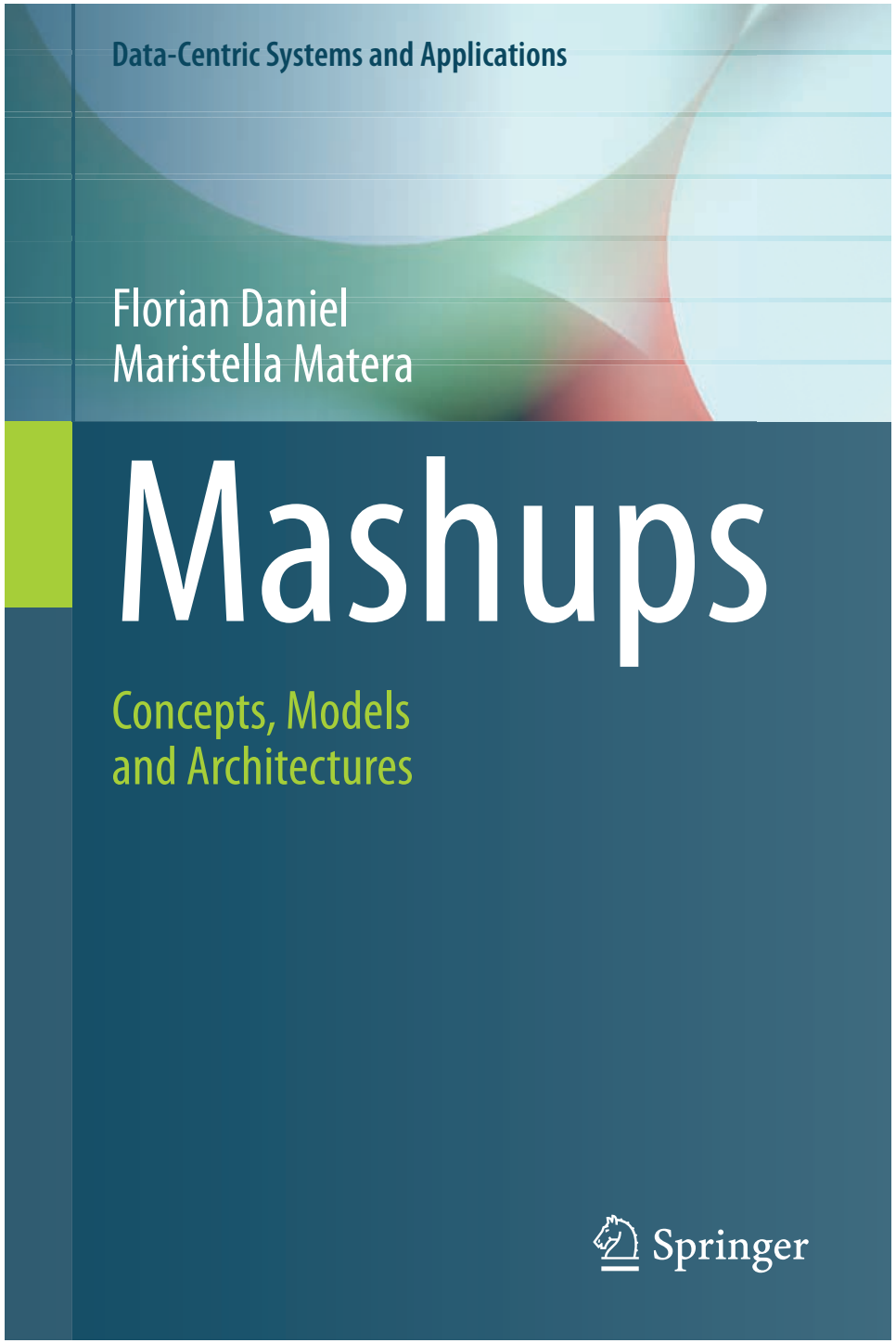


Chapter 9
Mashups and End-User Development

Figures

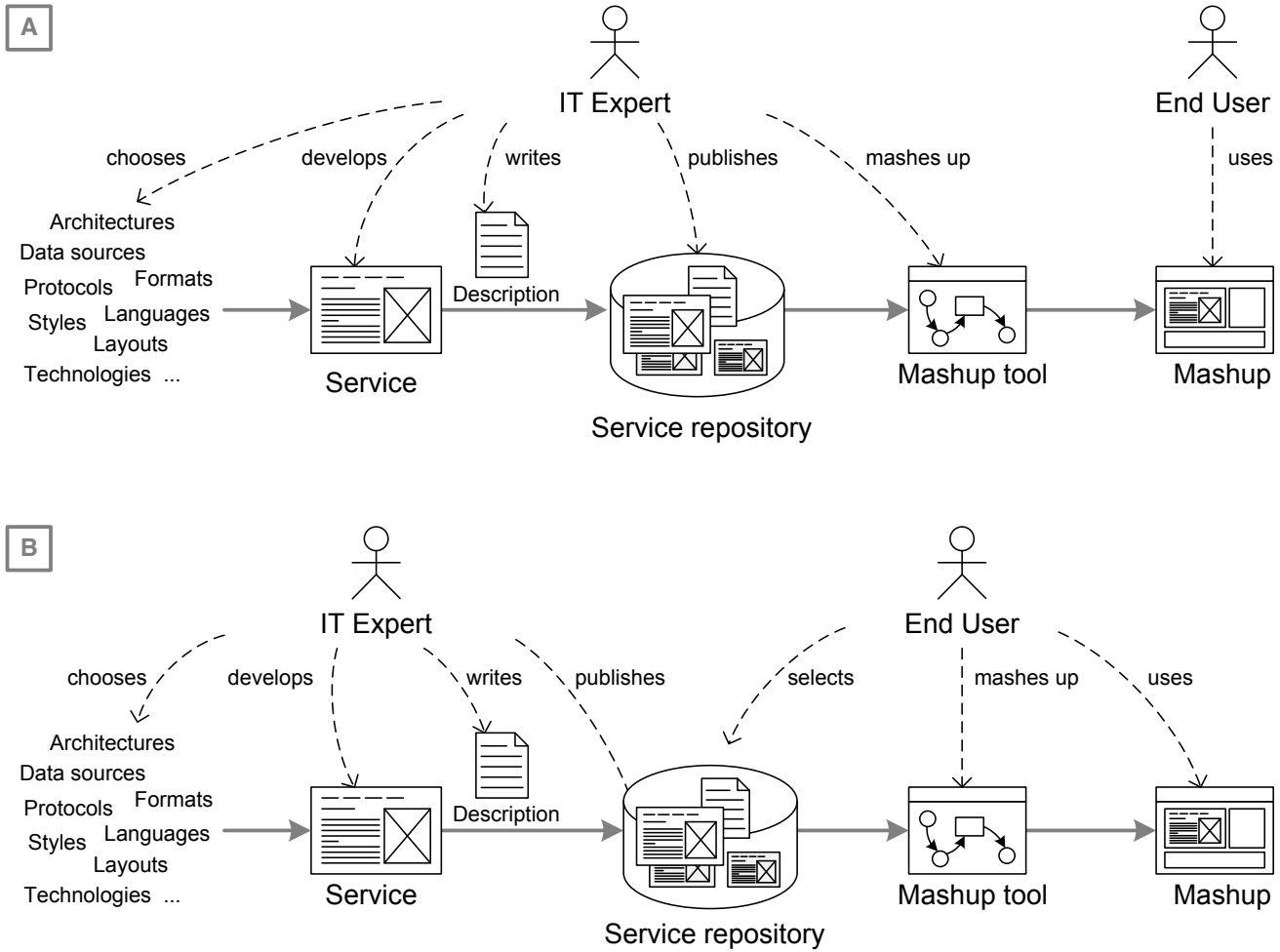
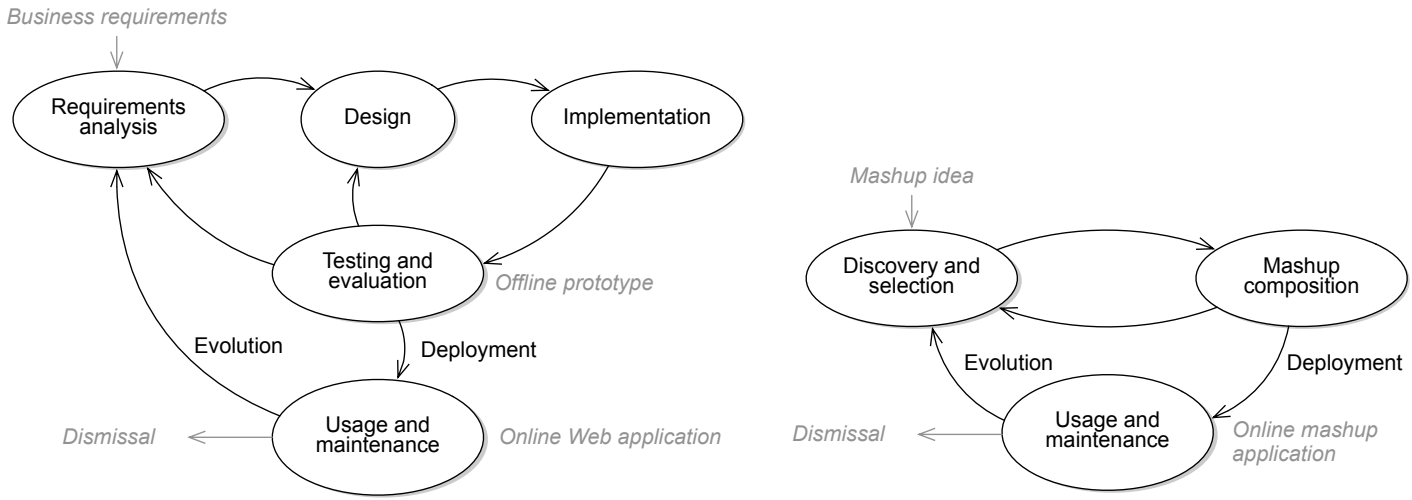


Fig. 9.1 Two main mashup development scenarios. (a) Expert developers exploit mashup tools "centrally" to deliver applications quickly. (b) Users exploit such tools to create mashups in a "distributed" fashion, starting from a set of ready services.



(a) The life cycle model of current web applications

(b) The mashup life cycle model

Fig. 9.2 Life-cycle models of (a) current Web applications and (b) mashups. The model for the end-user development of mashups presumes the availability of a dedicated mashup platform and toolkit, along with a set of open Web services that provide functionality and data.

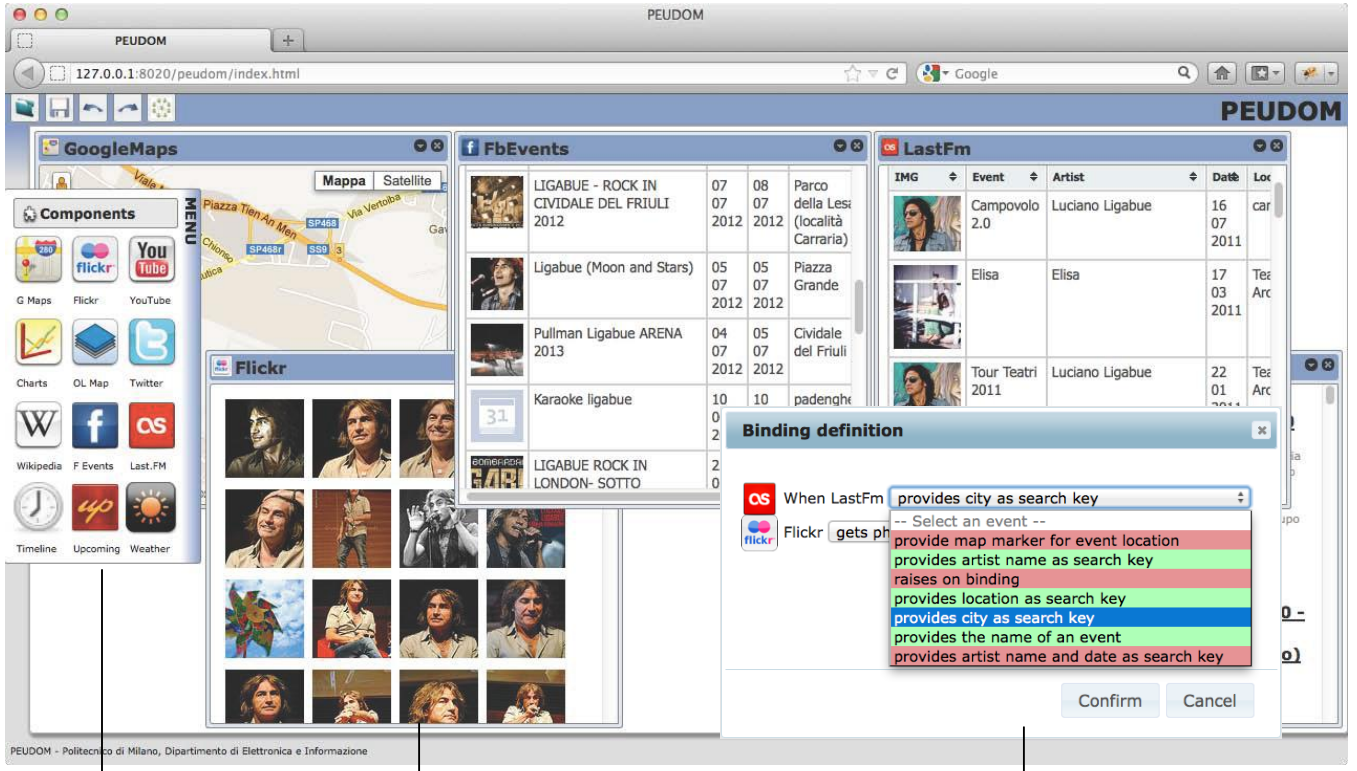


Fig. 9.3 The WYSIWYG composition editor of the PEUDOM platform [58, 183].

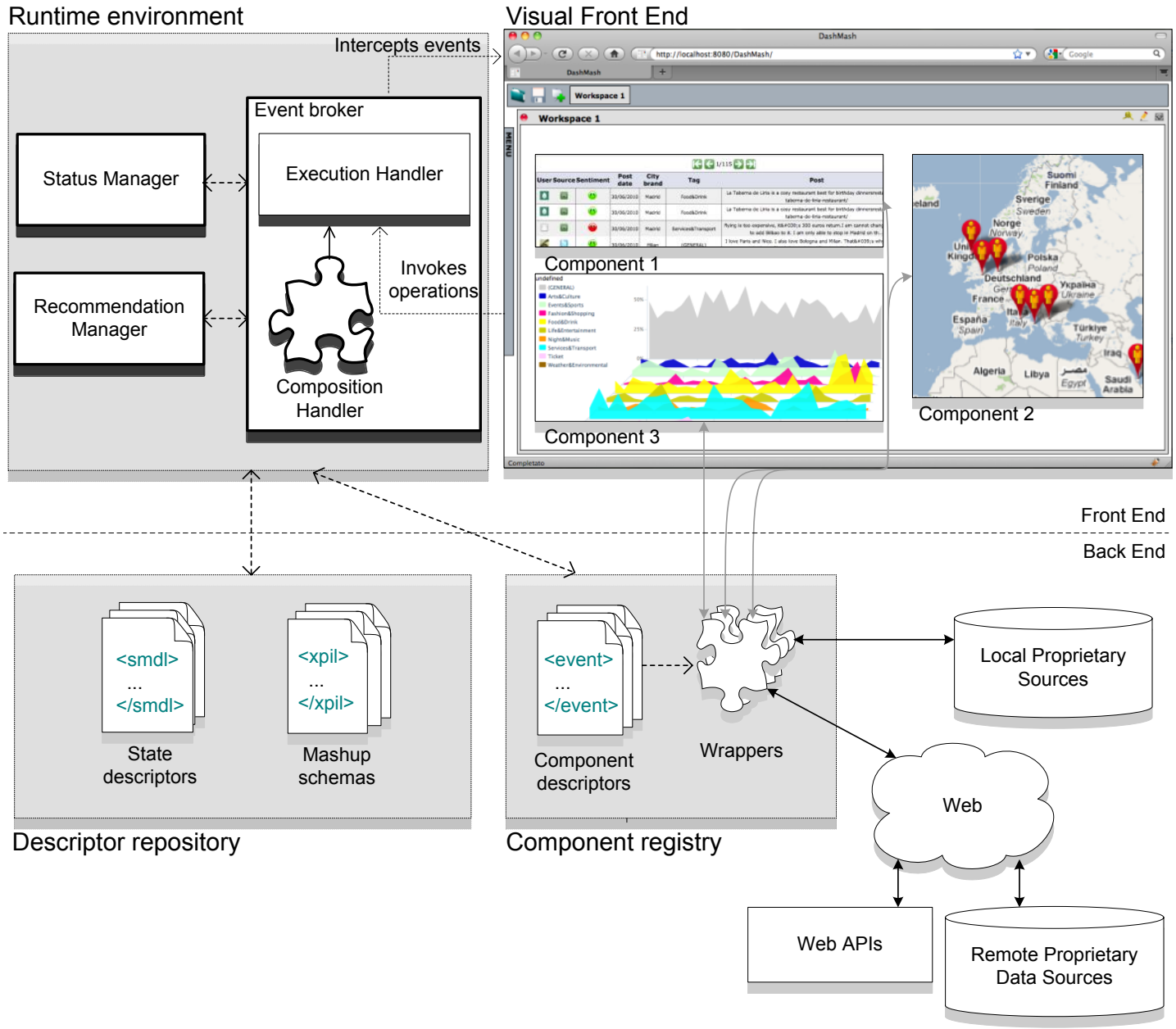


Fig. 9.4 Internal architecture for WYSIWYG composition in PEUDOM [58, 183].

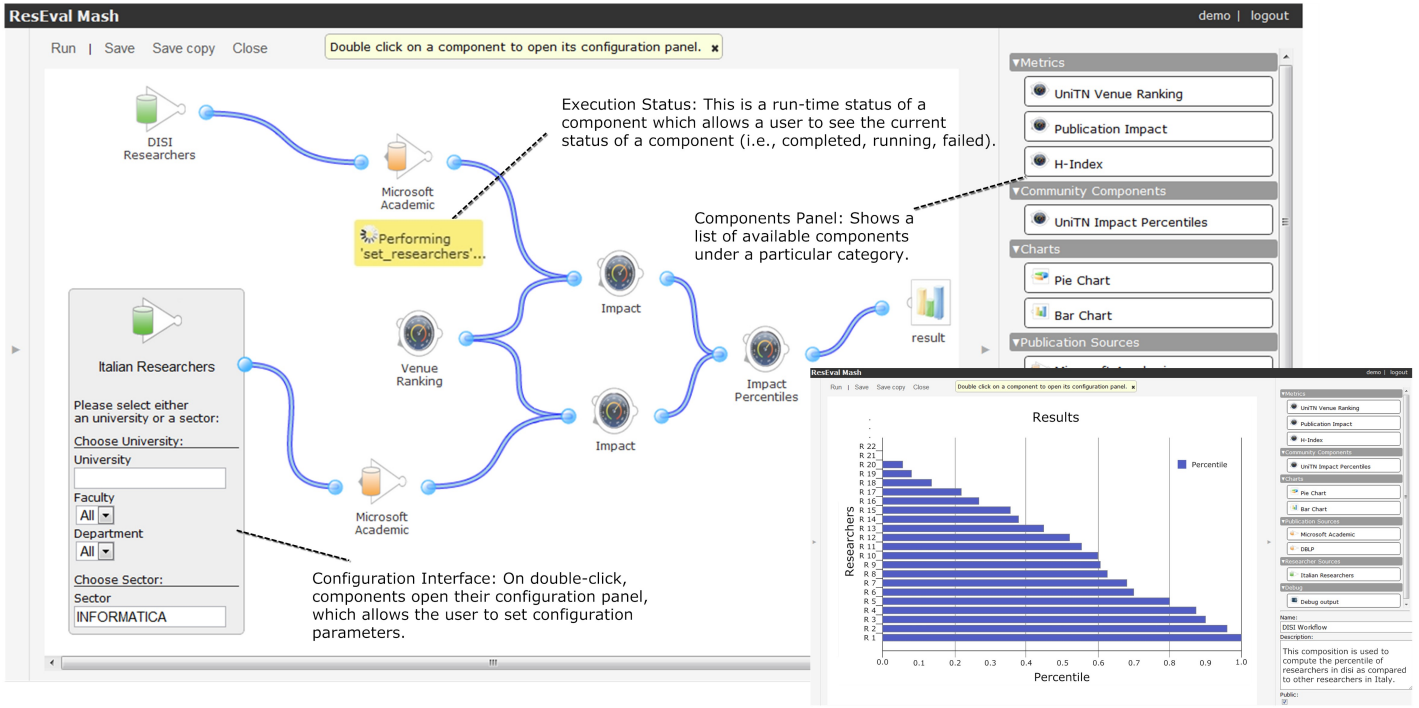


Fig. 9.5 Model of University of Trento's internal department evaluation procedure modeled in ResEval Mashup [155].

Fig. 9.6 A meta-design approach for mashup creation. The bottom layer outlines the environments for end-users, the middle and the top layers the environments for experts developers and domain experts who operate customizing the platform [18].

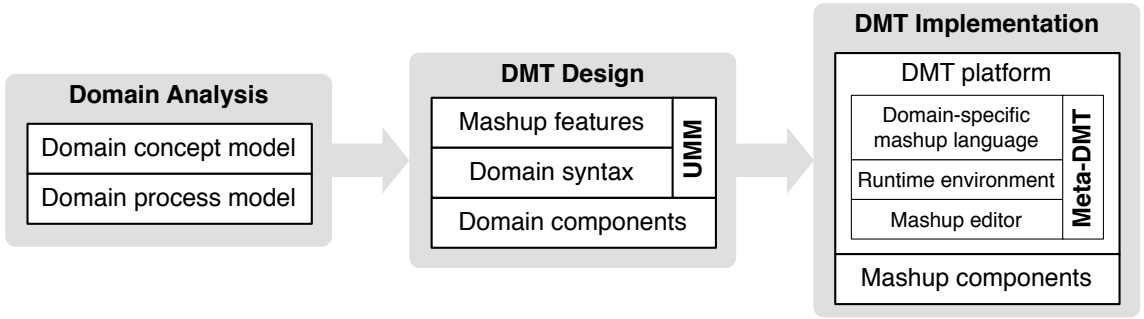


Fig. 9.7 Methodology for the development of domain-specific mashup tools with the Meta-DMT described in [253].

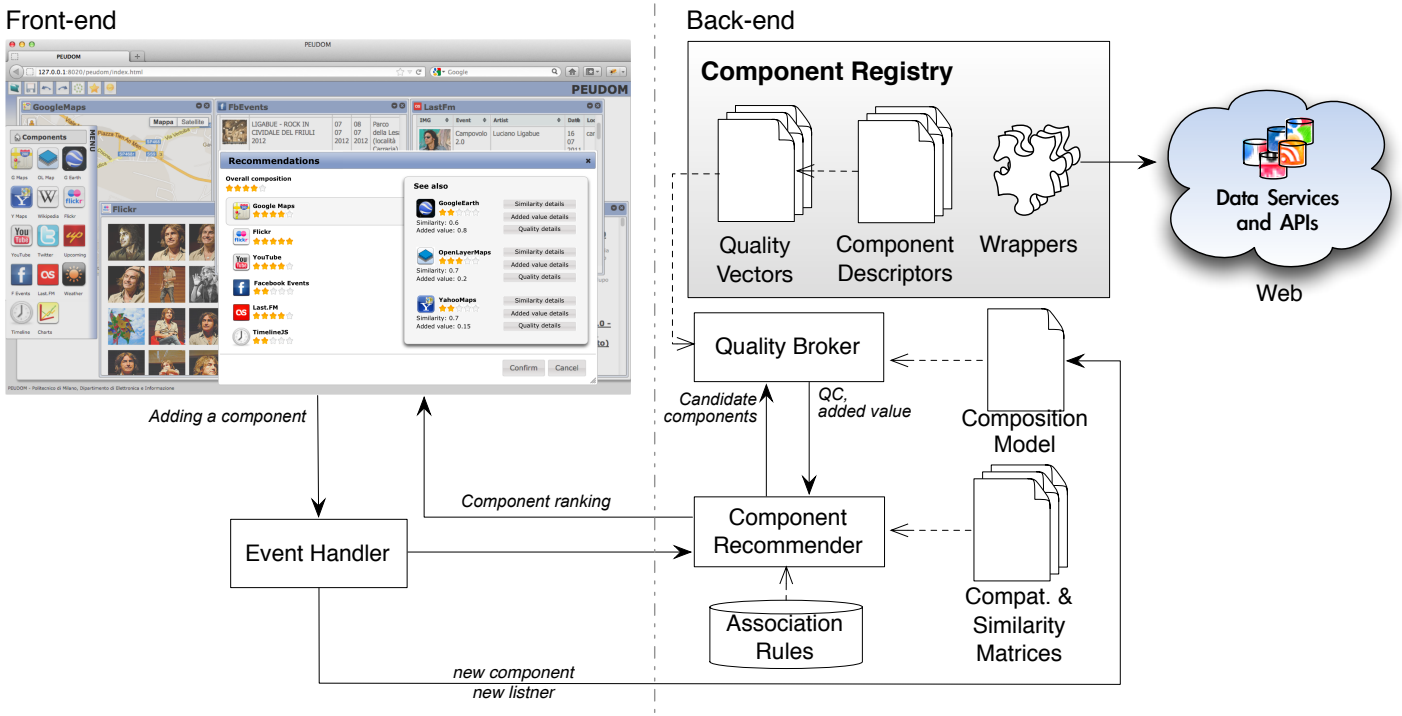


Fig. 9.8 Modules for quality-aware recommendations in PEUDOM [61].

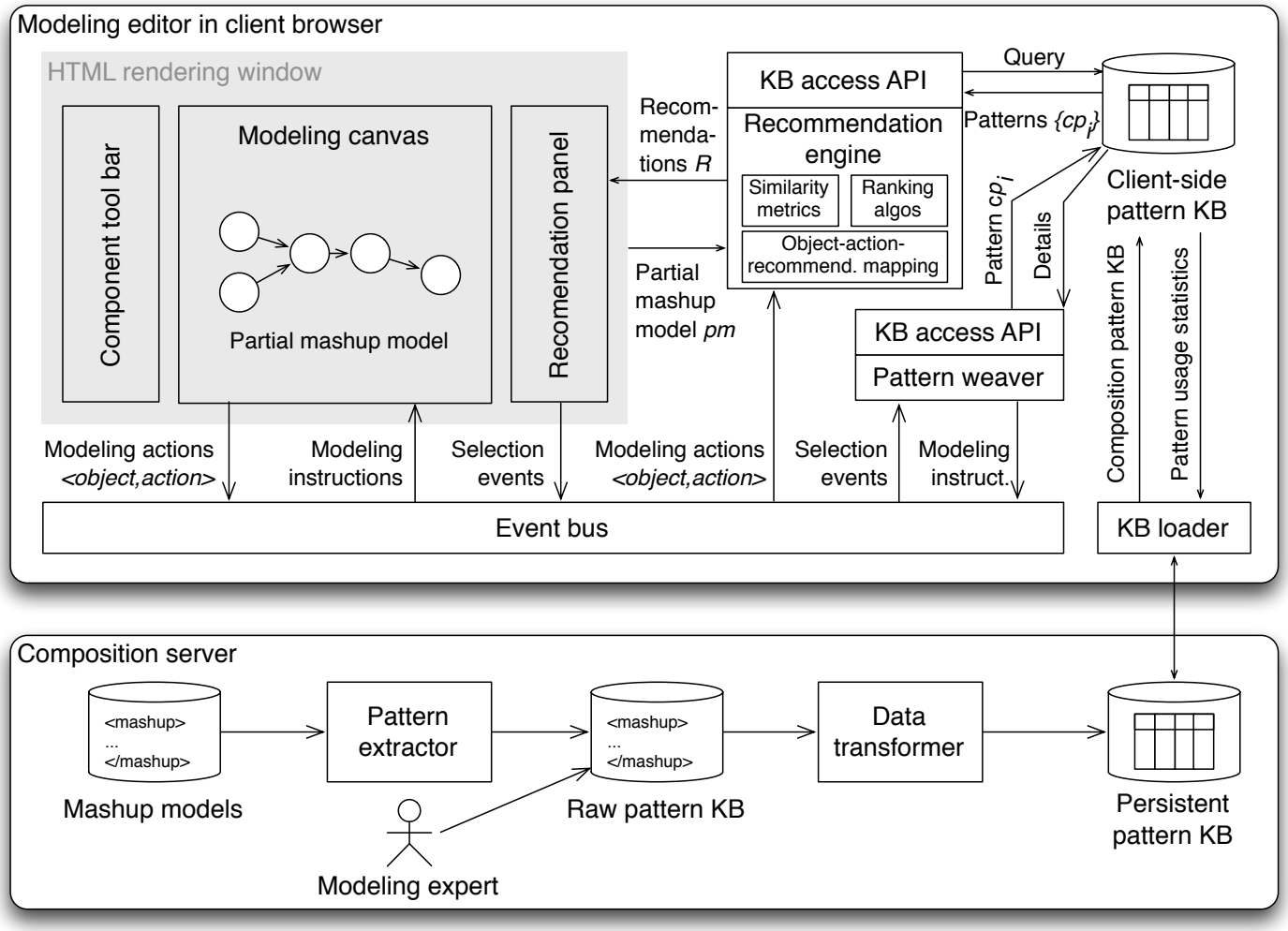


Fig. 9.9 Simplified architecture of the assisted modeling environment with client-side knowledge base and interactive recommender proposed in [73].

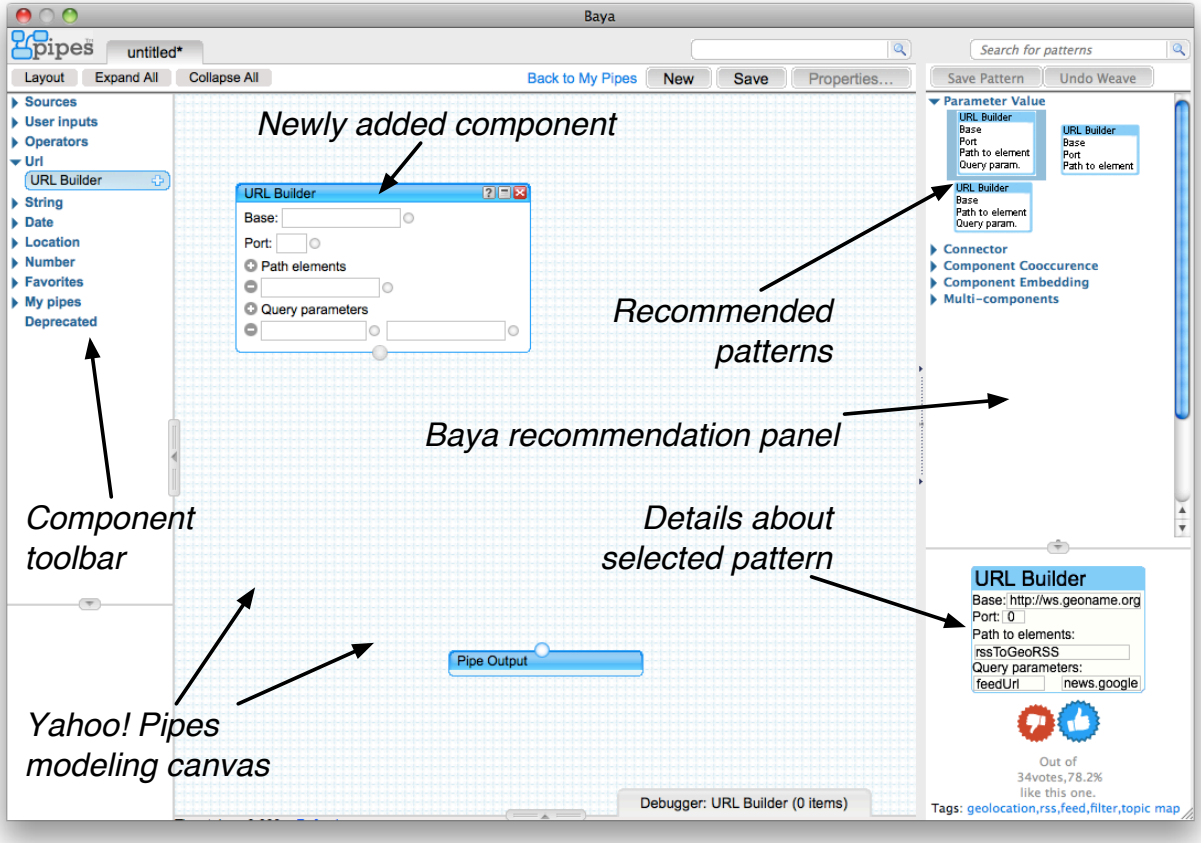


Fig. 9.10 Screen shot of the Baya plug-in for Yahoo! Pipes at work [74]: mashup model patterns are recommended in the panel at the right-hand side and woven into the model in the canvas by dragging and dropping them onto the canvas.