

SharePoint Online (Beta) Solution Development Overview

SharePoint® Online is a cloud-based service, hosted by Microsoft, for businesses of all sizes. Instead of installing and deploying SharePoint Server on premises, any business can now simply subscribe to SharePoint Online to provide their employees with an enterprise grade solution to create sites to share documents and insights with colleagues, partners and customers.

The development features and patterns you use in developing for SharePoint Online are a robust, flexible subset of those available for developing for SharePoint 2010 on-premises.

There are three basic ways to customize SharePoint Online:

- Configuration using the browser
- Customization using SharePoint Designer 2010
- Developing solutions that contain custom code using Visual Studio 2010

Two developer features form the foundation of developing solutions that contain custom code:

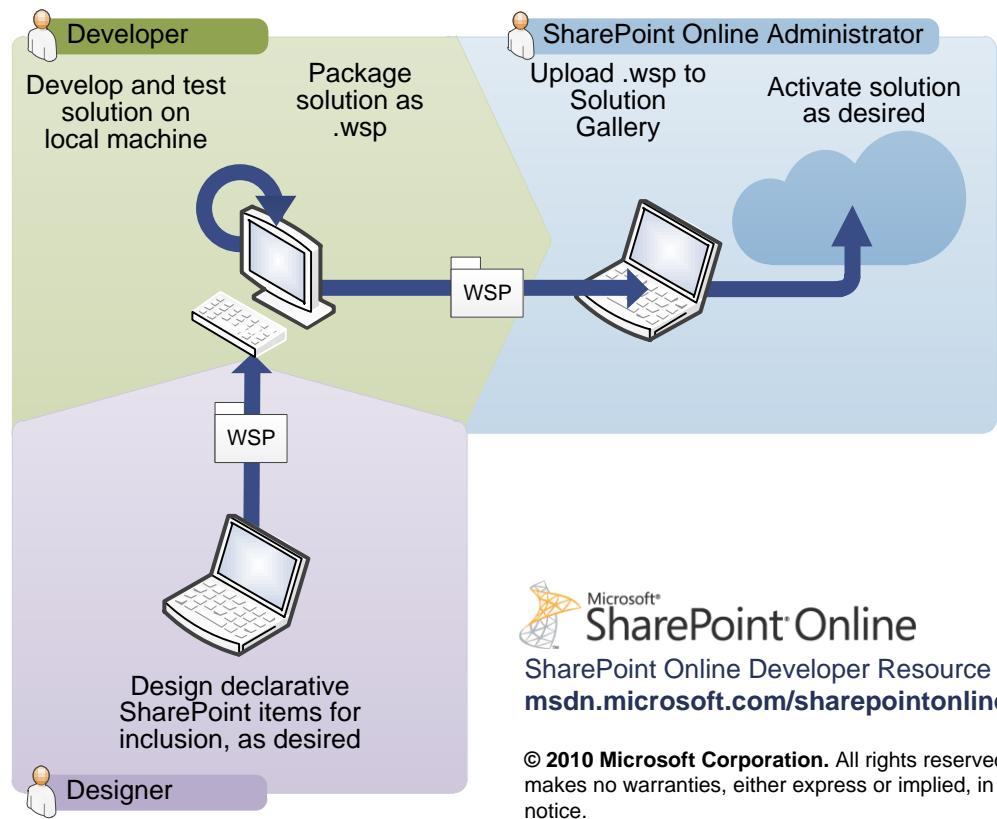
Sandboxed solutions

Sandboxed solutions provide a framework for developers to create, and for SharePoint Online administrators to upload and activate, custom code solutions to SharePoint Online. Sandboxed solutions run in an environment that has access to a core subset of the server object model.

Client object models

The Microsoft .NET Framework, Microsoft Silverlight®, and ECMAScript client object models provide remote access to SharePoint data and functionality. In addition, you can use client-side code to access the web services that SharePoint Online makes available, as well as external data sources.

Sandboxed Solutions



Sandboxed solutions enable SharePoint Online administrators to upload custom code solutions that use the server object model. Sandboxed solutions let you to bundle all the components that can be used to extend SharePoint Online into a single solution (.wsp) file, that you can enable or disable individually.

Sandboxed solutions differ from farm solutions in that:

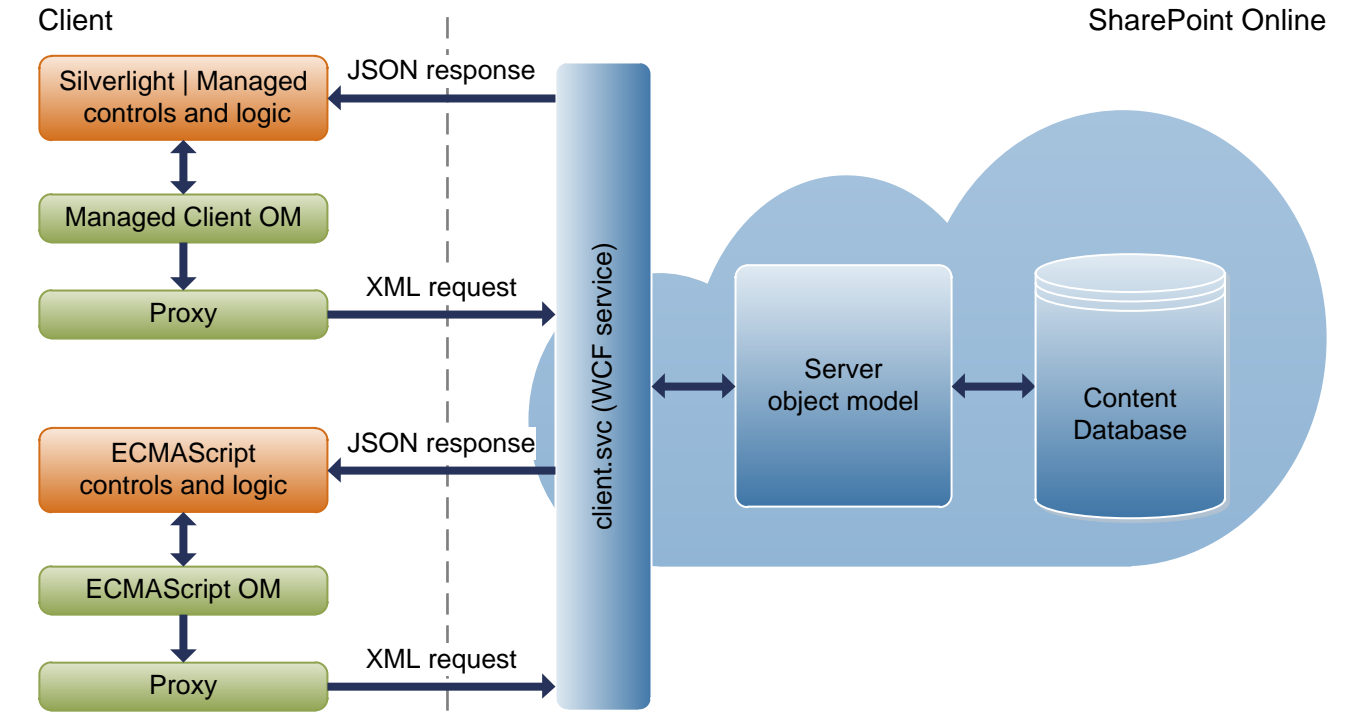
- They run in a separate process that has access to a core subset of the server object model
- They are deployed and run at the site-collection level, and are stored in a site collection-level solution gallery
- They are assigned a custom code access security (CAS) policy

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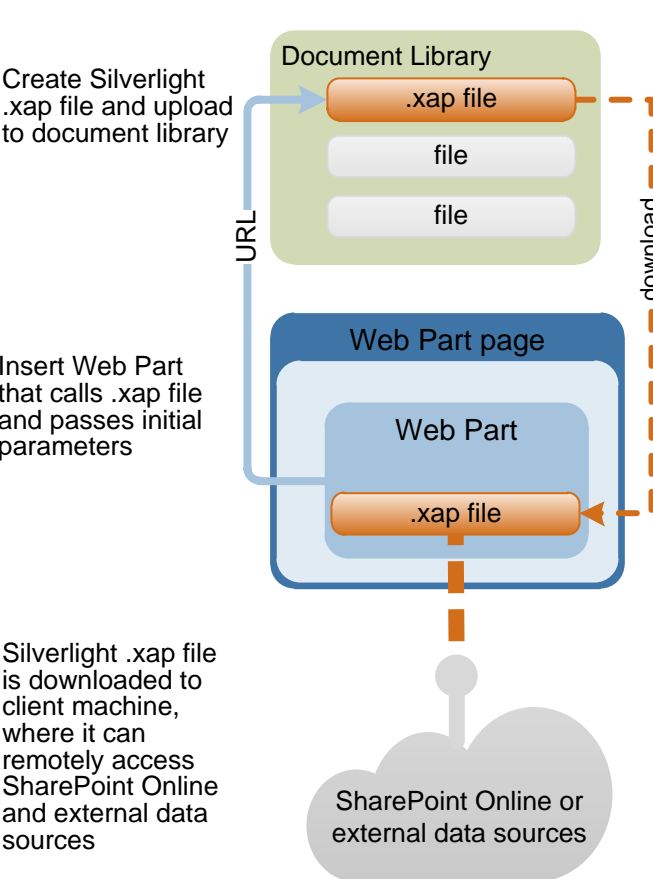


Client Object Models

The client object models are provided through proxy .js files and managed .dll files, which can be referenced in custom applications just as other object models. The object models are implemented as a WCF service, using web bindings for efficient request batching. Commands are serialized into XML and sent to the server in a single HTTP request. For every command, a corresponding server object model call is made, and the server returns a response in compacted JSON format, which the proxy parses and associates with appropriate objects.



Silverlight application development process



ECMAScript development process

