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(19) **United States**(12) **Patent Application Publication****Vetrivelkumaran et al.**(10) **Pub. No.: US 2005/0273766 A1**(43) **Pub. Date: Dec. 8, 2005**(54) **APPLICATION PROGRAM CACHING**(75) Inventors: **Vellore T. Vetrivelkumaran**, Redmond, WA (US); **Erik B. Olson**, Redmond, WA (US)

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(60) Provisional application No. 60/217,602, filed on Jul. 11, 2000.

Publication Classification(51) **Int. Cl.⁷ G06F 9/44**(52) **U.S. Cl. 717/131**(57) **ABSTRACT**

Application program caching and execution is disclosed. An application program component, which may constitute the only component of an application program, is cached by a computing device from an original computing device. The computing device executes the cached component in lieu of its execution by the original computing device. The computing device may be a client computing device, where the client device executes the cached component for itself. The computing device may also be a caching computing device, where the caching device executes the cached component for the client computing device.

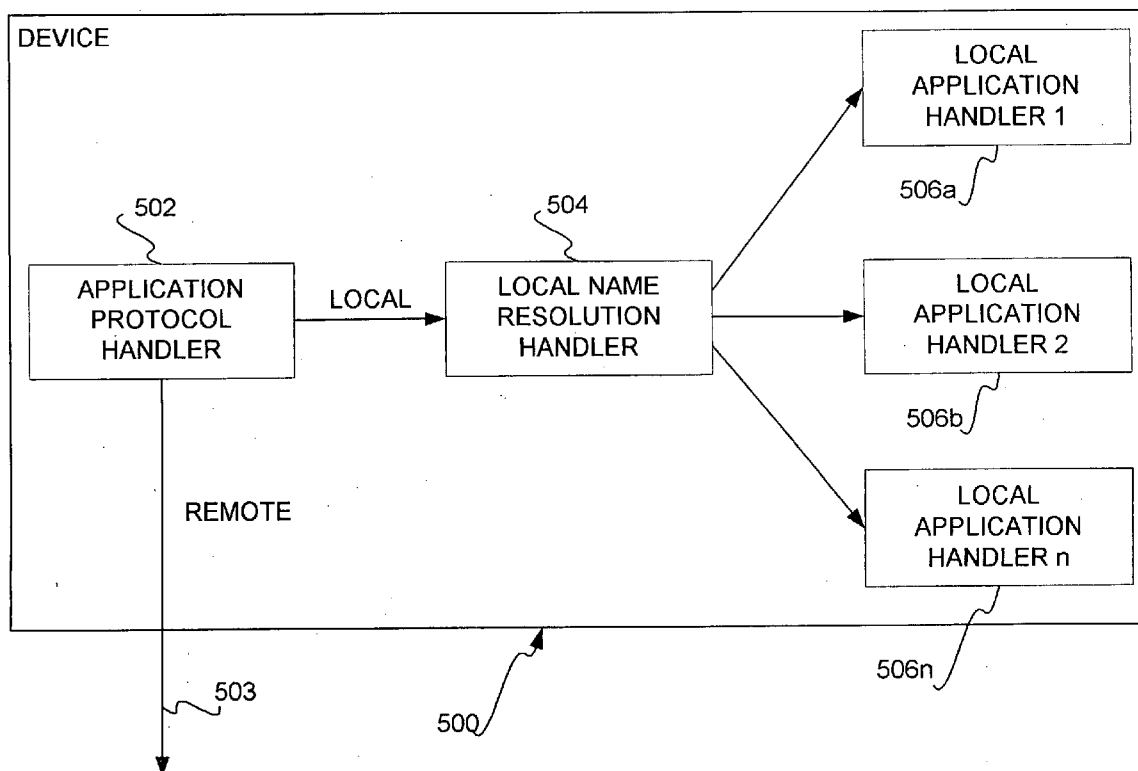


FIG 1

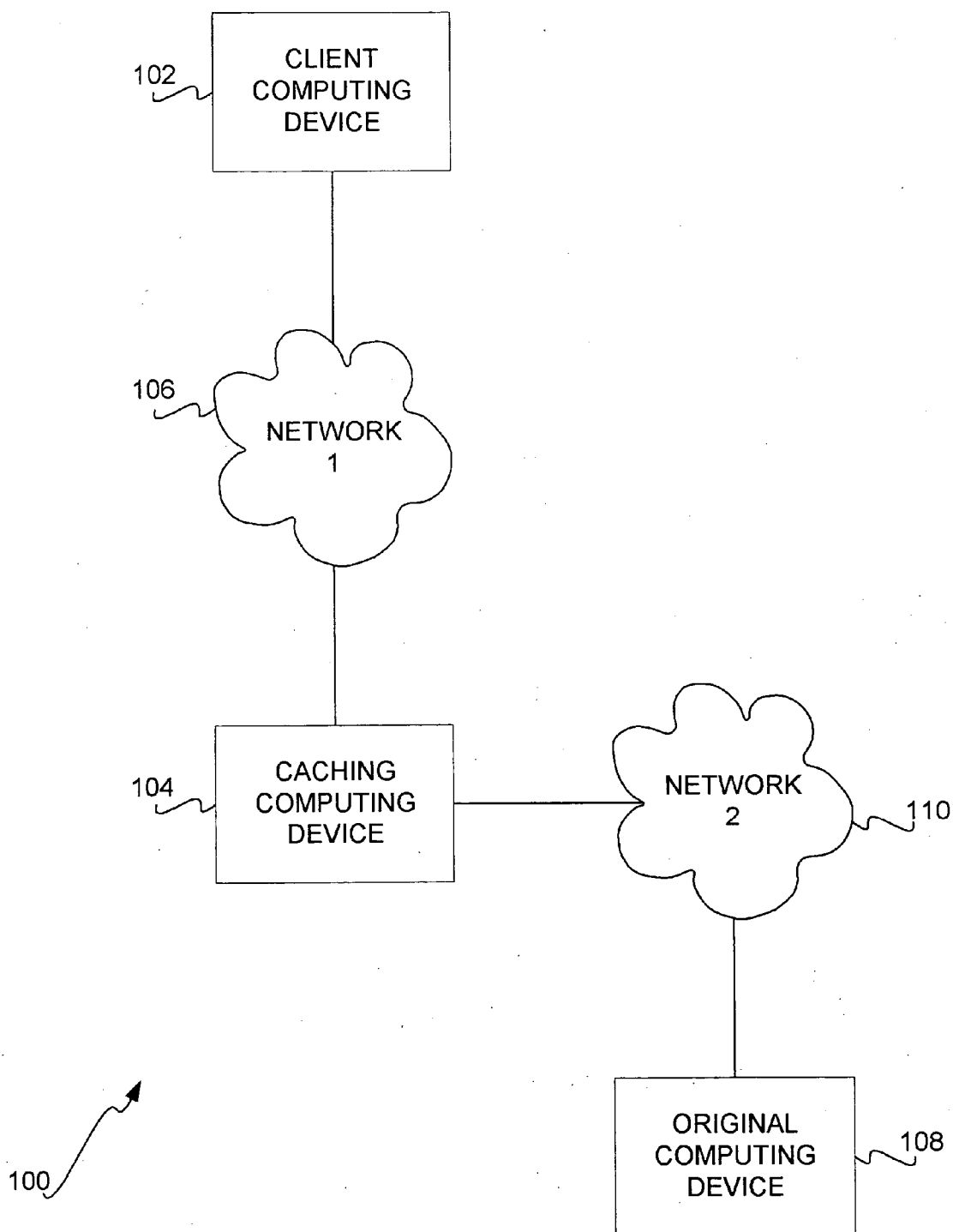


FIG 2

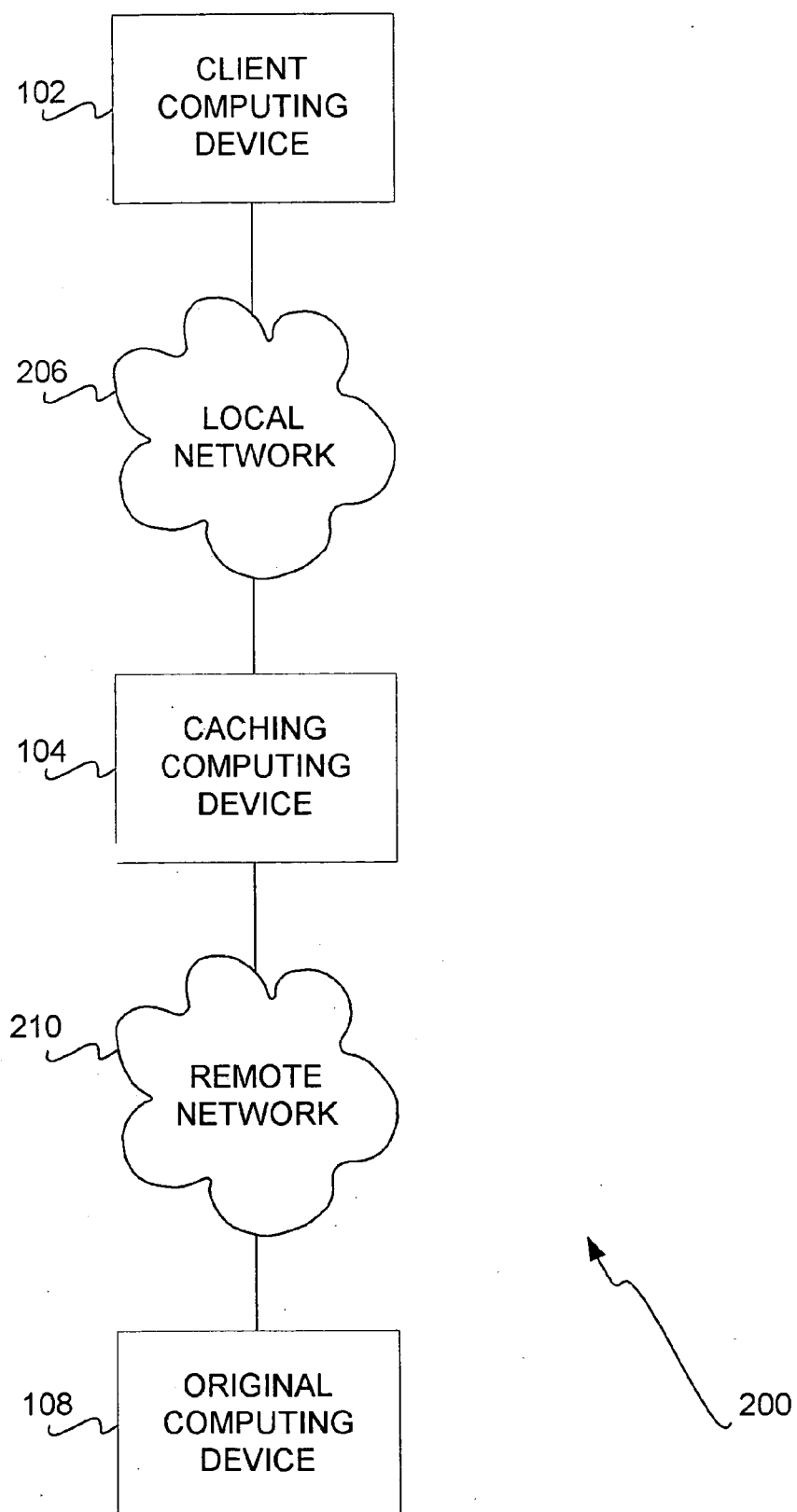


FIG 3

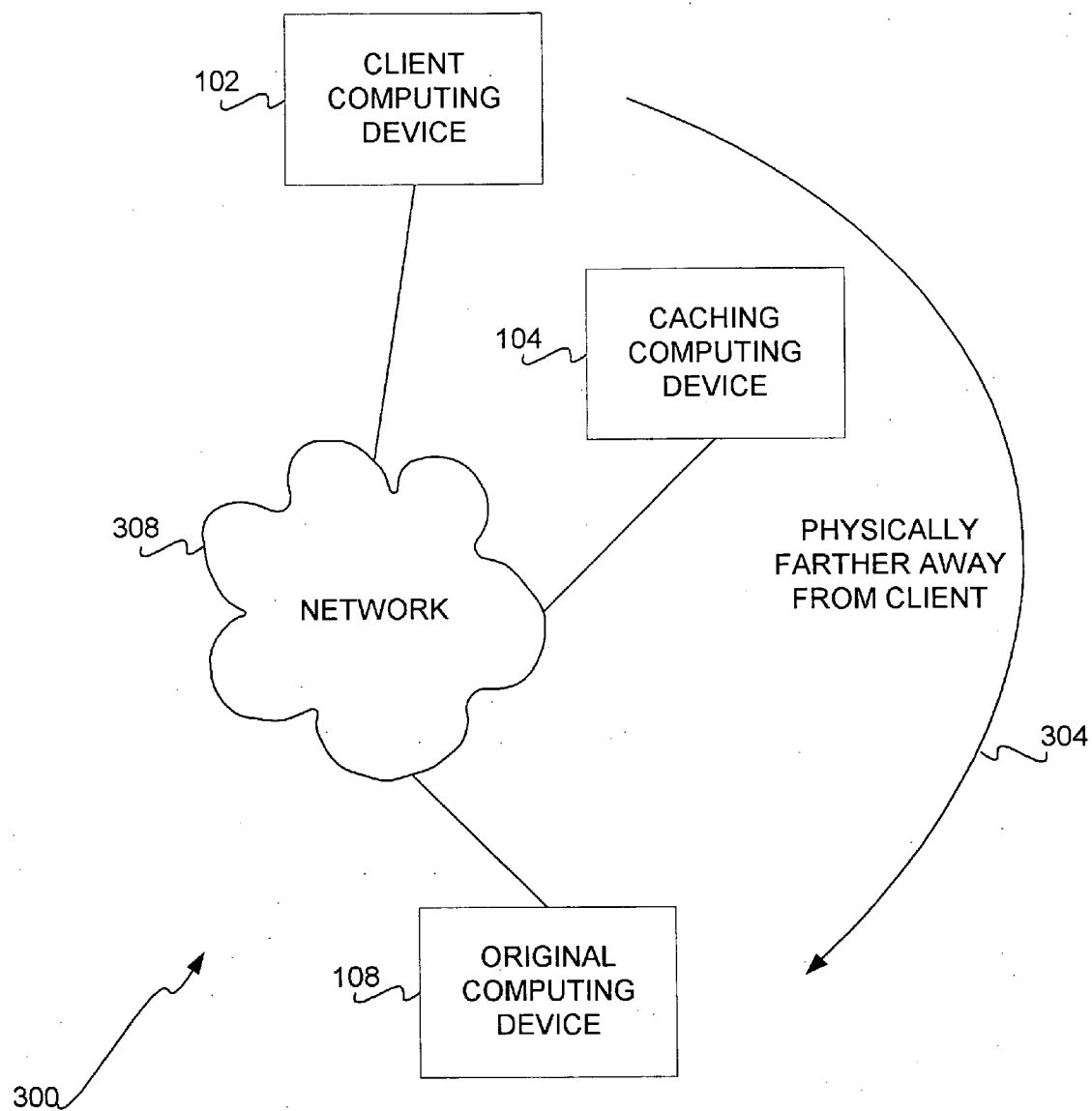


FIG 4

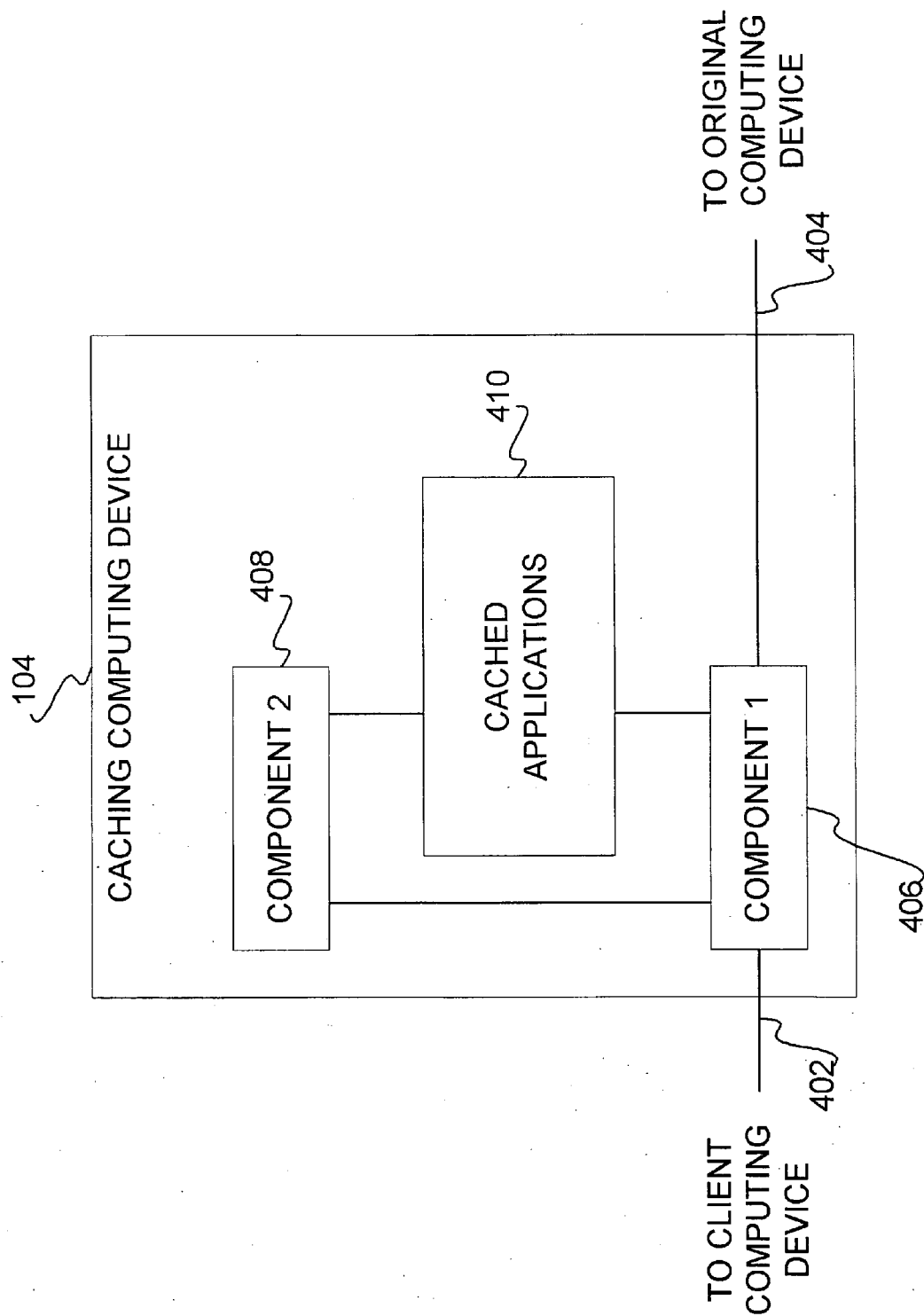


FIG 5

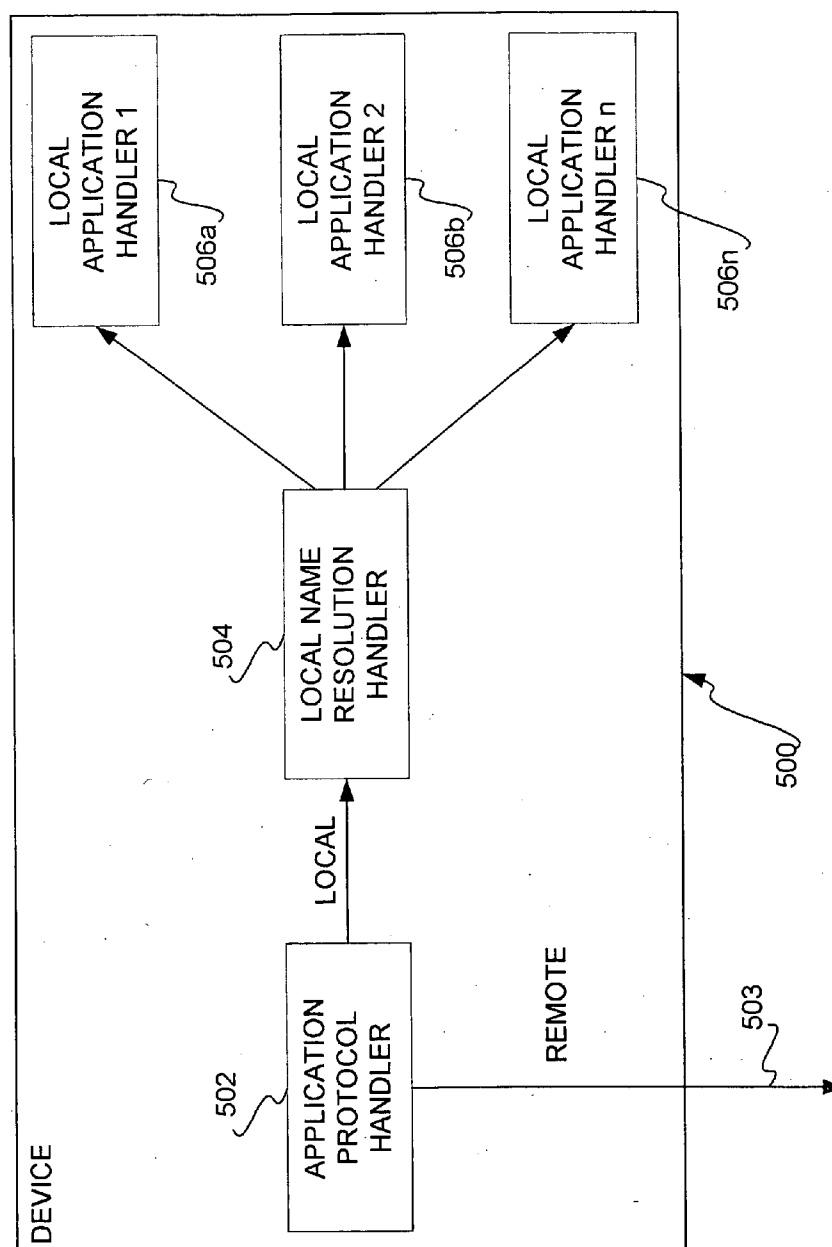


FIG 6

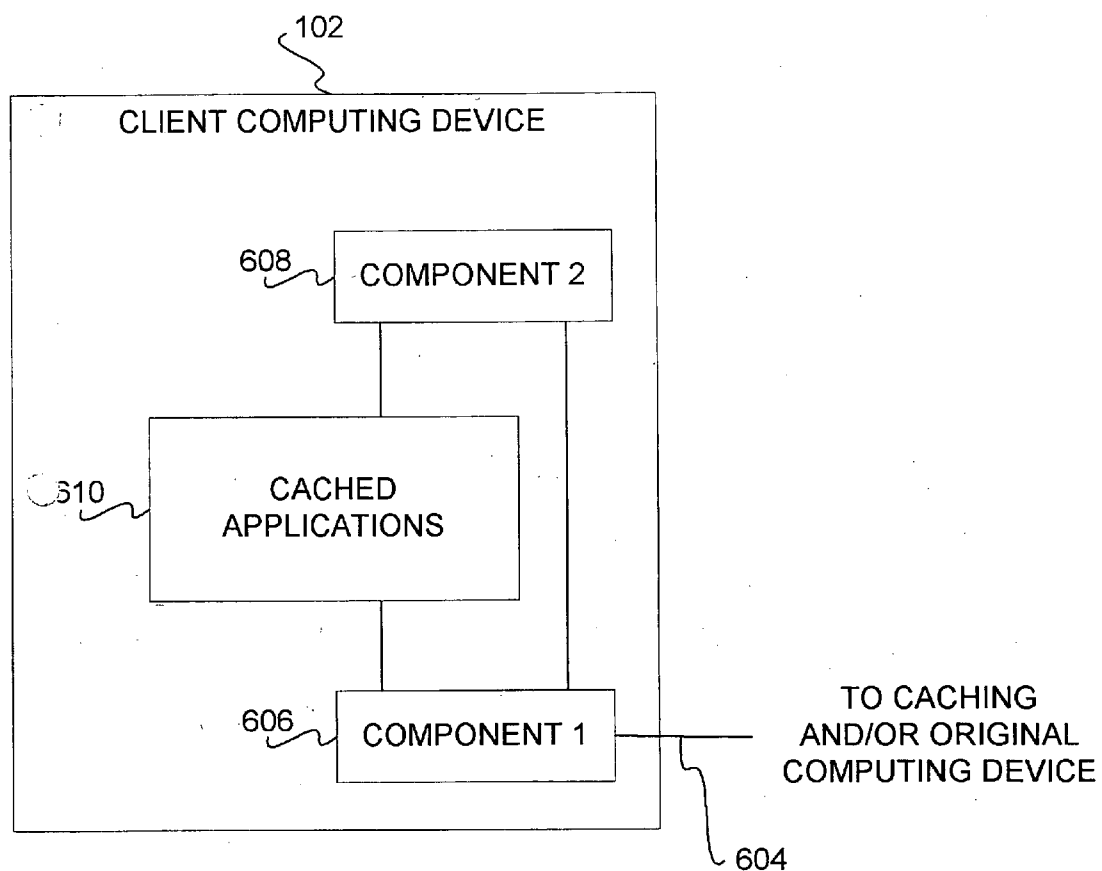


FIG 7

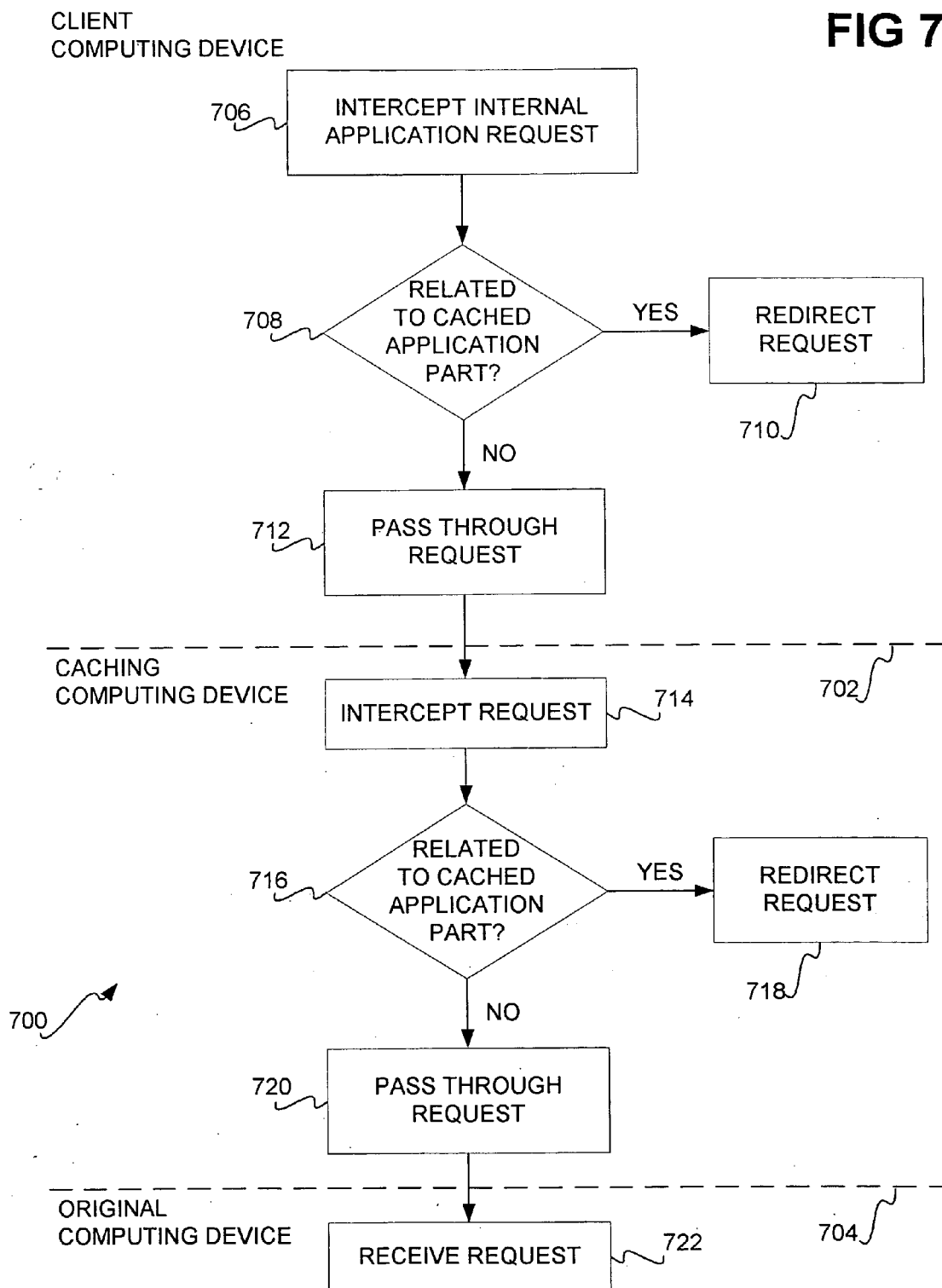


FIG 8

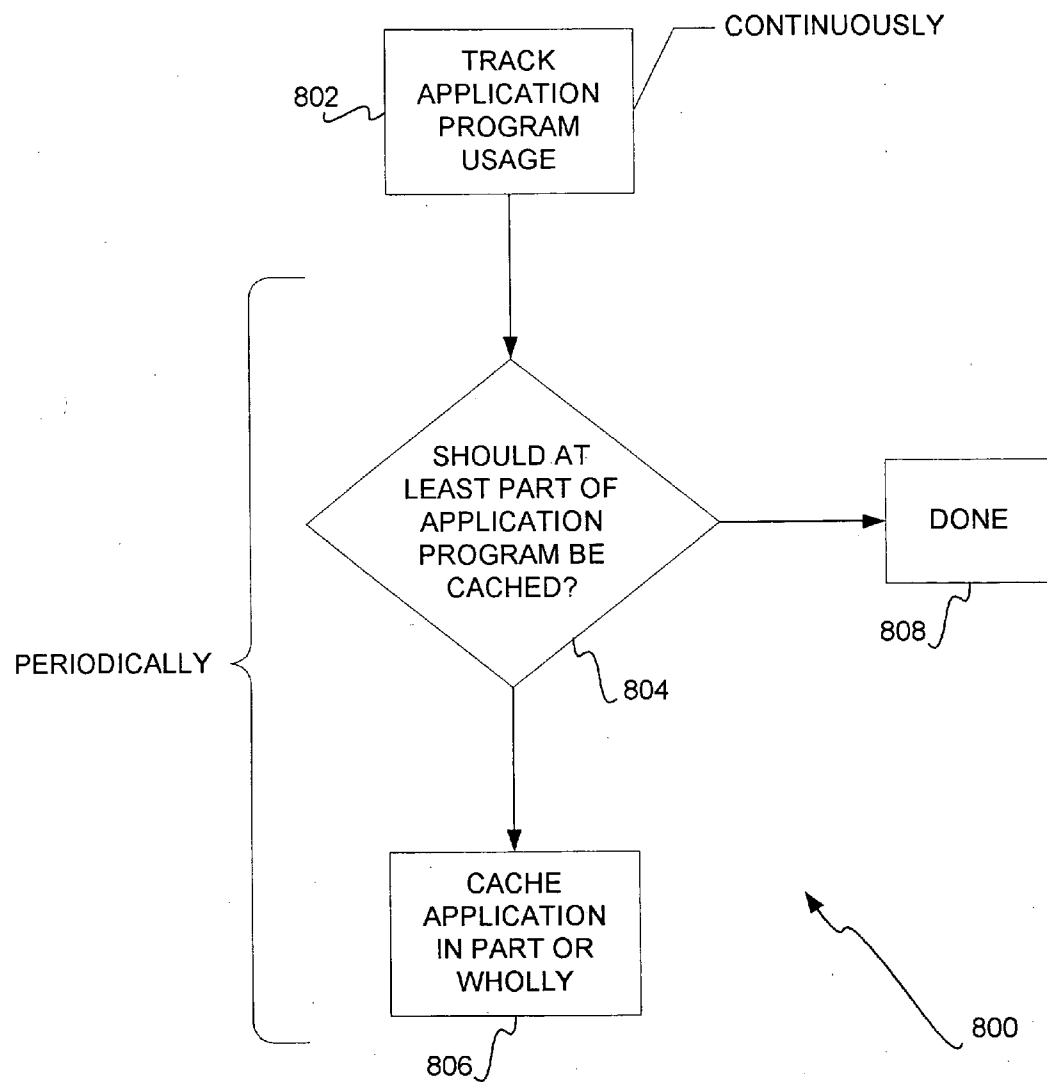


FIG 9

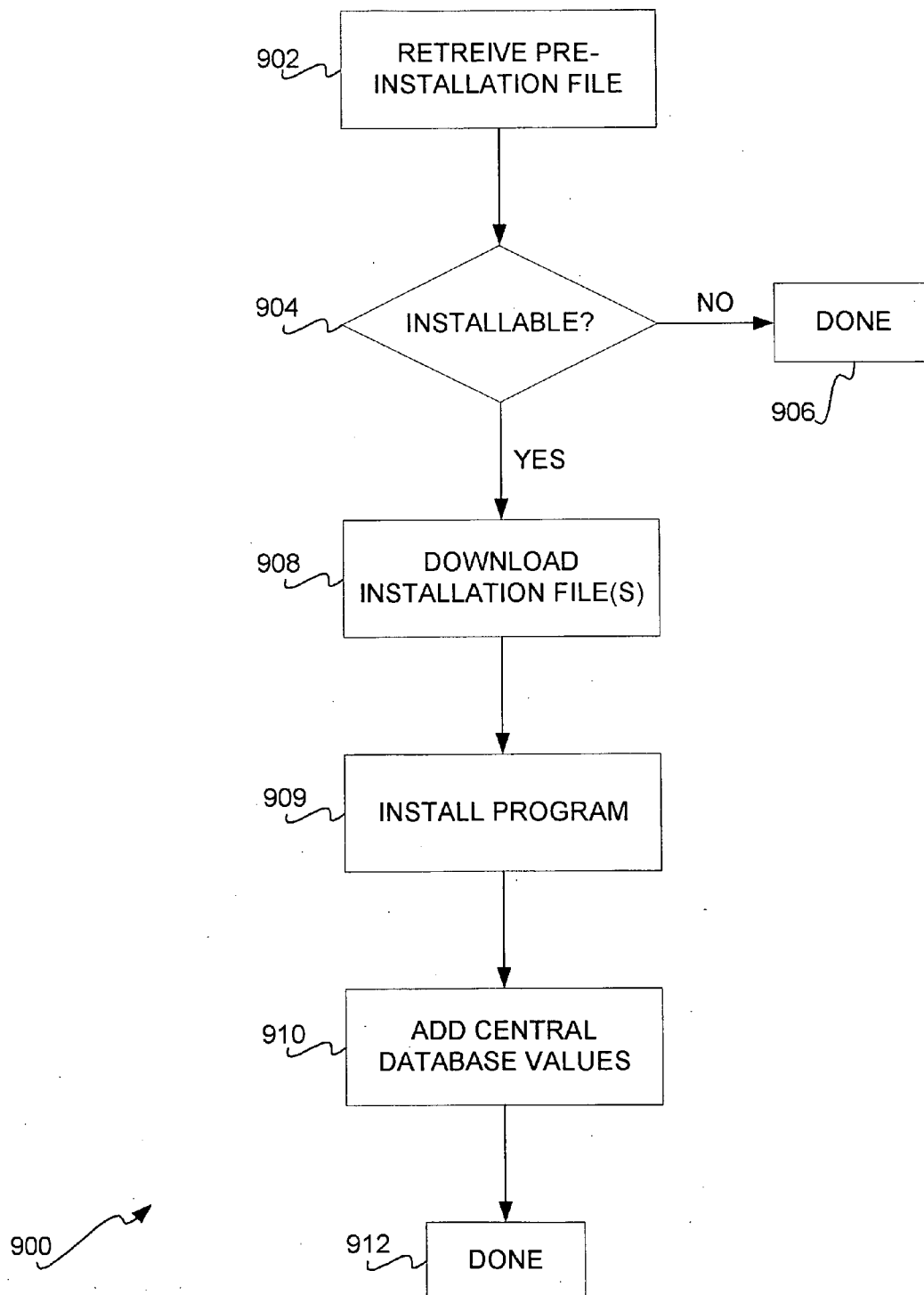
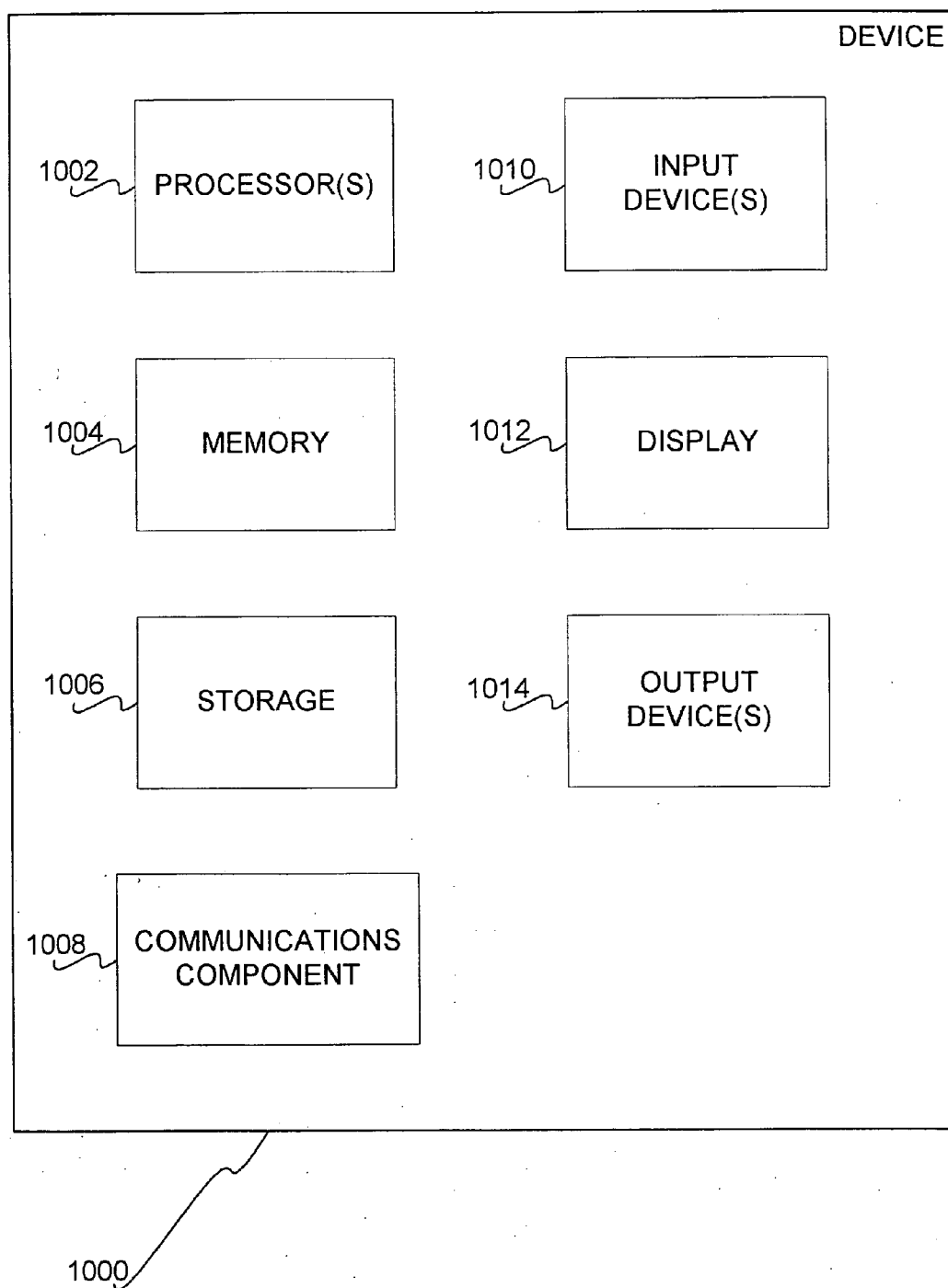


FIG 10



APPLICATION PROGRAM CACHING

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] The present application is related to and claims the benefit and priority of the earlier filed provisional patent application entitled "Caching and Distributed Execution of Web Applications"[docket no. 154795.2], filed on Jul. 11, 2000, and assigned Ser. No. 60/217,602.

BACKGROUND OF INVENTION

[0002] This invention relates generally to application programs executed by an original computing device for a client computing device, and more particularly to programs downloaded from the original device, cached, and executed for the client computing device by the client device and/or a caching computing device.

[0003] Traditionally, application programs have been executed locally by client computing devices. These programs include a wide variety of consumer- and business-related programs, such as word processing programs, accounting programs, personal information management (PIM) programs, and other types of programs. One of the advantages of executing programs locally has been and continues to be that the programs run as fast as the hardware of the client computing devices allows.

[0004] With the increasing popularity of network computing over networks such as the Internet, more attention has been given to application programs that are executed by another computing device for client computing devices. For example, an application service provider (ASP) may offer a subscription service in which an application program is executed for subscribing clients by the ASP's server. The subscribing clients utilize the program over the Internet. Input and output is typically performed at the clients, while the execution of the program usually occurs at the server.

[0005] This model has some advantages. For example, small businesses that may not have adequate information technology (IT) departments can instead effectively out-source some or all of their application program needs to ASP's. This means that the businesses do not have to concern themselves with maintaining and updating the programs. Instead, nearly everything is handled by the ASP's. Moreover, rather than paying for program licenses, businesses instead pay on a subscription basis, which can be desirable.

[0006] Executing application programs by another computing device for client computing devices has disadvantages as well. One disadvantage is that the programs usually run slower than if executed by the client computing devices themselves. This is because the computing device hosting the application programs may have to run a number of instances of the programs for a number of different client computing devices. Even if the computing device hosting the application program can sufficiently handle this load, network latency can affect the speed at which the programs run. The fastest Internet connections are still typically slower than the internal speeds at which a computer runs. Congestion within the Internet can also affect the speed with which client computing devices interact with application programs executed by another computing device. For these and other reasons, there is a need for the present invention.

SUMMARY OF INVENTION

[0007] The invention provides caching and executing an application program by a client computing device or a caching computing device. In accordance with the present invention, an entire application program may be cached, or only a portion of the application program may be cached. A client computing device, a caching computing device, or both devices, are used to cache the application program. The devices cache the application program from an original computing device. Where the application program or a portion thereof is cached at the client computing device, the client computing device executes the cached application programs for itself or the cached portion. If the application program or a portion thereof is cached at a caching device, the caching computing device executes the cached application program or the cached portion for the client computing device. A portion of the application program may also reside in the original computing device, which also executes this portion of the application program for the client computing device.

[0008] In accordance with the present invention, the client computing device generates a request for an application program to be executed by the original computing device for the client computing device. If the client computing device has the capability to cache the application program, it intercepts and examines the request to determine if the request relates to any application program that it has already cached. If so, then the request is redirected to a cached application program for execution by the client computing device itself. Otherwise, the client computing device passes the request to a caching computing device or an original computing device.

[0009] If a caching computing device having application caching capability is present, it intercepts and examines the requested passed to it by the client computing device to determine if the request relates to any application program that it has already cached. If so, then the request is redirected to a cached application program for execution by the caching computing device for the client computing device. Otherwise, the caching computing device passes the request to an original computing device, which fulfills the request by executing the requested application program for the client computing device.

[0010] Application caching is different from content caching. Content caching is limited to the storage of data at a location closer to a client computing device than the original storage location. When the client computing device desires to access the content, it ultimately receives the content from the closer location. This is presumably faster than receiving the content from the more distant location. Content caching is a relatively simple process. The computing devices that are storing the content do not actually execute anything. The devices exist only to serve the content to client computing devices, while the client computing devices themselves may wholly execute some of the content.

[0011] Conversely, application caching involves downloading and installing at least a part of an application program on a caching computing device. The caching computing device is compatible with the original computing device. Configuration parameters are downloaded and interpreted by the caching computing device to determine how to install the program. Unlike a content caching computing

device that only serves content to client computing devices, an application caching computing device executes at least part of an application program for the client computing devices. No execution of the data is typically performed by a content caching computing device.

[0012] The invention includes computer-implemented methods, machine-readable media, computerized systems, and computers of varying scopes. Other aspects, embodiments and advantages of the invention, beyond those described here, will become apparent by reading the detailed description and with reference to the drawings.

BRIEF DESCRIPTION OF DRAWINGS

[0013] **FIG. 1** is a diagram showing the basic configuration of a client computing device, a caching computing device, and an original computing device, according to preferred embodiments of the invention;

[0014] **FIG. 2** is a diagram showing a more specific example of the configuration of **FIG. 1**, in which the client computing device is communicatively connected to the caching computing device through a local network, and the caching computing device is communicatively connected to the original computing device through a remote network, according to an embodiment of the invention;

[0015] **FIG. 3** is a diagram showing another more specific example of the configuration of **FIG. 1**, in which the client, caching, and original computing devices are communicatively connected to one another through the same network, according to an embodiment of the invention;

[0016] **FIG. 4** is a diagram showing the caching computing device of **FIG. 1** in more detail, according to an embodiment of the invention;

[0017] **FIG. 5** is a diagram showing how a device, such as the client computing device or the caching computing device, intercepts, passes through, and redirects application program requests, according to an embodiment of the invention;

[0018] **FIG. 6** is a diagram showing the client computing device of **FIG. 1** in more detail, according to an embodiment of the invention;

[0019] **FIG. 7** is a flowchart of a method summarizing how the client, caching, and original computing devices handle an application program request;

[0020] **FIG. 8** is a flowchart of a method summarizing how the client computing device or the caching computing device determines whether part or all of an application program should be cached;

[0021] **FIG. 9** is a flowchart of a method showing how a client computing device or a caching computing device downloads and installs an application program, or an application program component, for local execution, according to an embodiment of the invention; and,

[0022] **FIG. 10** is a diagram of an example computing device, which may implement any of the caching, client, or original computing devices of **FIG. 1**.

DETAILED DESCRIPTION

[0023] In the following detailed description of exemplary embodiments of the invention, reference is made to the

accompanying drawings that form a part hereof, and in which is shown by way of illustration specific exemplary embodiments in which the invention may be practiced. These embodiments are described in sufficient detail to enable those skilled in the art to practice the invention. Other embodiments may be utilized, and logical, mechanical, electrical, and other changes may be made without departing from the spirit or scope of the present invention. The following detailed description is, therefore, not to be taken in a limiting sense, and the scope of the present invention is defined only by the appended claims.

OVERVIEW OF THE INVENTION

[0024] The diagram **100** of **FIG. 1** illustrates the basic configuration for preferred embodiments of the invention. A client computing device **102** is communicatively connected to a caching computing device **104** through a first network **106**. The caching computing device **104** is communicatively connected to an original computing device **108** through a second network **110**. Each of the computing devices **102**, **104**, and **108** can be a computer, such as a desktop or a laptop computer. There can be more than one of each of the devices **102**, **104**, and **108**. Only one of each device is shown in **FIG. 1** for illustrative clarity.

[0025] A cacheable application program is initially installed only on the original computing device **108**. The application program can be any type of business- or consumer-related application program. Examples of application programs include word processing programs, spreadsheet programs, communication programs, and other kinds of programs. The caching computing device **104** has cached all or part of the cacheable application program, and executes the cached portion of the application program for the client computing device **102**. If part of the application program is not cached by the caching computing device **104** but remains at the original computing device, then the original computing device **108** executes this portion of the program for the client computing device **102**. The client computing device **102** can also cache and execute a portion of the application program for itself.

[0026] The application program may be partitioned into different parts that are executed by one or all of the client computing device **102**, the caching computing device **104**, or the original computing device **108**, depending on each device's characteristics. Graphical user interface aspects of the program may be cached at and executed directly by the client computing device **102**. The bulk of the non-graphical user interface aspects of the program may be cached at and executed by the caching computing device **104** for the client computing device **102**. The original computing device **108** may only execute rarely used aspects of the application program for the client computing device **102**.

[0027] The first network **106** and the second network **110** can be different networks, or the same network. Examples of networks include local-area networks (LAN's), wide-area network (WAN's), intranets, extranets, the Internet, local networks, remote networks, and other types of networks. **FIG. 2** shows a diagram **200** of a specific embodiment of the configuration of **FIG. 1**. The network **106** of **FIG. 1** is a local network in **FIG. 2**, as denoted by reference number **206**, and the network **110** of **FIG. 1** is a remote network, as denoted by reference number **210**. The local network **206**

and the remote network **210** primarily differ by the distances between their connected devices. Compared to the original computing device **108** and the caching computing device **104** connected through the remote network **210**, the client computing device **102** is physically closer to the caching device **104** since they are connected through the local network **206**.

[0028] Preferably, the cached portion of the application program cached at and executed by the caching computing device **104** for the client computing device **102** runs faster from the device **104** than any non-cached portion executed by the original computing device **108**. This can be for any number of reasons: First, the caching computing device **104** may not have to execute the application program for as many clients as the original computing device **108** does. Second, the local network **206** may be a faster network than the remote network **210**. Moreover, the local network **206** may be less congested than the remote network **210**. However, any portion of the application program cached and executed by the client computing device **102** itself may run faster than if it is cached at and executed by the caching computing device **104** or if it is executed by the original computing device **108**.

[0029] Referring back to FIG. 1, the first network **106** and the second network **110** may be the same network. FIG. 3 shows a diagram **300** of an embodiment in which the networks **106** and **110** of FIG. 1 are the same network **308**. For example, the network **308** may include or be the Internet. As denoted by the curved distance indication arrow **304**, the original computing device **108** is located physically farther away from the client computing device **102** than the caching computing device **104** is. For example, the client computing device **102** may be located in Seattle, the caching computing device **104** in Chicago, and the original computing device **108** in London. As a result, the cached portion of the application program executed by the caching computing device **104** for the client computing device **102** generally runs faster than the portion executed by the original computing device **108**. Any portion cached and executed by the client computing device **102** itself may run faster still.

[0030] As has been described by reference to FIGS. 1, 2 and 3, the invention relates to caching all or part of an application program by a client computing device **102** and/or a caching computing device **104**. The device **104** executes its cached portion of the program for the device **102**, and the device **102** executes its cached portion for itself. The application program may be partitioned into different parts, where each part is executed for the client computing device **102** by either the device **102**, **104** or **108**.

[0031] A subsequent section of the detailed description describes how an application program originally meant for execution by an original computing device **108** for a client computing device **102** is instead executed by the device **102** or a caching computing device **104**. Another section describes in detail how a program is downloaded from the original computing device **108** and installed by the caching computing device **104** or the client computing device **102**. An example computing device that can implement any of the devices **102**, **104** and **108** is also described in a subsequent section of the detailed description.

[0032] Execution of a Cacheable Program by a Caching or a Client Computing Device

[0033] FIG. 4 is a diagram showing an embodiment of the caching computing device **104** of FIG. 1 in more detail. The caching computing device **104** is communicatively connected to the client computing device, as indicated by the line **402**, and to the original computing device, as indicated by the line **404**. The caching computing device **104** includes a first component **406**, a second component **408**, and cached applications **410**. The first component **406** and the second component **408** can be referred to as a plug-in and a service, respectively. They can be implemented within a single component. A component as used in this application refers to one or more sections of computer instructions, computer program modules, computer programs, and software objects.

[0034] The first component **406** intercepts requests from the client computing device that are directed to application programs. The first component **406** determines whether a given request relates to a part of an application that is cached in the cached applications **410**. If so, the component **406** redirects the request to the relevant application within the cached applications **410**. Execution thus occurs at the caching computing device **104**, and not at the original computing device. If a given request does not relate to a part of an application that is cached in the cached applications **410**, then the component **406** passes the request through to the original computing device.

[0035] FIG. 5 is a diagram that illustrates how in one embodiment a device **500** particularly intercepts, redirects, and passes through application program requests. The device **500** can be the caching computing device **104** of FIGS. 1 and 4. The application protocol handler **502** of the device **500** intercepts application program requests. A protocol specifies the form of the requests. A request may be in the form "rapp://www.aspc.com/program/directory/request.txt." The indicator "rapp:" is used to specify that the request relates to a particular protocol, such as a "remote application program protocol." The domain name "www.aspc.com" specifies a resource location, such as on the Internet. The indicators "program/" and "directory/" specify particular directories at this location, where "program/" is specifically used to identify the program that is being accessed. The request is made to a file at this location, as indicated by "request.txt".

[0036] The application protocol handler **502** examines all network traffic from the client computing device. If an item of traffic is preceded by the indicator "rapp:", then the handler **502** further determines whether the program specified by the request relates to a program that has been cached on the device **500**. If it does not, then the handler **502** passes the request through, as indicated by the arrow **503**. Otherwise, the handler **502** passes the request to the local name resolution handler **504**.

[0037] The local name resolution handler **504** redirects the application program request to the appropriate cached application. The handler **504** modifies the request to point to a particular handler for the program, from the local application handlers **506a**, **506b**, . . . , **506n**. An example of a request is "rapp://www.aspc.com/wordprocessing/request.txt." If the local application handler **506b** corresponds to the application indicated in this request, then the handler **504** modifies the request to point to the local application handler **506b**.

The local application handler **506b** may be identified by “c:/wordprocessing/”. “c:” refers to a physical location within the device **500**, such as a hard disk drive, and “wordprocessing/” refers to a directory at this physical location. The handler **504** modifies the request to “c:/wordprocessing/request.ext”, and the handler **506b** handles the request for the cached application.

[0038] As has been described, an entire application may not have to be cached. Rather, only one or more parts of the application may be cached. In this situation, each application part may have its own local application handler within handlers **506a**, **506b**, **506n**. Application program requests are thus more accurately described as application program component requests, where each application component can be independently cached on the device **500**. A given application program may comprise only one component, or a number of components. Where only one component makes up an application program, either the entire program or none of the program can be cached. Where a number of components make up an application program, any of the components can be cached.

[0039] Referring back to **FIG. 4**, preferably, the client computing device has no knowledge that execution may occur at the caching computing device **104** instead of at the original computing device. The redirection and caching process performed by the caching computing device **104** is preferably transparent to the client computing device. This means that the client computing device does not have to be reconfigured to afford execution by the caching computing device **104**.

[0040] The second component **408** determines whether or not application programs that have not been cached in the cached applications **410** should be downloaded and installed on the caching computing device **104**. The component **408** constantly tracks client usage of application programs that are executed by the original computing device. The component **408** periodically assesses whether usage by the client computing device is sufficient to justify caching the application program for execution by the caching computing device **104**. The component **408** may download and install part or all of the program into the cached applications **410**. Any criteria may be used to determine whether a program should be cached by the caching computing device **104**.

[0041] The client computing device may similarly cache and execute cached application programs or portions thereof. **FIG. 6** is a diagram showing an embodiment of the client computing device **102** of **FIG. 1** in more detail. The client computing device **102** is communicatively connected to the caching and/or the original computing device, as indicated by the line **604**. Like the caching computing device **104** of **FIG. 4**, the client computing device **102** of **FIG. 6** includes a first component **606**, a second component **608**, and cached applications **610**. The first and the second components **606** and **608** can be referred to as a plug-in and a service, respectively, and can be implemented within a single component.

[0042] The first component **606** intercepts internal requests from the client computing device **102** that are directed to application programs. The first component **606** determines whether a given request relates to a part of an application that is cached in the cached applications **610**. If so, the component **606** redirects the request to the part of

the relevant application within the cached applications **610**. Execution thus occurs at the client computing device **102**, and not at either the original or the caching computing device. If a given request does not relate to a part of an application that is cached in the cached applications **610**, then the component **606** passes the request through to the caching or the original computing device. The client computing device **102** can also intercept, redirect, and pass through application program requests as has been described by reference to **FIG. 5** where the device **500** of **FIG. 5** can be the device **102**.

[0043] Still referring to **FIG. 6**, the second component **608** determines whether application programs that have not been cached in the cached applications **610** should be downloaded and installed on the client computing device **102**. Preferably, the component **608** monitors usage of application programs by the client computing device **102** that are executed for the device **102** by either the original or the caching computing device. The component **608** periodically assesses whether usage is sufficient to justify caching part or all of an application program for execution by the client computing device **102**. A criteria may be used to make this determination. When it is determined that an application program or a portion thereof should be cached at the client computing device **102**, the component **608** downloads and installs the program or a portion thereof into the cached applications **610**.

[0044] **FIG. 7** is a flowchart of a method **700** summarizing how the client, caching, and original computing devices handle an application program request. The application program is initially installed only on the original computing device. Part or all of the program may subsequently be cached by the client computing device and/or the caching computing device. As indicated by the dotted lines **702** and **704**, some parts of the method **700** are performed by the client computing device, some parts are performed by the caching computing device, and some parts by the original computing device. In particular, **706**, **708**, **710**, and **712** are performed by the client computing device, **714**, **716**, **718**, and **720** are performed by the caching computing device, and **722** by the original computing device.

[0045] In **706**, the client computing device intercepts an internally generated request to an application program. In **708**, the client computing device determines whether the request relates to a part of an application program that has been cached by the client device. If so, then the request is redirected in **710** so that the request is handled by the client computing device. The part of the application program to which the request relates is executed by the client computing device. If the request does not relate to a cached application, then the client computing device passes through the request in **712**.

[0046] In **714**, the caching computing device intercepts the request passed through by the client computing device in **712**. The caching computing device in **716** determines whether or not the request relates to a part of an application that has been cached by the caching device. If so, then the request is redirected in **718** so that the request is handled by the caching computing device. The part of the application program to which the request relates is executed by the caching computing device for the client computing device. If the request does not relate to a cached application part,

then the caching computing device passes through the request in **720**. The original computing device receives the request in **722**, and handles the request. The part of the application program to which the request relates is executed by the original device for the client device.

[0047] **FIG. 8** is a flowchart of a method **800** summarizing how to determine whether part or all of an application program should be cached. The caching computing device can perform the method **800** to determine whether it should cache at least a portion of the program. Likewise, the client computing device may perform the method **800**. In **802**, the method tracks application program usage. Preferably, usage tracking is continuously performed. Periodically, the method determines in **804** whether at least part of an application program should be cached, based on a criteria. If not, then the method ends in **808**. Otherwise, in **806**, the method caches at least part of the program. The next section of the detailed description describes how a cacheable application program can be cached.

[0048] Caching (Downloading and Installing) a Cacheable Application Program

[0049] **FIG. 9** is a flowchart of a method **900** showing how one embodiment downloads and installs a cacheable application program. The method **900** is performed by the second component **408** of the caching computing device **104** of **FIG. 4**, or the second component **608** of the client computing device **102** of **FIG. 6**. The components perform the method **900** after they have determined that an application program should be cached. The caching process of the method **900** may fail at any point within the process. If this occurs, then the method **900** exits without having successfully cached the application program, which is not specifically called out in **FIG. 9**.

[0050] The description in this section focuses on downloading and installing an entire application program, which has not been partitioned into separate application program components. The description is also applicable to caching a component of an application program, by performing the method **900** relative to such component, instead of to an entire application program. A cacheable application program or a component thereof is one that can be downloaded and installed as described in this section.

[0051] In **902**, the method retrieves a pre-installation file for an application program from its original remote location at the original computing device. The pre-installation file is also referred to as a manifest. The manifest includes configuration and other information necessary for the program to be successfully cached. At a minimum, the manifest references the installation file(s) for the program that must be download and installed. Preferably, the manifest also references the amount of local storage space the application will occupy, and optionally the platform on which the application is intended to run. The manifest may also contain descriptive information such as the name of the application, the version of the application, a brief description of the application, and other information.

[0052] In **904**, the method determines whether or not the application program is installable on the computing device performing the method. This primarily involves two checks. First, the method verifies that the amount of available local storage space is sufficient for the program to be installed.

The available local storage space may be the free space available on the hard disk drive of the computing device. Second, the method verifies that the computing device is compatible with the platform on which the application program is intended to be installed. The platform of the manifest may indicate the minimum version of an operating system on which the program can run. If the method determines that the application is not installable, then it proceeds to **906**, where the method exits without having installed the application program.

[0053] If the application program is installable, then the method proceeds to **908**, where it downloads the installation file(s) specified by the manifest. In **909**, the method installs the program on the device running the method by utilizing the installation file(s). The installation file(s) may be one or more cabinet (.CAB) files, which are installable on a computing device in a known manner. In **910**, the method adds values regarding the installed application program in a central database. The central database is also referred to as a registry. Cached application programs are maintained in the registry, in which their original locations, such as on the original computing device, are mapped to their cached locations on the computing device. This enables redirection of program requests to the cached application programs. The registry may also maintain relevant installation information regarding the application programs, such as the time of installation and application usage information.

[0054] For example, the method can add the following values to the registry for an installed application program:

[0055] 1. The original location of the application program.

[0056] 2. The system time at which the program was installed.

[0057] 3. An application identifier, which can be automatically generated as a guaranteed unique identifier (GUID).

[0058] 4. The physical location on the computing device where the application has been installed and where it can be executed from, which can be determined by a hash algorithm based on the application identifier.

[0059] 5. The last time the application program was accessed, which defaults to the time of installation until the program is executed.

[0060] Once the method has successfully cached the application program, it is finished in **912**.

[0061] Example Computing Device

[0062] **FIG. 10** is a diagram of an exemplifying computing device **1000**. Any of the client computing device **102**, the caching computing device **104**, and the original computing device **108** of **FIG. 1** can be implemented as the example device **1000**. The example computing device **1000** can be, for example, a desktop computer, a laptop computer, or a personal digital assistant (PDA). The invention may be practiced with other computer system configurations as well, including multiprocessor systems, microprocessor-based or programmable consumer electronics, network computers, minicomputers, and mainframe computers. The invention may be practiced in distributed computing environments where tasks are performed by remote processing devices that are linked through a communications network.

[0063] The device **1000** includes one or more of the following components: processor(s) **1002**, memory **1004**, storage **1006**, a communications component **1008**, input device(s) **1010**, a display **1012**, and output device(s) **1014**. For a particular instantiation of the device **1000**, one or more of these components may not be present. For example, a PDA may not have any output device(s) **1014**. The description of the device **1000** is to be used as an overview of the types of components that typically reside within such a device, and is not meant as a limiting or exhaustive description.

[0064] The processor(s) **1002** may include a single central-processing unit (CPU), or a plurality of processing units, commonly referred to as a parallel processing environment. The memory **1004** may include read-only memory (ROM) and/or random-access memory (RAM). The storage **1006** may be any type of storage, such as fixed-media storage devices and removable-media storage devices. Examples of the former include hard disk drives, and flash or other non-volatile memory. Examples of the latter include tape drives, optical drives like CD-ROM drives, and floppy disk drives. The storage devices and their associated computer-readable media provide non-volatile storage of computer-readable instructions, data structures, program modules, and other data. Any type of computer-readable media that can store data and that is accessible by a computer can be used.

[0065] The device **1000** may operate in a network environment. Examples of networks include the Internet, intranets, extranets, local-area networks (LAN's), and wide-area networks (WAN's). The device **1000** may include a communications component **1008**, which can be present in or attached to the device **1000**. The component **1008** may be one or more of a network card, an Ethernet card, an analog modem, a cable modem, a digital subscriber loop (DSL) modem, and an Integrated Services Digital Network (ISDN) adapter. The input device(s) **1010** are the mechanisms by which a user provides input to the device **1000**. Such device(s) **1010** can include keyboards, pointing devices, microphones, joysticks, game pads, and scanners. The display **1012** is how the device **1000** typically shows output to the user. The display **1012** can include cathode-ray tube (CRT) display devices and flat-panel display (FPD) display devices. The device **1000** may provide output to the user via other output device(s) **1014**. The output device(s) **1014** can include speakers, printers, and other types of devices.

[0066] The methods that have been described can be computer-implemented. A computer-implemented method is desirably realized at least in part as one or more programs running on a computer. The programs can be executed from a computer-readable medium such as a memory by a processor of a computer. The programs are desirably storable on a machine-readable medium, such as a floppy disk or a CD-ROM, for distribution, and installation and execution on another computer. The program or programs can be a part of a computer system, a computer, or a computing device.

CONCLUSION

[0067] It is noted that, although specific embodiments have been illustrated and described herein, it will be appreciated by those of ordinary skill in the art that any arrangement that is calculated to achieve the same purpose may be substituted for the specific embodiments shown. This appli-

cation is intended to cover any adaptations or variations of the present invention. Therefore, it is manifestly intended that this invention be limited only by the claims and equivalents thereof.

1. A method comprising:

receiving a request for executing a component of an application program, wherein the request is received in a caching computing device from an intercepting component of a second computing device, wherein the intercepting component is capable of intercepting the request by the second computing device that is addressed to an original computing device and redirecting the request to the caching computing device;

determining whether or not the request relates to a cacheable application program component that has been previously cached;

directing the request to the cacheable application program component for execution by the caching computing device in response to a determination that the request relates to the component that has been cached; and,

otherwise, passing the request to a third computing device.

2. The method of claim 1, wherein the cacheable application program component constitutes the only component of a cacheable application program, such that the cacheable application program is wholly cached by caching the cacheable application program component.

3. The method of claim 1, wherein the previously cacheable application program component was previously cached by:

downloading one or more installation files for the cacheable application program component from the original computing device; and,

installing the cacheable application program component onto the caching computing device by utilizing the one or more installation files.

4. (canceled)

5. The method of claim 1, wherein the third computing device is the original computing device, and the method further comprising:

receiving the request by the original computing device, as has been passed by the caching computing device; and,

executing the application program component by the original computing device for the client computing device.

6-7. (canceled)

8. The method of claim 1, wherein the steps of receiving, determining, directing and passing are performed by a client computing device, and directing the application program component request to the cacheable application program component that has been cached comprises executing the application program component by the client computing device for itself.

9. The method of claim 8, wherein the third computing device is the original computing device, and the method further comprising:

receiving the request by the original computing device; and,

executing the application program component by the original computing device for the client computing device.

10-14. (canceled)

15. A machine-readable medium having instructions stored thereon for execution by a processor of a computing device to perform the method of claim 1.

16-27. (canceled)

28. A computing device comprising:

a cacheable application program component of an application program that has been cached from an original computing device; and,

a redirection component configured to intercept requests for an application program component directed toward the original computing device and to direct any of the requests that relate to the application program component that has been cached to the application program component that has been cached.

29. The device of claim 28, wherein the cacheable application program component constitutes the only component of a cacheable application program, such that the cacheable application program is wholly cached.

30. The device of claim 28, wherein the device is a client computing device.

31. The device of claim 28, wherein the device is a caching computing device.

32. The device of claim 28, wherein the redirection component is further configured to otherwise pass the application program component requests that are irrelevant to the application program that has been cached to another computing device.

33-36. (canceled)

37. The device of claim 28, wherein the application program component is cached by downloading one or more installation files from the original computing device.

38-40. (canceled)

41. A system comprising:

an original computing device originally having one or more application program components installed thereon; and,

a caching computing device to cache at least one cacheable application program component from the original computing device and execute the at least one component for a client computing device in response to an application program component request originally

directed to the original computing device, wherein the caching computing device is communicatively connected to the client computing device through a network.

42. The system of claim 41, wherein any of the at least one application program components cached by the caching computing device constitute the only component of a cacheable application program, such that the cacheable application program is wholly cached by the caching computing device caching the cacheable application program component.

43. The system of claim 41, wherein the client computing device is further configured to cache at least one cacheable application program component from the original computing device and execute the at least one component for itself.

44. (canceled)

45. The system of claim 41, wherein the original computing device is also communicatively connected to the network.

46. The system of claim 41, wherein the original computing device is communicatively connected to a second network, the caching computing device also communicatively connected to the second network.

47. The method of claim 1 further comprising:

receiving and caching, at the caching computing device, the application program or the component thereof from the third computing device, wherein the third computing device is the original computing device; and

in response to a request to execute the cached application program or the cached component, executing, at the caching computing device, the application program or the component thereof

wherein the request is received from an internal intercepting component capable of intercepting and redirecting the request.

48. (canceled)

49. The system of claim 41 further comprising:

a client computing device communicatively connected to the network, wherein the client computing device includes an internal intercepting component capable of intercepting and redirecting the application program component request.

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