SATToSE 2009

End-user Web Development

Lively Fabrik and Lively Wiki

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Motivation

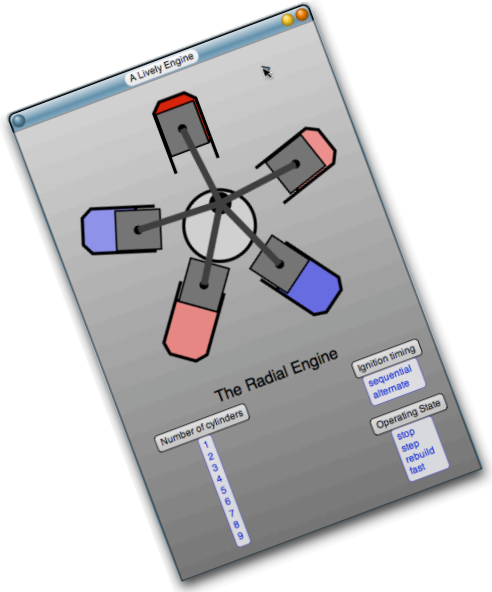
- End-users treat Web browser as OS
- EUD scenarios
  - Customization of existing Web applications
  - Widgets
  - Mashups
  - Simple Web Applications
- Growing Web programming capacities

Background: Lively Kernel

Lively Kernel Vision

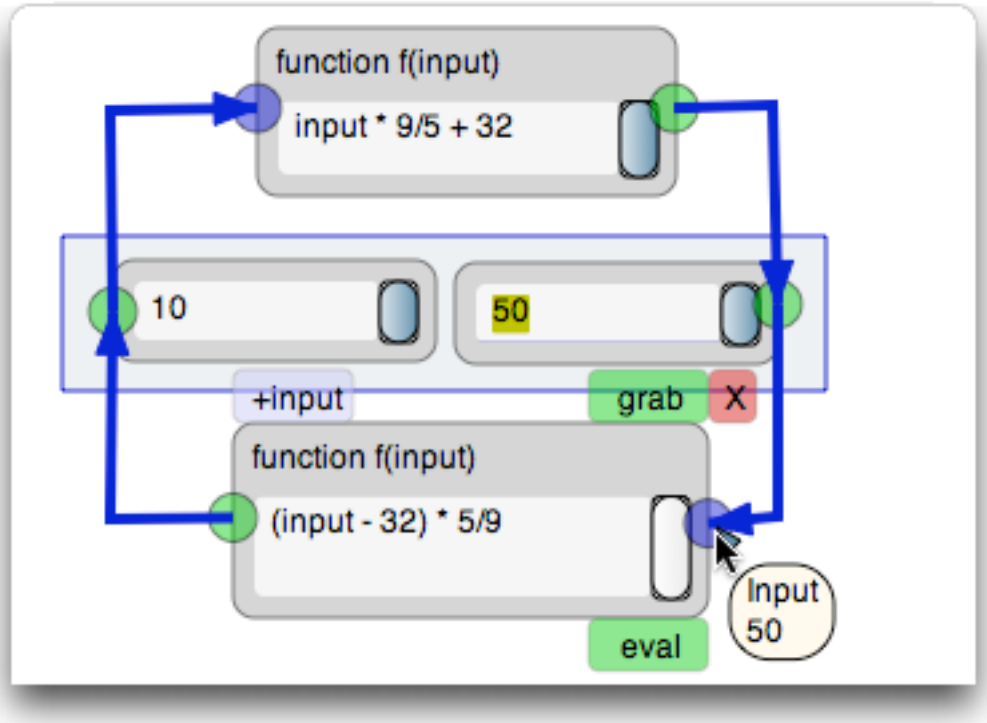
A wiki of Active Objects that can be
programmed in JavaScript
by wires and tiles

[Dan Ingalls]



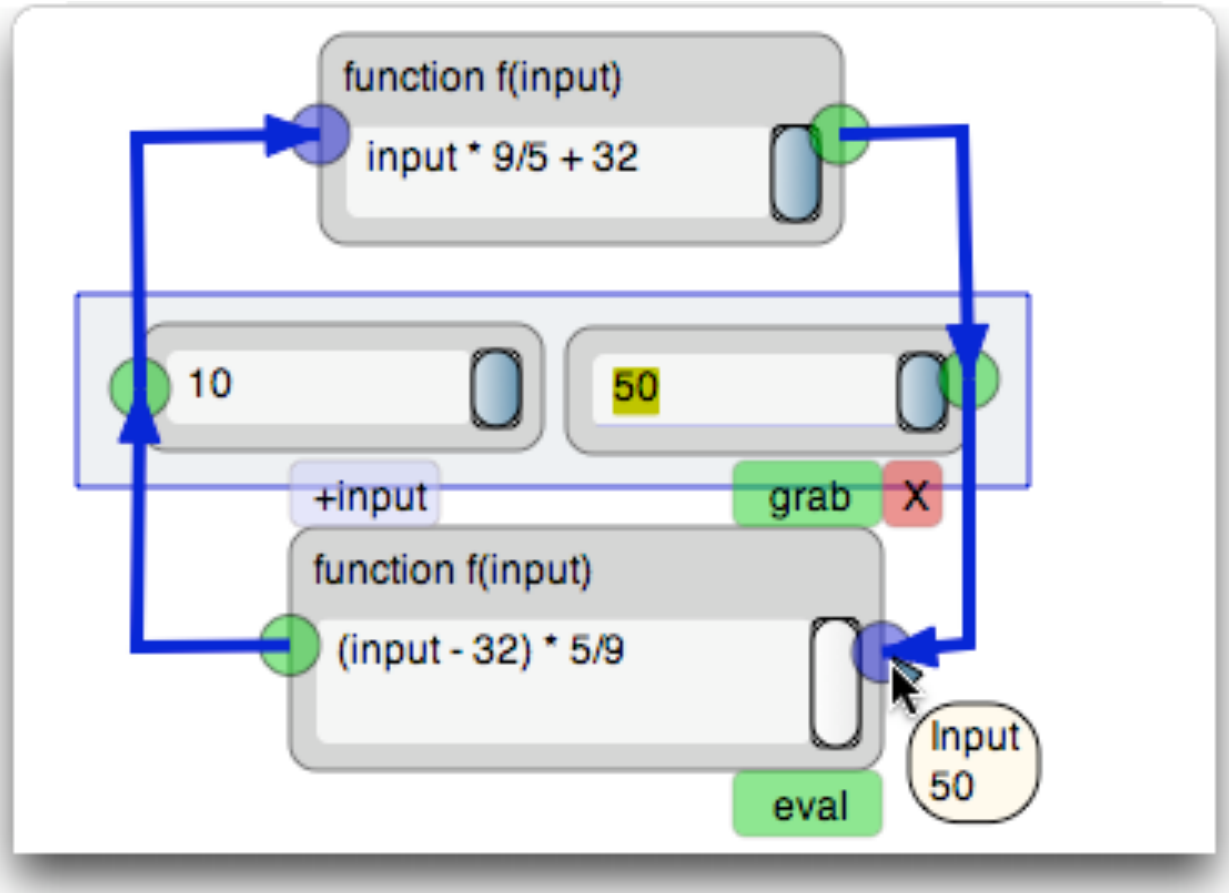
Lively Fabrik

- Empower end-users to create dynamic Web-applications with Mashups and Active Objects
- Combine Fabrik and Lively Kernel

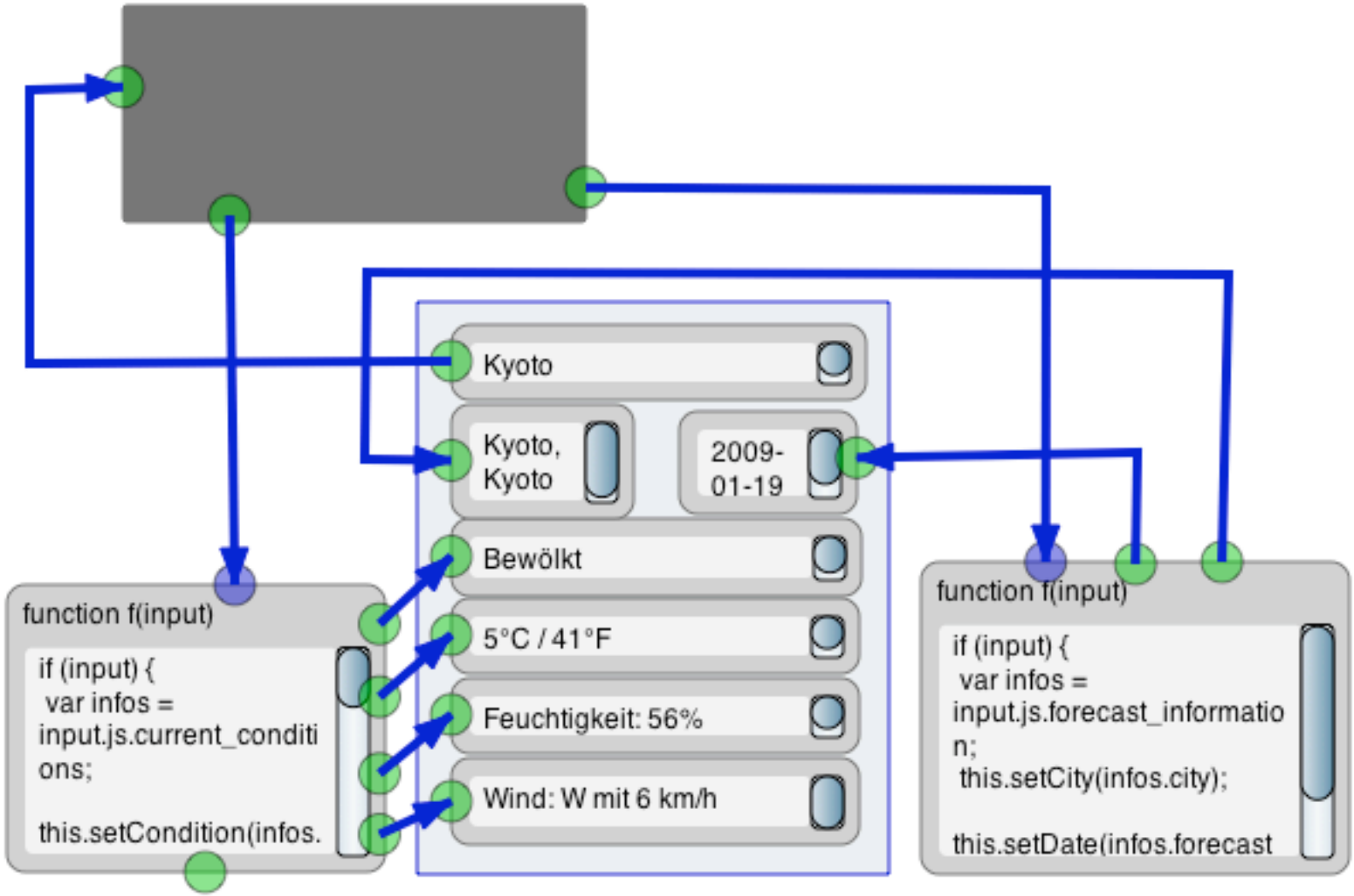


User Interface

- Combine UI and Behavior
- Continuous Running
- Visual Aids

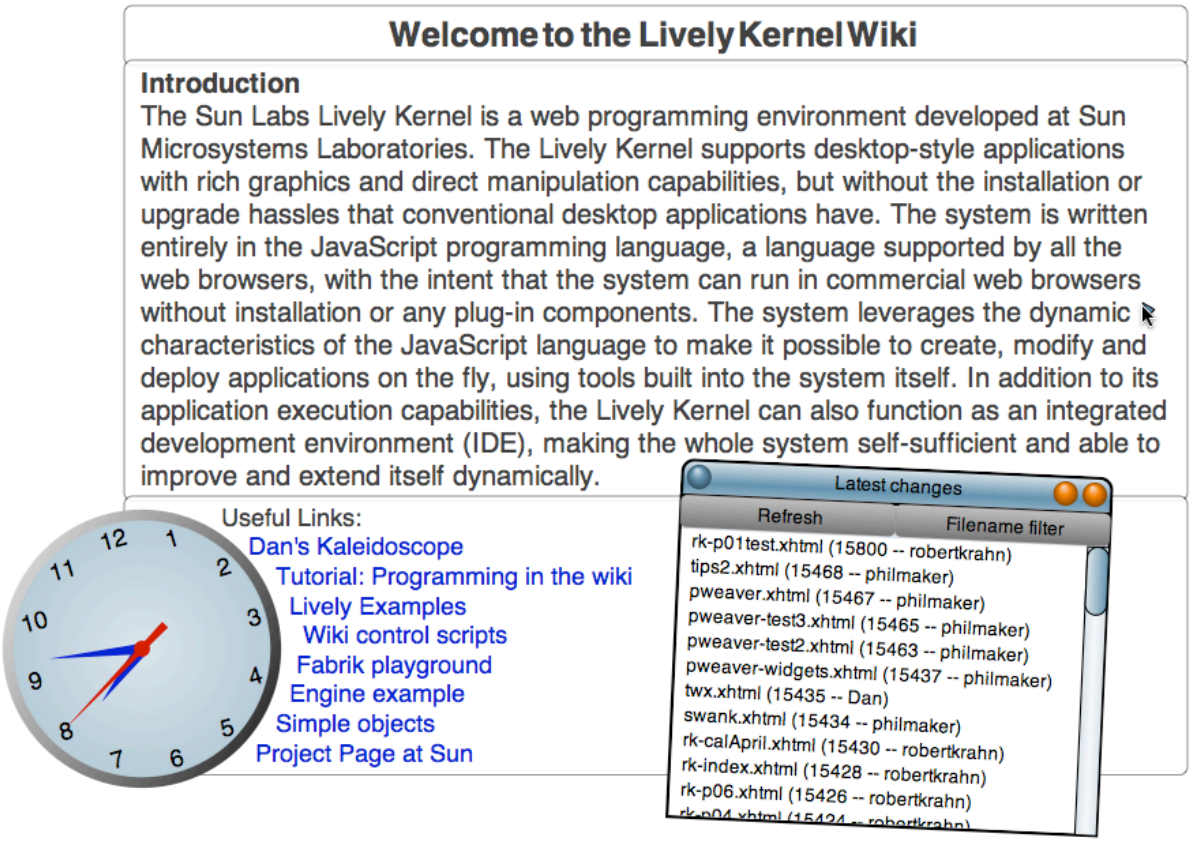


Example Weather Widget

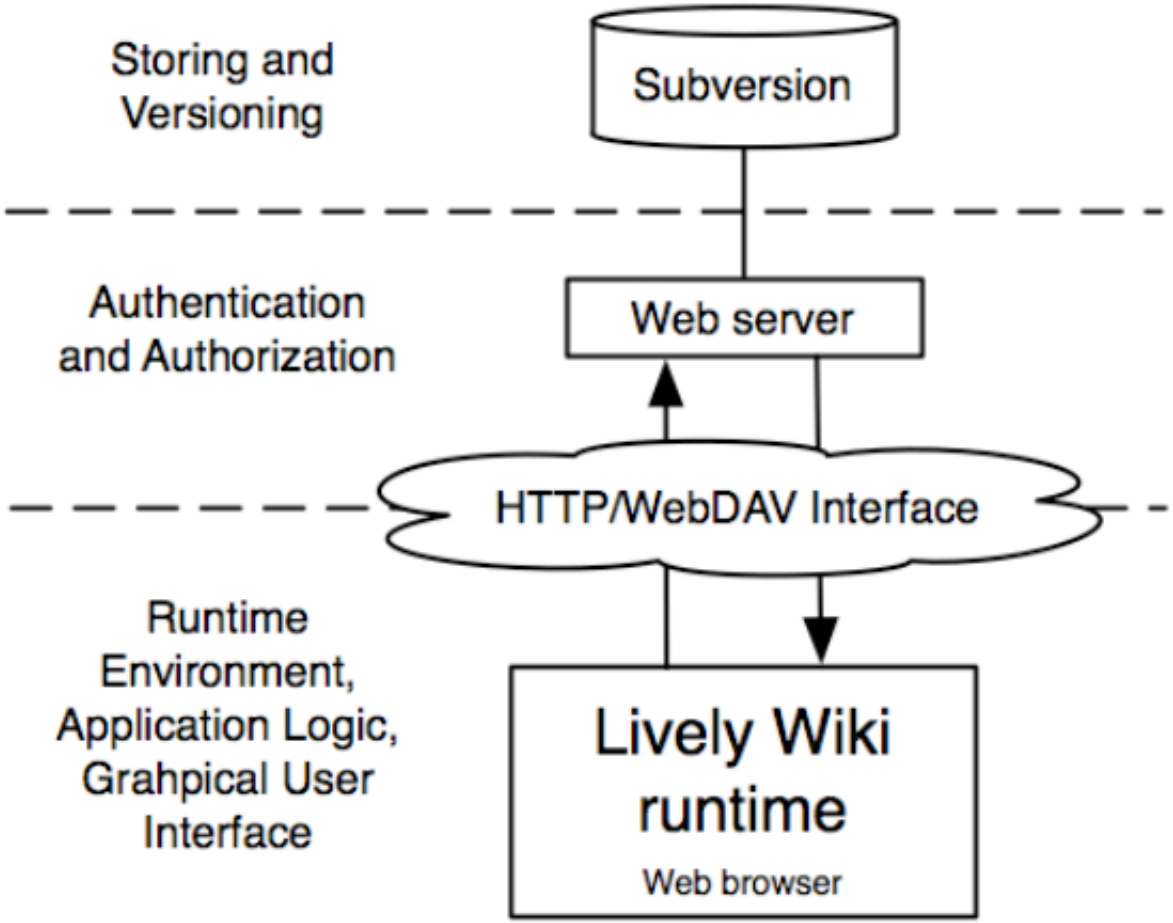


Lively Wiki A Development Environment for Creating and Sharing Rich Web Content

- Robert Krahn's Master's thesis
- Wiki principles: open, incremental, organic
- Developing *inside the Web for the Web*

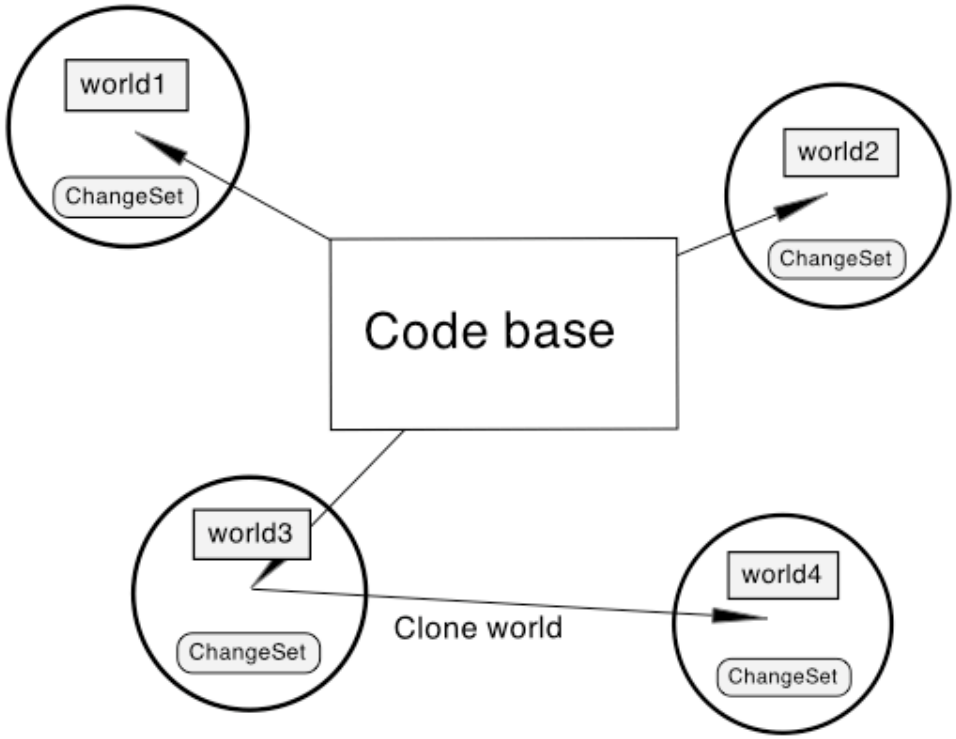


Lively Wiki Architecture

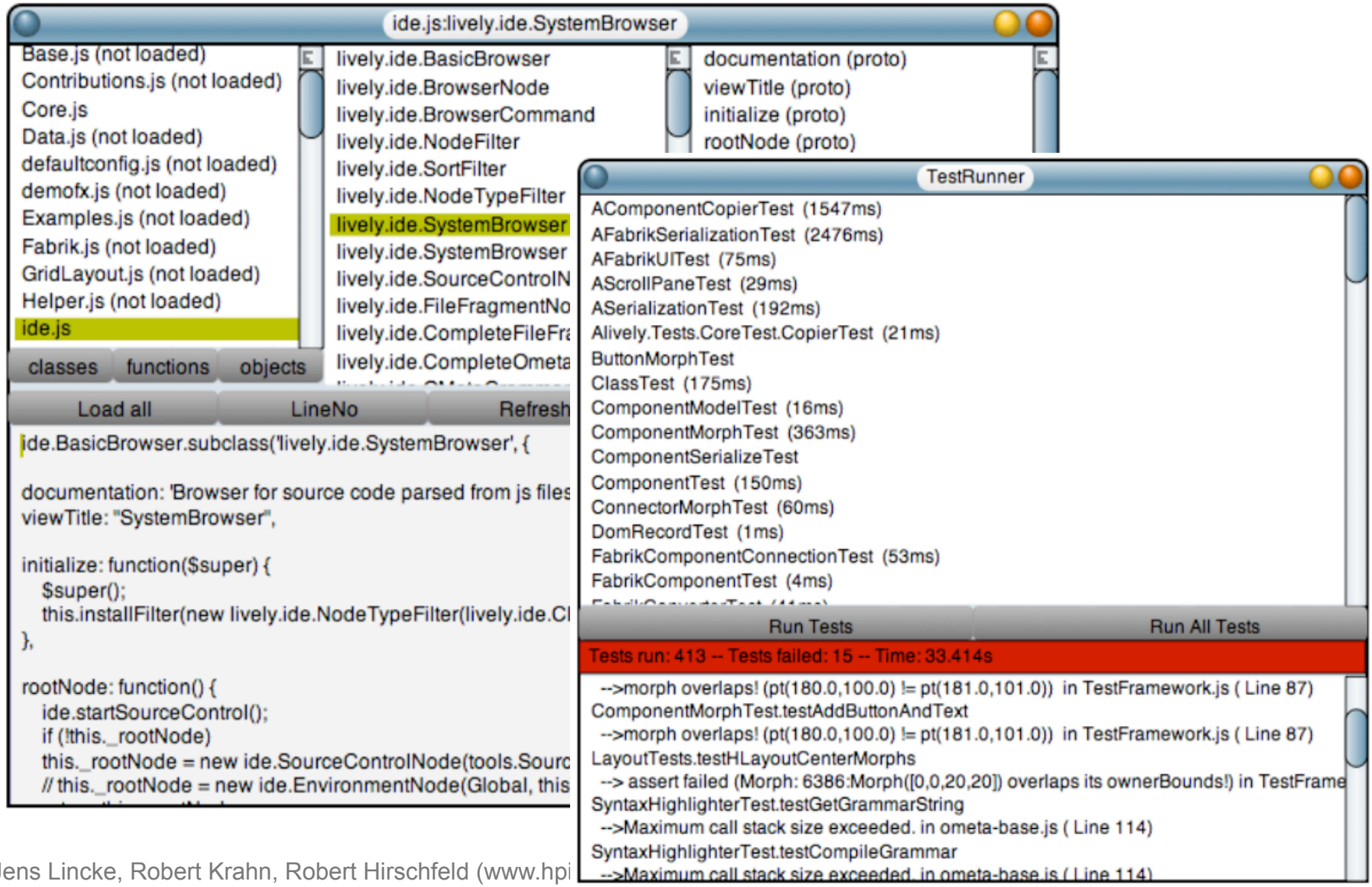


Web Programming Model

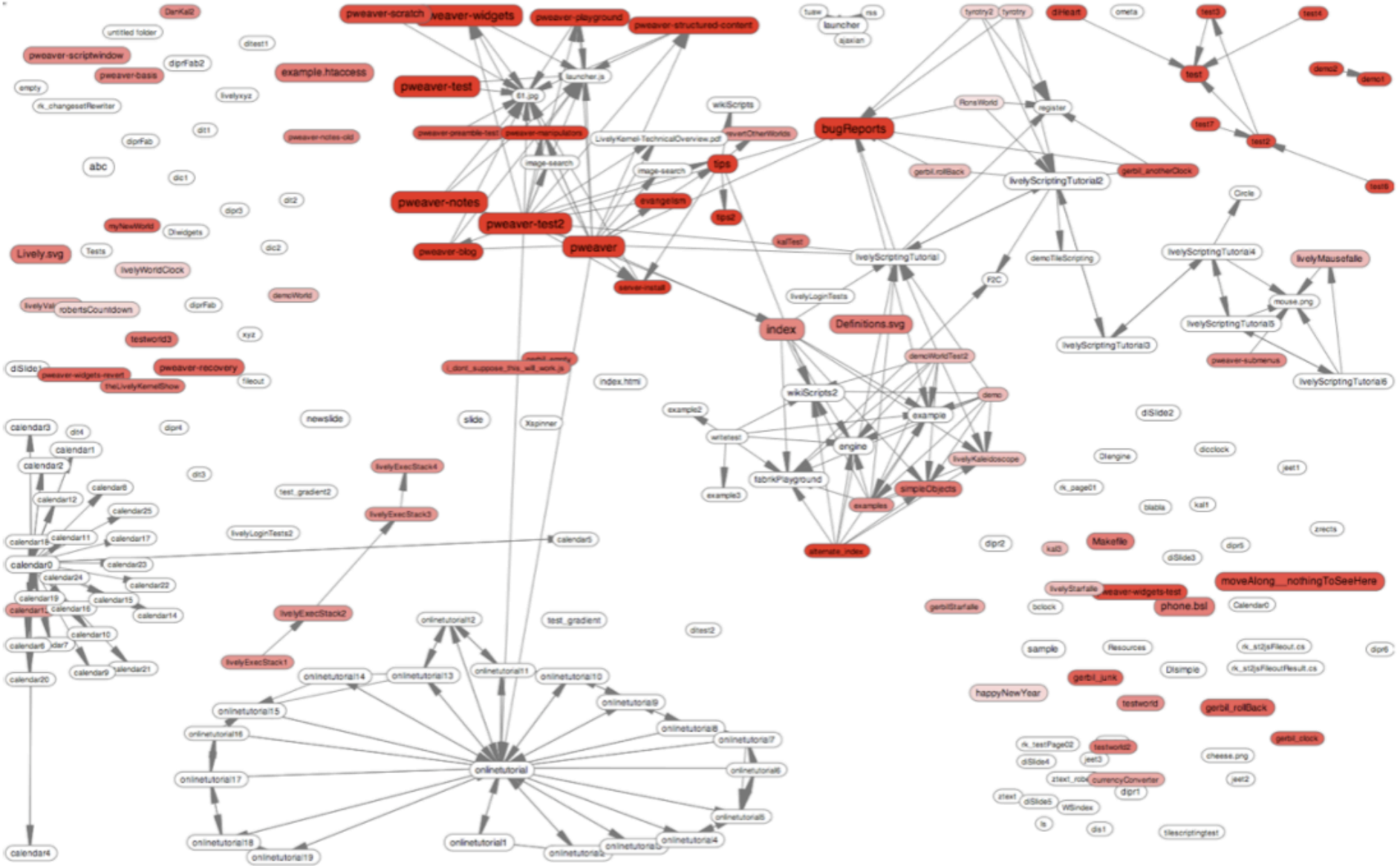
- Network of Lively Kernel worlds
  - Versions
  - Links
- Development tools
  - JavaScript and beyond



Development Tools

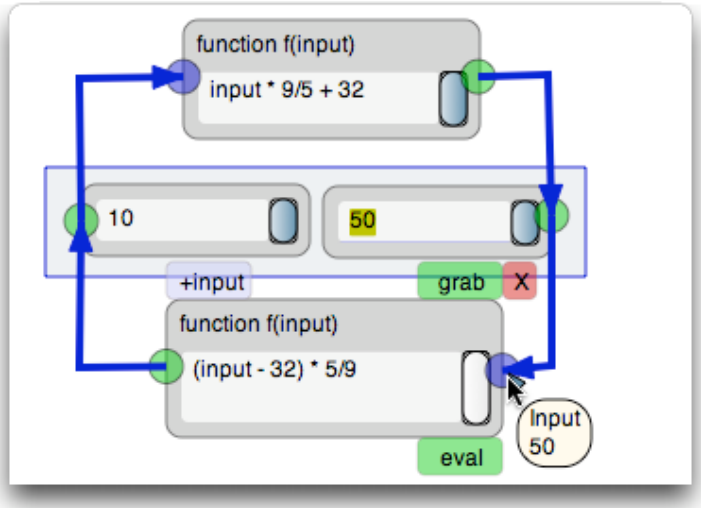


Example: Network Visualization in Lively Wiki



Summary

- Web based end-user programming environment
- Lively Fabrik
  - Combine visual data flow with scripting
  - Create UI and behavior in one view
- Lively Wiki
  - Wiki principles: open, incremental, organic
  - Developing *inside the Web for the Web!*



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