

# 20CYS312 - Principles of Programming Languages

## Exploring Programming Paradigms

### Assignment-01

Presented by Madhav Harikumar

CB.EN.U4CYS21038

TIFAC-CORE in Cyber Security

Amrita Vishwa Vidyapeetham, Coimbatore Campus

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**AMRITA**  
VISHWA VIDYAPEETHAM



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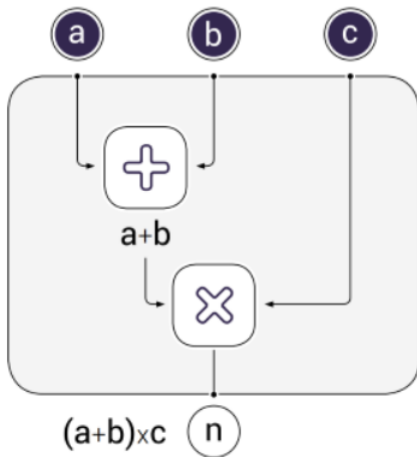
**Figure:** LabVIEW (DataFlow Paradigm)



**Figure:** RxSwift (Reactive Paradigm)



- A programming paradigm known as dataflow programming (DFP) views program execution as data passing through a number of operations or transformations. In a graph, every operation might be represented as a node. Data is transferred between nodes via directed arcs. As soon as the input data are accessible, a node operates. On the output arcs, the result is sent.



# How is DataFlow different from others?

- Dataflow centers around flow of data whereas other paradigms focus on sequence of steps or even the content and the evaluation of the function.
- DataFlow supports parallelism such as executing operations as soon as input data is available. Whereas paradigms like imperative for example, relies on threads and explicit synchronization for concurrency.
- DataFlow emphasizes a data-driven programming style. Whereas paradigms like functional and imperative focuses on steps and also functions expressions.



# What is LabVIEW?

- LabVIEW is a software development environment created by National Instruments.
- LabVIEW is a graphical programming environment engineers use to develop automated research, validation, and production test systems.
- LabVIEW is short for Laboratory Virtual Instrument Engineering Workbench.



# LabVIEW and MATLAB

- When it comes to computing in a programming environment, we use MATLAB.
- When it comes to instrumental control, data acquisition and automated testing, we use LabVIEW.

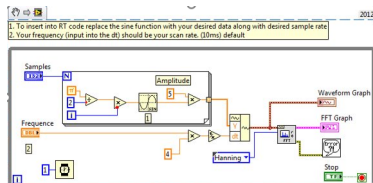


Figure: LabVIEW

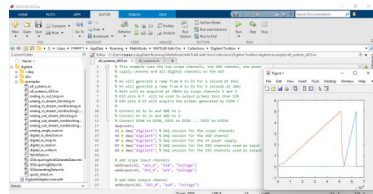
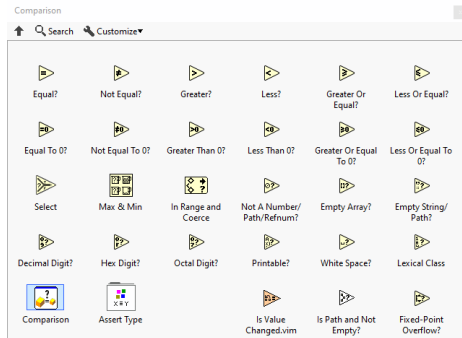


Figure: MATLAB



# Functions performed by LabVIEW

- Mathematical and basic logic functions (Logic Gates).
- Basic arithmetic, if/then/else-if conditional statements.
- Fast Fourier Transform (FFTs).
- Filtering functions like Lowpass, Highpass and Bandpass.
- Proportional-Integral-Derivative (PID) control loops.

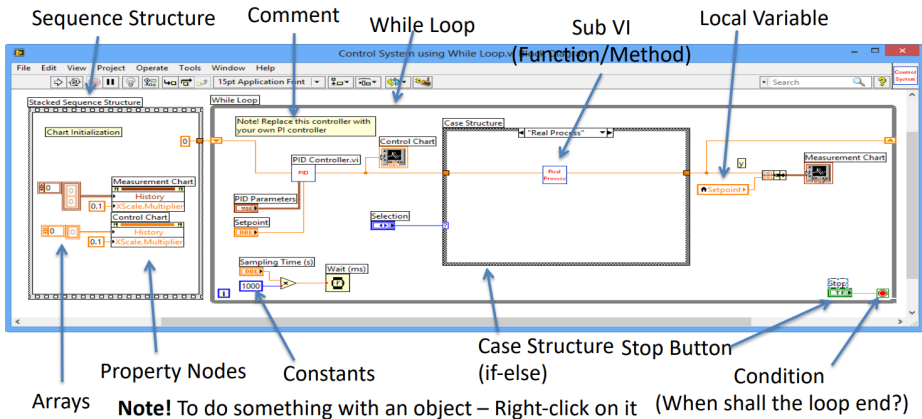


**Figure:** Your Image Caption





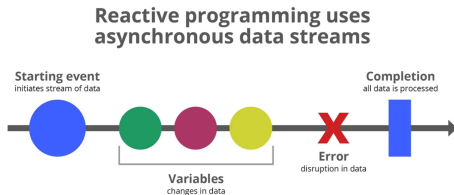
# Code Layout(LabVIEW)



**Figure:** LabVIEW Implemented Diagram



- Reactive programming is a programming paradigm that deals with asynchronous data streams and the propagation of changes. It is characterized by the use of observable sequences and the application of functional-style operators to work with these sequences.



# How is Reactive different from the others?

- Reactive focuses on the propagation of changes in the system as streams of data. Whereas other paradigms focus on data encapsulation, or functional sequences etc.
- Property of asynchronous: Well-suited for handling asynchronous and event-driven code by providing a declarative way to react to changes. Whereas other paradigms explicitly define control flow or even concurrency or reusability of code etc.

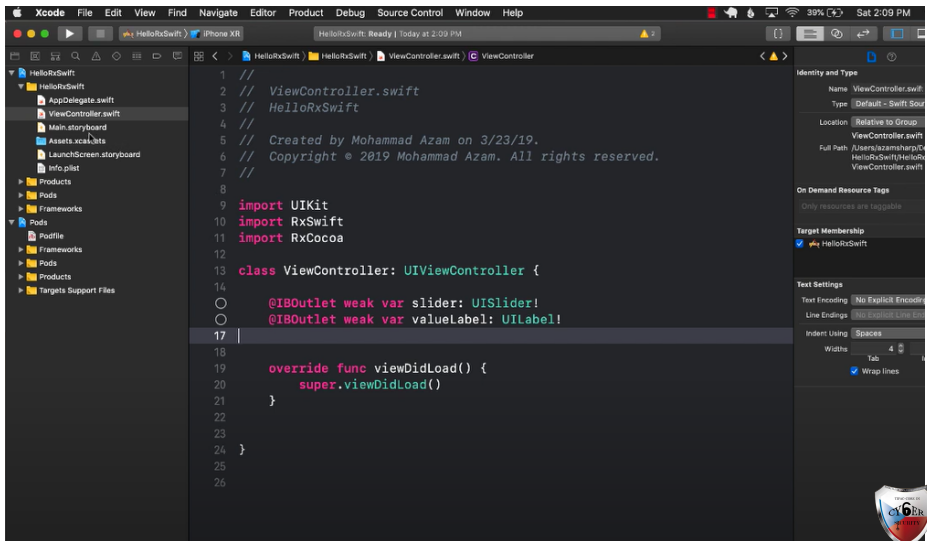


# What is RxSwift?

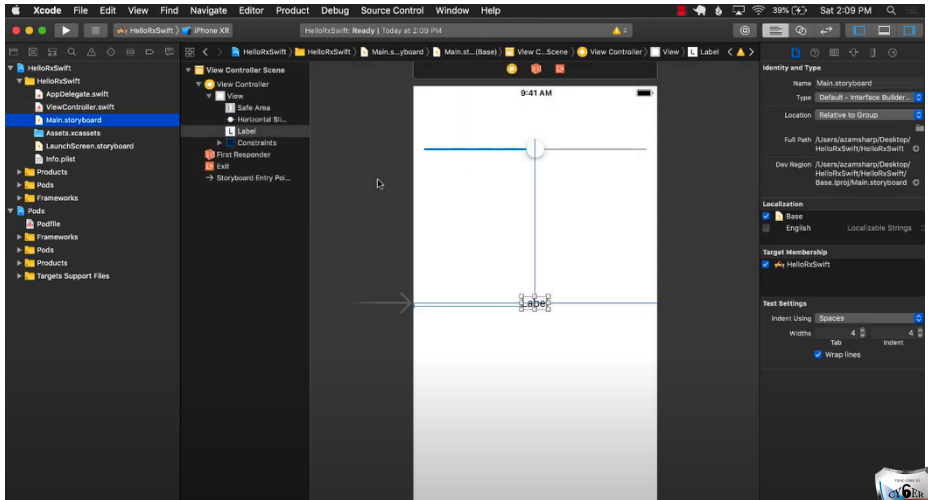
- It is a popular programming language used for iOS
- RxSwift is a tool that helps organize and manage code that deals with events and tasks happening at different times.
- It uses observable sequences and functional-style operations, allowing you to control when and how tasks are carried out using schedulers
- It uses reactive programming paradigm. This means that the underlying execution model will automatically propagate changes across the data flow, and that static or dynamic data flows should be easily expressed in the programming languages employed.



# Code with Layout (Example) Part-1



# Code with Layout (Example) Part-2



- **Model of Computation:** Reactive programming is often event-driven, reacting to changes in data streams and asynchronous events. Dataflow programming is data-driven, with the execution of components triggered by the availability of input data.
- **Programming Abstraction:** Reactive programming uses observables and operators to manipulate and transform data streams. Dataflow programming abstracts the program as a network of interconnected nodes, with data flowing along the edges.
- **Use Cases:** Reactive programming is well-suited for scenarios where reacting to asynchronous events, such as user input or network responses, is a primary concern. Dataflow programming is often used in scenarios where data processing can be naturally represented as a flow through a network, such as in signal processing, image processing, or workflows



# References

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