn't it take over the world? Why didn't it even take over the Python world?

This presentation will look at the mistakes of Zope 2 and primarily Zope 3, and where we should head forward with Python web frameworks in the future.

Zope 2: The monolithic lock-in

- * Why is Zope 2 so monolithic?
- * No forward path from TTW development
- * Complexities galore, and the ever increasing learning-curve

Zope 3: Principles before practicality

- * How the momentum was lost
- * Unclear signals
- * Backwards, forwards or no compatibility?
- * Death by abstraction
- * Try to be all things to all people, and you will be nothing at all

The future:

- * How should the "perfect" web framework look

Talk length 30-60 minutes

Lennart Regebro has been using Python and Zope since 1999, and been a full time Zope developer since 2001, and a Zope contributor since 2002, and been one of the developers of Five, the piece that brings Zope3 technology into Zope2.

He has been a part of the design and development of three different zope-based content management systems, lastly at Nuxeo, where he helped design and develop the very successful CPS3 ECMS. He is now an independent developer in Paris, France.

Summary

A look on the mistakes of Zope2 and Zope3, and looking at how the perfect web framework should look.

Author: Mr REGEBRO, Lennart (Colliberty)

Presenter: Mr REGEBRO, Lennart (Colliberty)

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