

# Efficient Layer Activation in ContextJS

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## ABSTRACT

Some pretty nice abstract

## Categories and Subject Descriptors

D.2.6 [Programming Environments]; D.2.2 [Design Tools and Techniques]; D.3 [Programming Languages]; H.5.4 [Hypertext/Hypermedia]

## General Terms

Design, Human Factors

## Keywords

Wikis, Application Wikis, Web Application, Morpich, User Innovation, Development Environment, End-user Programming

## 1. INTRODUCTION

Some nice intro for efficient layers and why we need them ein test The remainder of the paper is organized as follows. Section 2 gives a short overview of the state of the art of programming in the Web. Section 3 describes the concepts and ideas behind Lively Wiki. Section 4 discusses the implementation of our system. Section 5 presents applications that were developed in the wiki. Section 6 discusses the related work and section 7 summarizes the work and gives an outlook.

## 2. A NEW SECTION

Web programming is usually done on the Web server side using technologies like the Common Gateway Interface (CGI), Web server extensions with modules, or Web frameworks that integrate the different Web technologies [1].

### 2.1 A sub section

The primary unit for structuring content in Lively Wiki is a world. Worlds are web pages that are identified by a URL and can be loaded with a Web browser. Doing this, the world content is loaded and the Lively Wiki system is started.

## 3. RELATED WORK

Lots of related work.

## 4. SUMMARY AND OUTLOOK

There is so much to do.

## 5. ACKNOWLEDGEMENTS

Thank you thank you thank you

## 6. REFERENCES

- [1] Iwan Vosloo and Derrick G. Kourie. Server-Centric Web Frameworks: An Overview. *ACM Comput. Surv.*, 40(2):1–33, 2008.