

Graphical Web application development environment

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In the beginning applications were made on demand. The monolithic development was general. The spreading of the computers resulted in the emerging of new requirements. Applications had to be created rapidly which were reliable and could be used by men in the street. Developers realized it can be done by using suitable methodologies and tools.

Monolithic programming was changed by structured programming. It has exact mathematical background and the correctness of programs can be proved with the assistance of it, that is quality control became possible. Other paradigms and the languages built on these appeared. Nowadays one can hear more and more about aspect-oriented programming as well as component-based software.

In my paper it will be explained what a component is and when one or the other part of an application can be dealt as it were a component. The properties of the components and the expectations will be described as well, for instance re-usability and interchangeability.

In recent years the Internet became widely used so much, that more and more applications chose it as the platform of them. These kind of applications can be developed in industrial size only if developers use appropriate methodologies and tools.

In my paper I would like to present a framework. By the aid of this tool one can create web applications. The key elements of the development environment are components. The Web pages forming the application can be built from these components using a graphical user interface.

The development tool is also a Web application. The client is a browser which communicates with the server during the assembly of the pages. The components are provided by this so-called component server, which reads the list of available components from an XML file along with all the necessary helper information. The finished pages are then sent back to the server, which takes care of their storage.

A Web application consists of a number of Web pages. Communication between the client and the server is accomplished by navigating through the Web pages. Therefore, developers have to take care of it during the Web application planning. The last part of my paper deals with it.