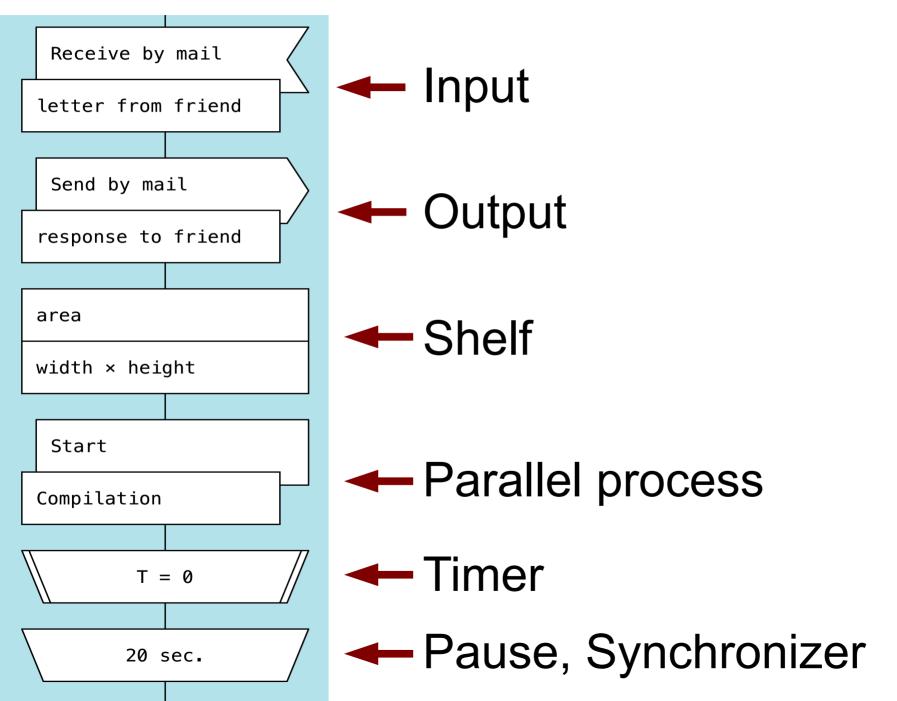
DRAKON Visual Language

Tutorial. Part 2: Interaction with the outside world, parallel algorithms and real time

The extended set of DRAKON icons



What can a "Shelf" icon do?

Put a value on the shelf

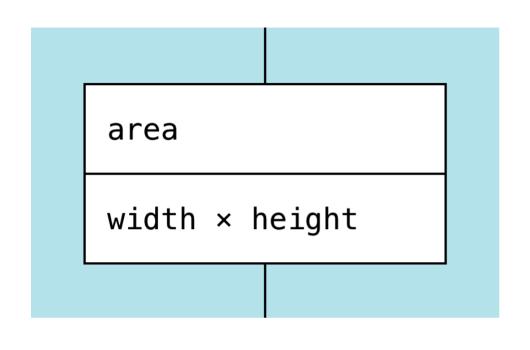
Send a command to the doer

Terminate the algorithm

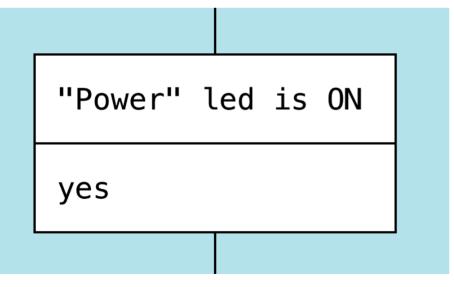
Put a value on the shelf

- Assign a new value to the property
- Put a new value in the variable
- Set or clear a flag

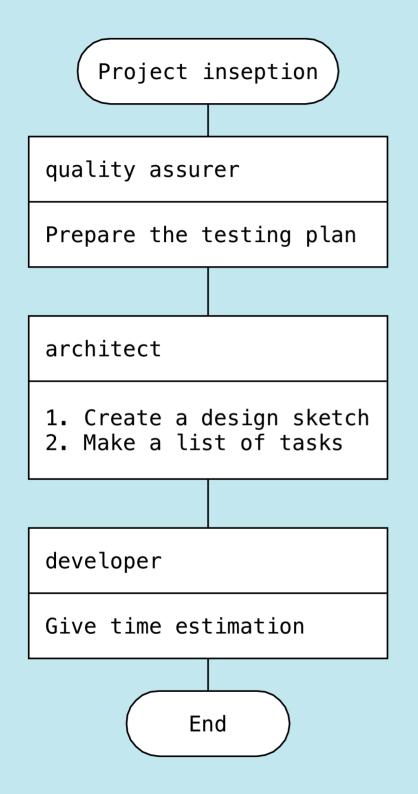
Put a value on the shelf



Place the product of width and height in the "area" variable

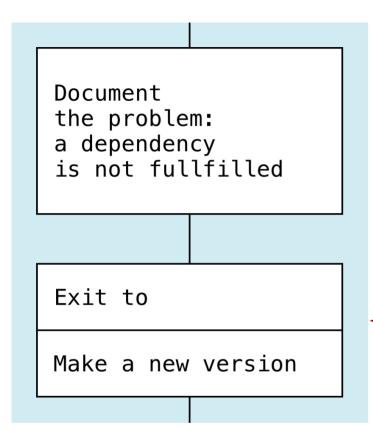


Set the "Power ON" flag



Shelf: send a command to the doer

Shelf: terminate the algorithm



Example:

- "Make a new version" algorithm invokes
 "Development task" algorithm
- "Development task" algorithm invokes
 "Analyze dependencies" algorithm
- This "Shelf" icon is executed inside "Analyze dependencies" algorithm

What happens next?

- "Analyze dependencies" terminates
- "Development task" terminates
- The control is returned to "Make a new version"

Interaction with the outside world "Input" icon "Output" icon "Parallel process" icon

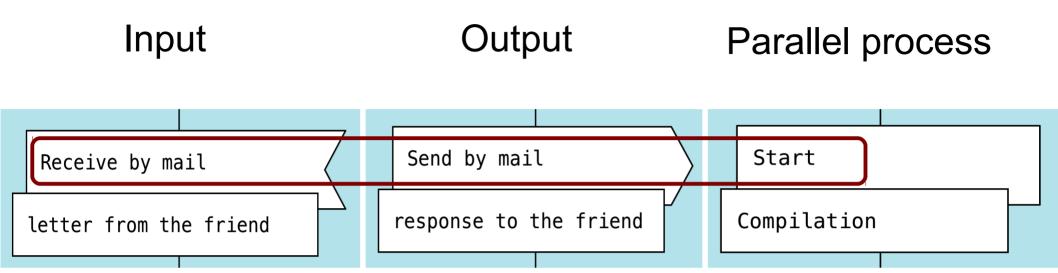
Input Output Parallel process

Receive by mail

Send by mail

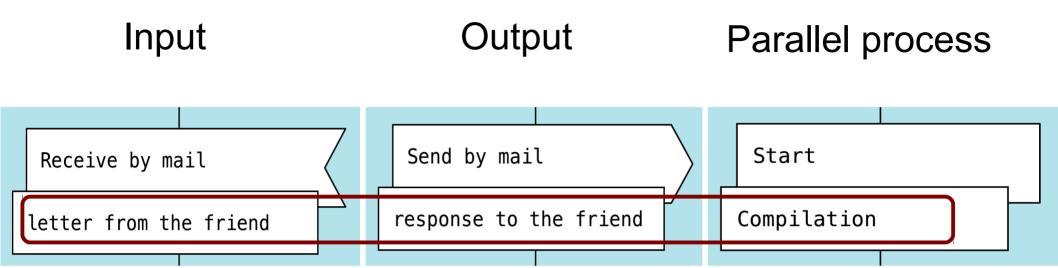
response to the friend Compilation

The upper floor



A keyword or a key phrase

The lower floor



The details

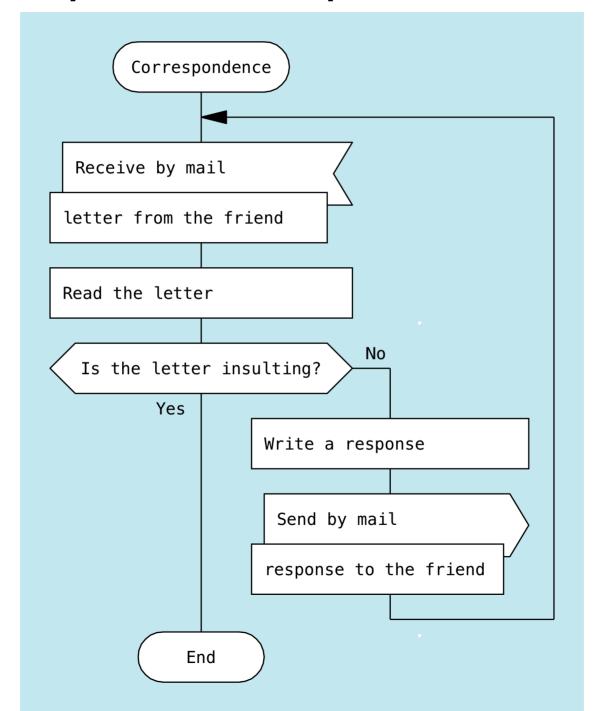
What does "Input" icon do?

- Receives information from external senders
- Gets messages from a parallel process
- Performs data input into the computer:
 - Receives data from the user via keyboard and mouse
 - Reads data from disk
 - Receives data from the network

What does "Output" icon do?

- Sends information to external recipients
- Sends messages to a parallel process
- Performs data output from the computer :
 - Shows data on the screen
 - Writes data to disk
 - Sends data over the network

An example with "Input" and "Output"



What is the difference between "Shelf" and "Output"?

Shelf

Output

Assigns a value to an internal variable

Sends a message to an external process

Gives an order to an internal doer

Sends information to an external recipient

The commands that control parallel processes

Start

Starts a parallel process

Stop

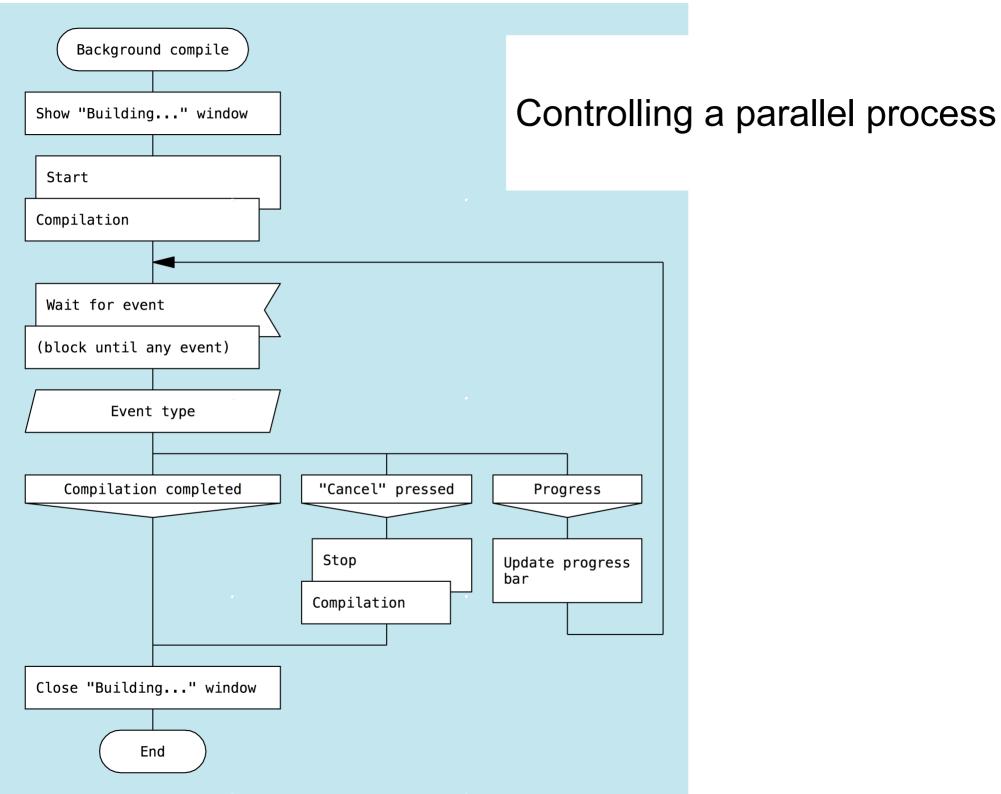
Stops the parallel process forever

Suspend

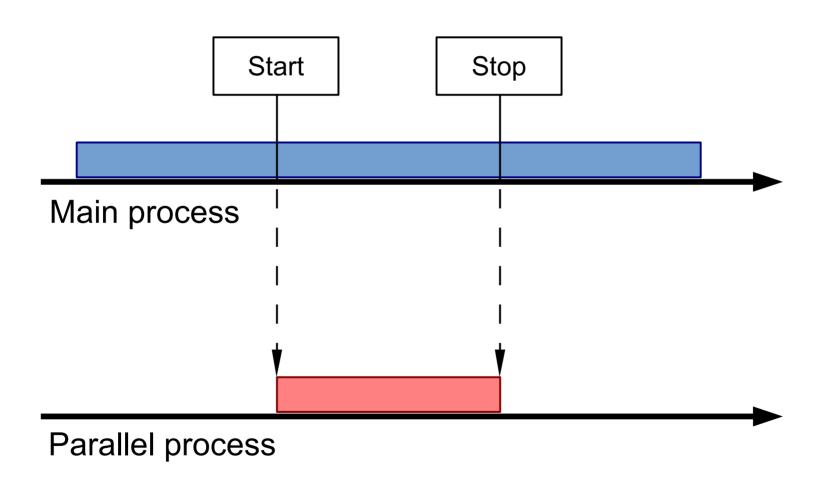
Suspends the parallel process

Resume

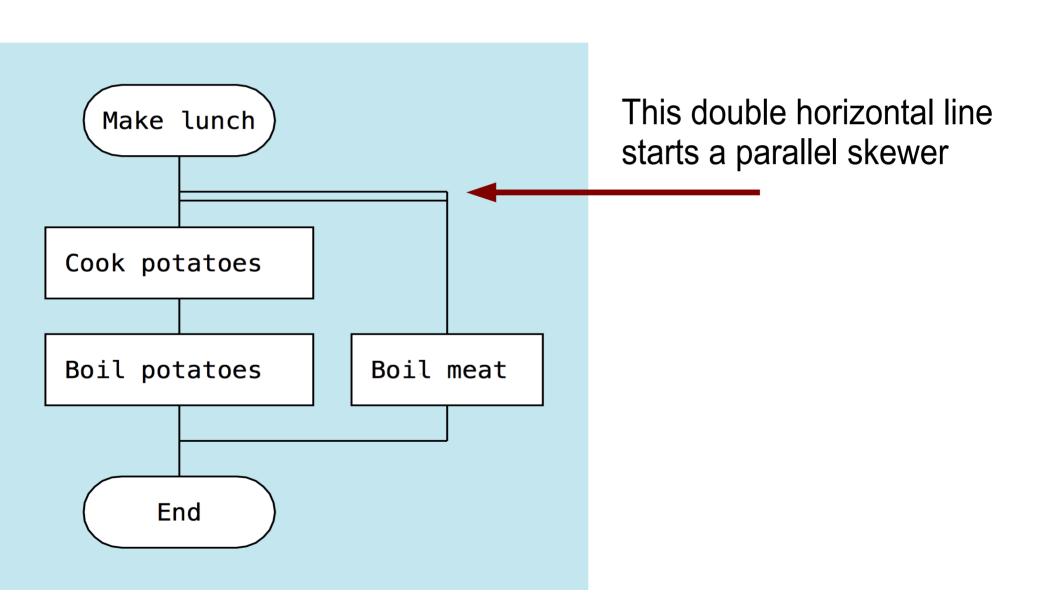
Resumes the suspended process



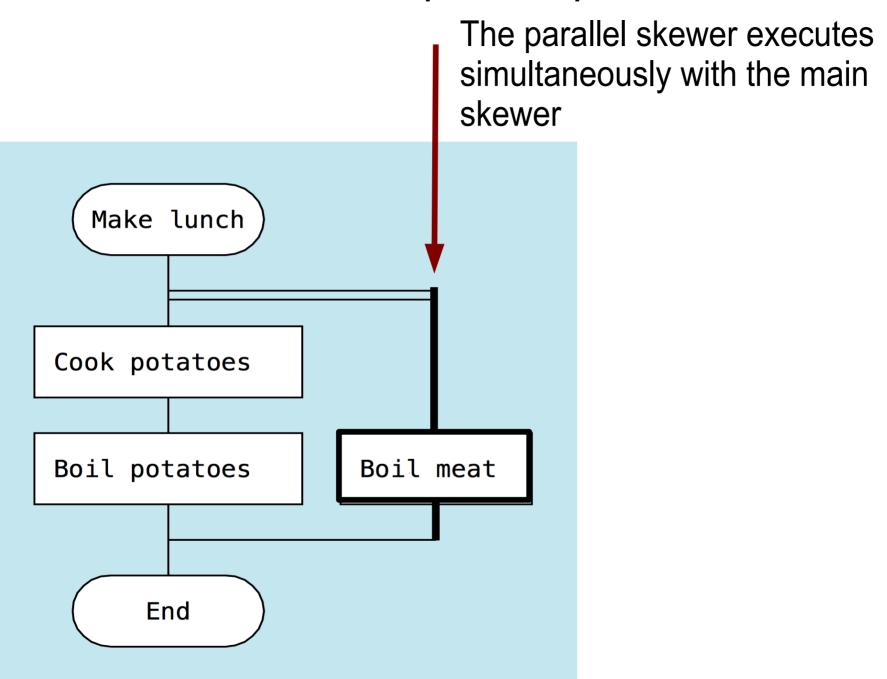
Commands sent to a parallel process do not suspend the main process



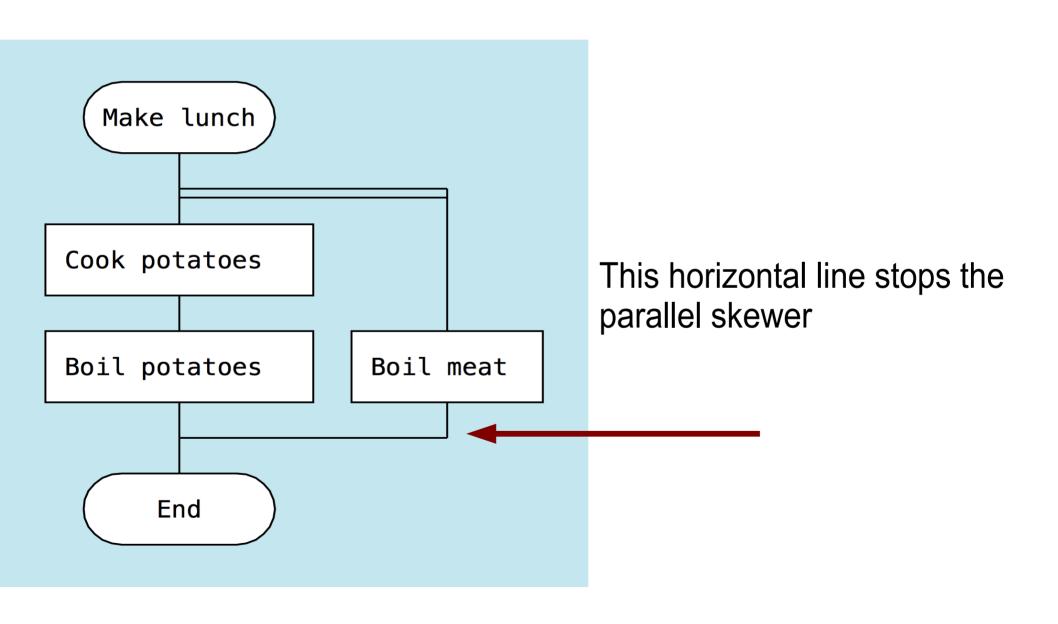
Internal parallel processes



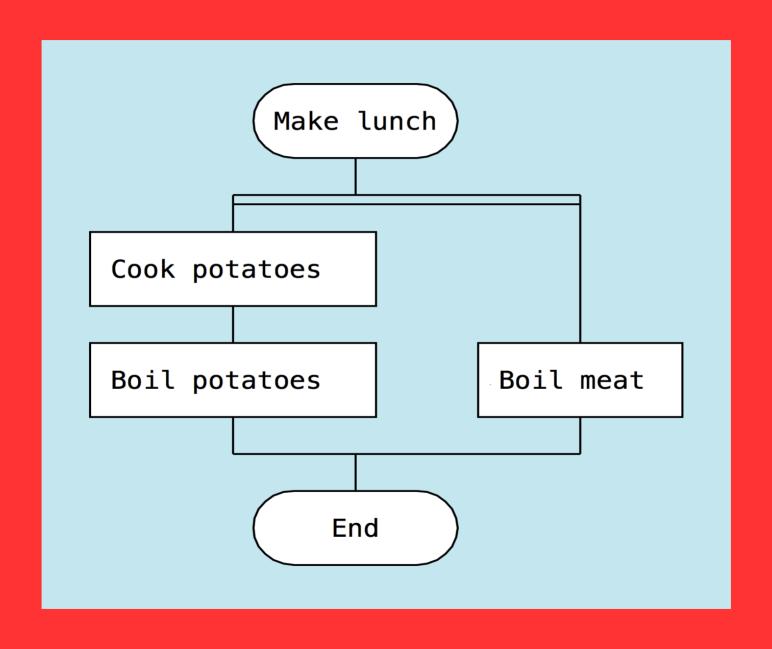
Internal parallel processes



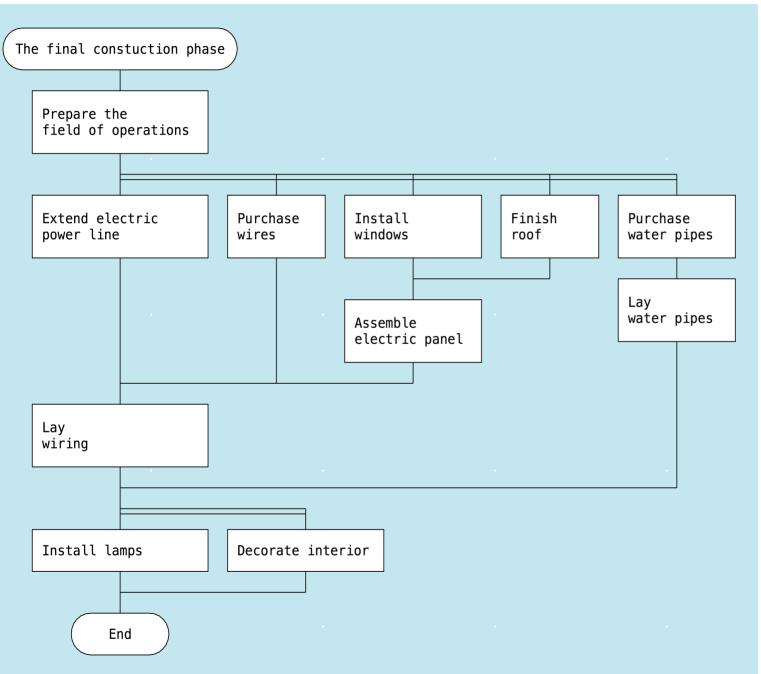
Internal parallel processes



Wrong! The main skewer must not be broken



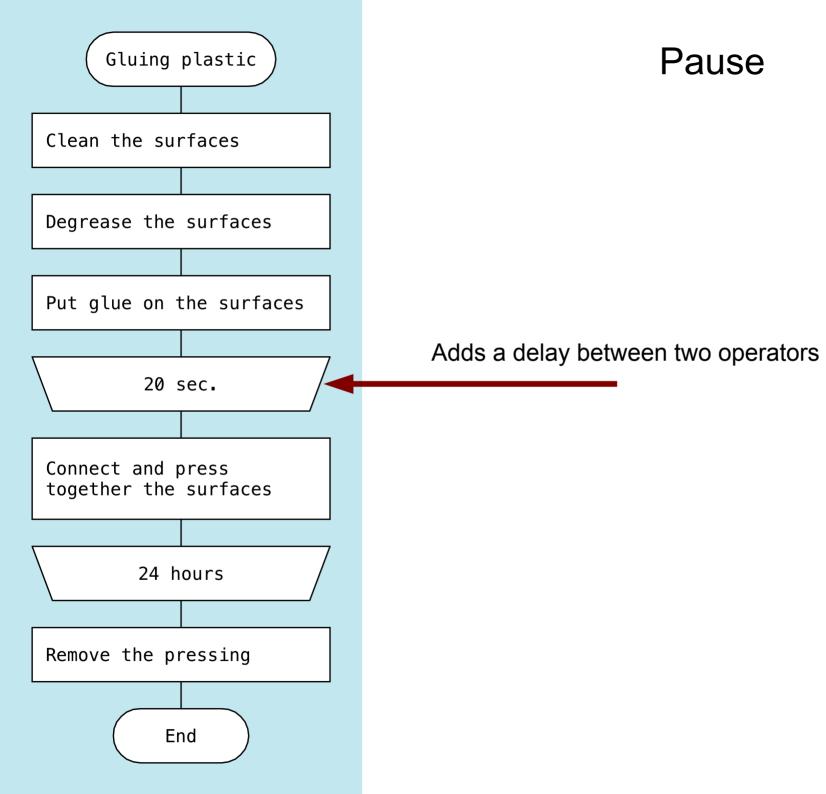
A complex parallel algorithm

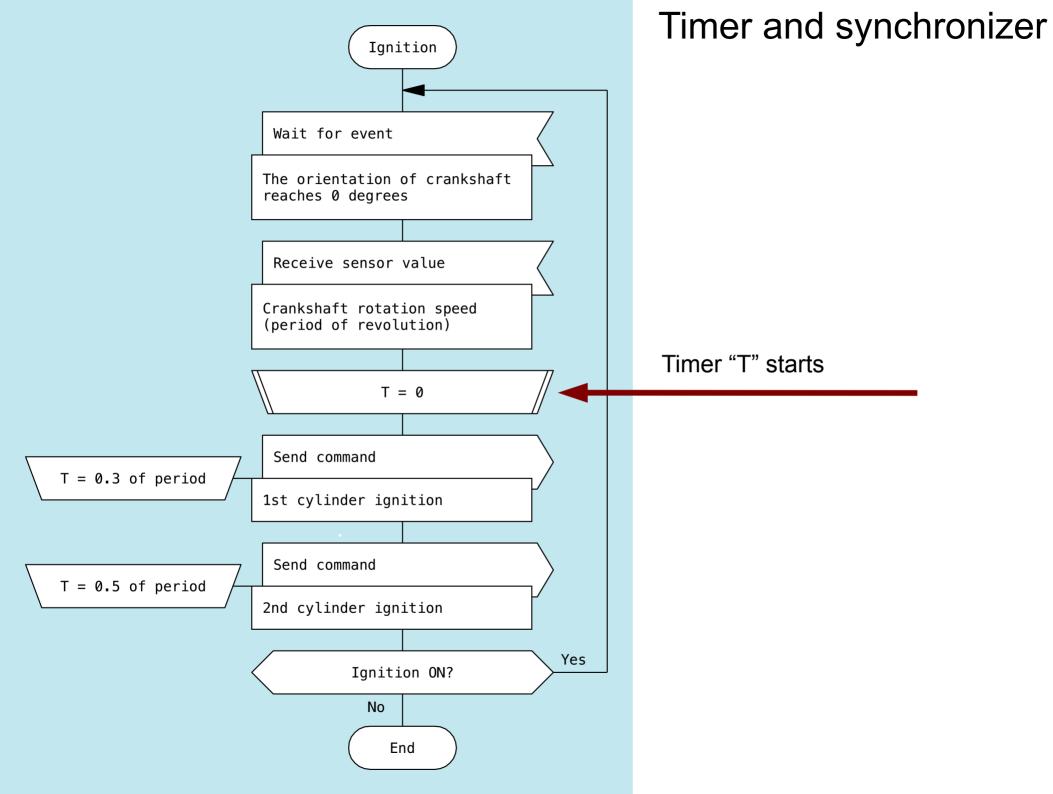


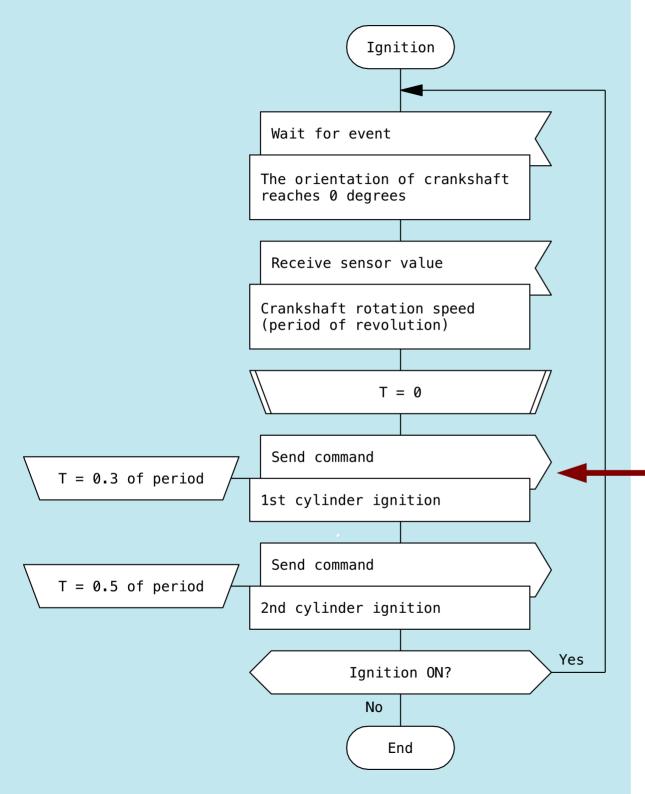
The following actions can be done in any order after the field of operations is prepared:

- Extend electric power line
- Purchase wires
- Install windows
- Finish roof
- Purchase water pipes

The assembling of the electric panel cannot be started before the installing of windows and finishing the roof are complete.







Timer and synchronizer

This operator executes when the specified time has passed since the start of timer "T". (0.3 of period of revolution of crankshaft)

What is the difference between "Pause" and "Synchronizer"?

Pause

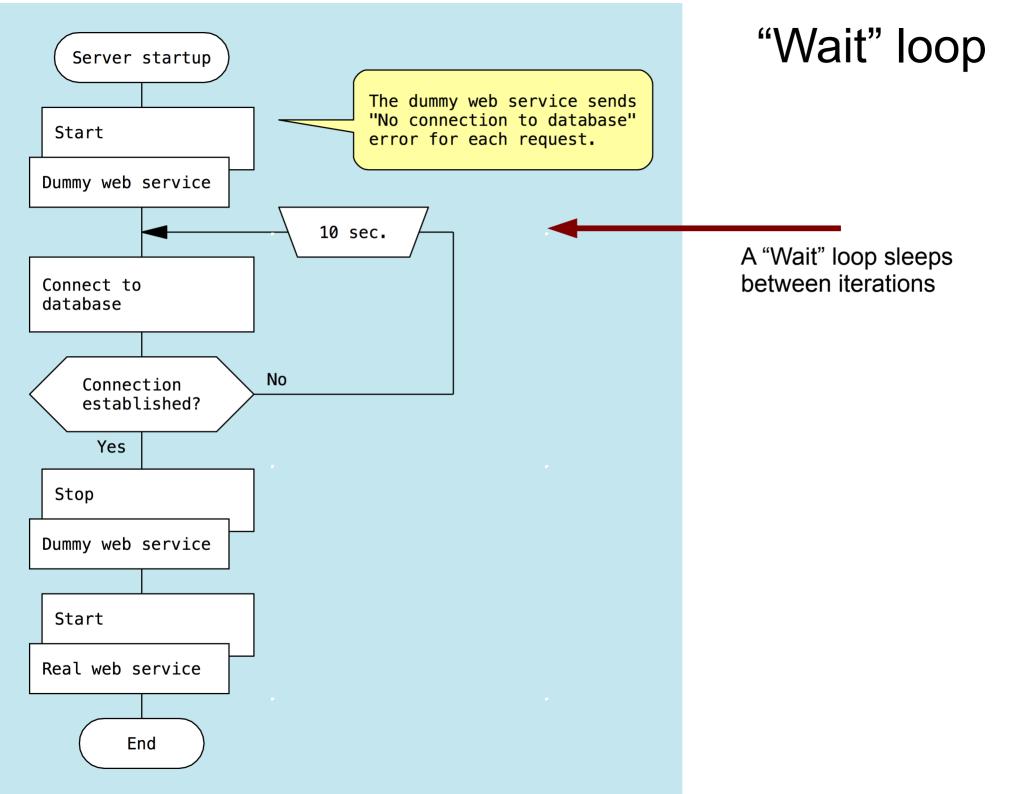
Synchronizer

Runs the next operator after some time has passed since the previous operator

Runs the operator after some time has passed since the timer start

No need for a timer

The timer must be started



End

Stepan Mitkin stipan.mitkin@gmail.com

The diagrams on the slides were made with DRAKON Editor

http://drakon-editor.sourceforge.net/