



Dataflow and Reactive Programming Systems: A Practical Guide (Paperback)

By Matt Carkci

Createspace, United States, 2014. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****. Dataflow concepts are the heart of Reactive Programming, Flow-Based Programming (e.g. NoFlo), Unix pipes, Actors and message passing in general. Dataflow-based systems are easy to design once you understand the large number of implementation details that could drastically change how the system operates. Understanding these vectors of change is important so you don't waste your time developing the wrong system. Embedded dataflow-like languages are used in a wide range of applications. Video games, web pages, circuit simulation and music production are just a few of the domains that have been using dataflow for years. Every one of those has a specialized dataflow engine designed for the task at hand. This book will help you understand the whole dataflow universe before starting your own system. By the end of the book you will understand. - All possible design choices with dataflow-based systems - How their effects interplay - How to develop your own dataflow-based system.



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