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the open hypermedia systems area of research, structural computing is actually a confluence of a number of research threads. Its component research areas include the identification and investigation of alternative hypermedia domains, the study of structuring mechanisms and the important roles they play within application domains, and the design and development of hypermedia architectures. This

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Developing Component-Based Open Hypermedia Systems

Michail Vaitis¹, Manolis Tzagarakis^{2,3}, George Gkorsis³

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