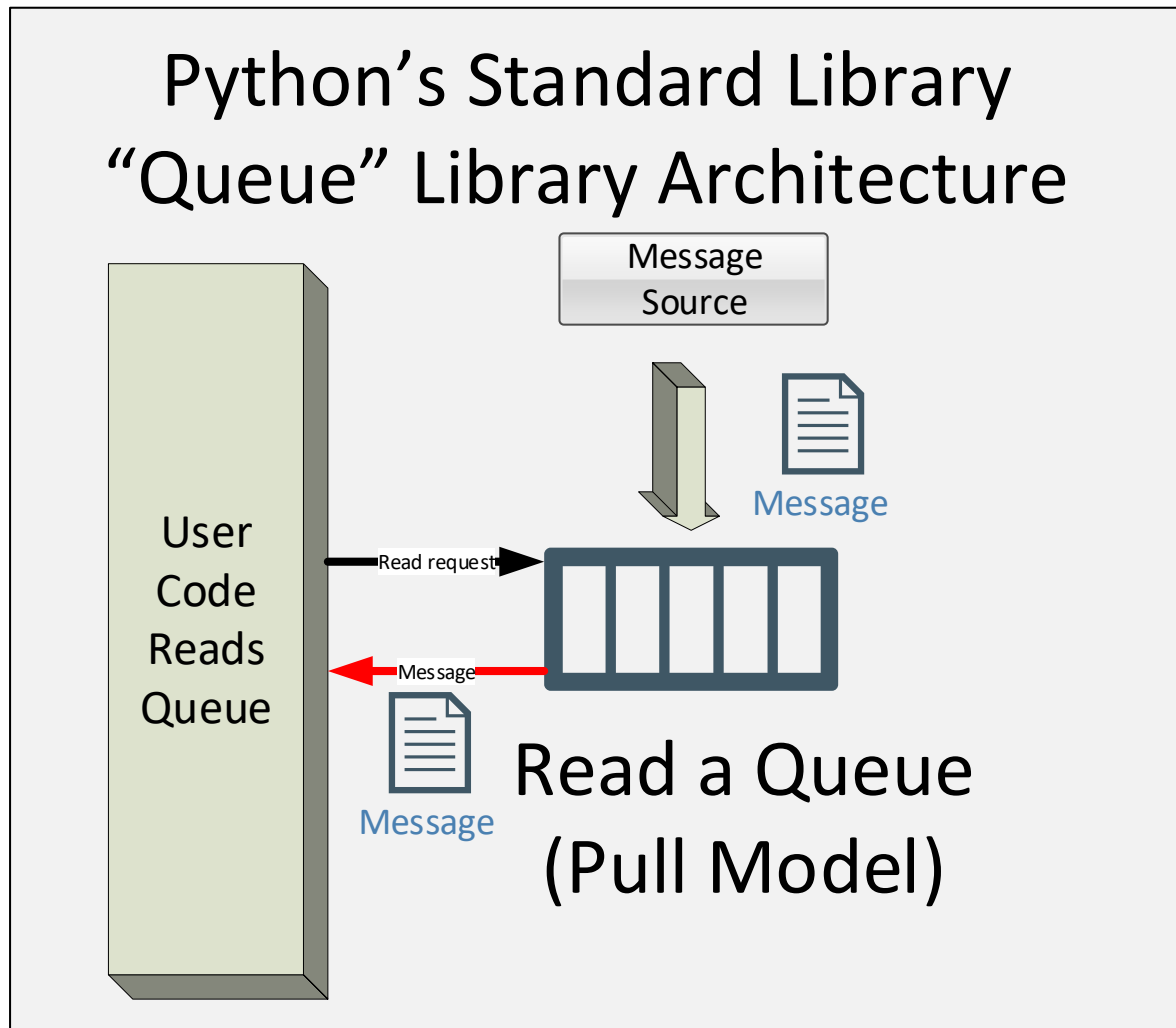


## Python Queues Simplified Architecture



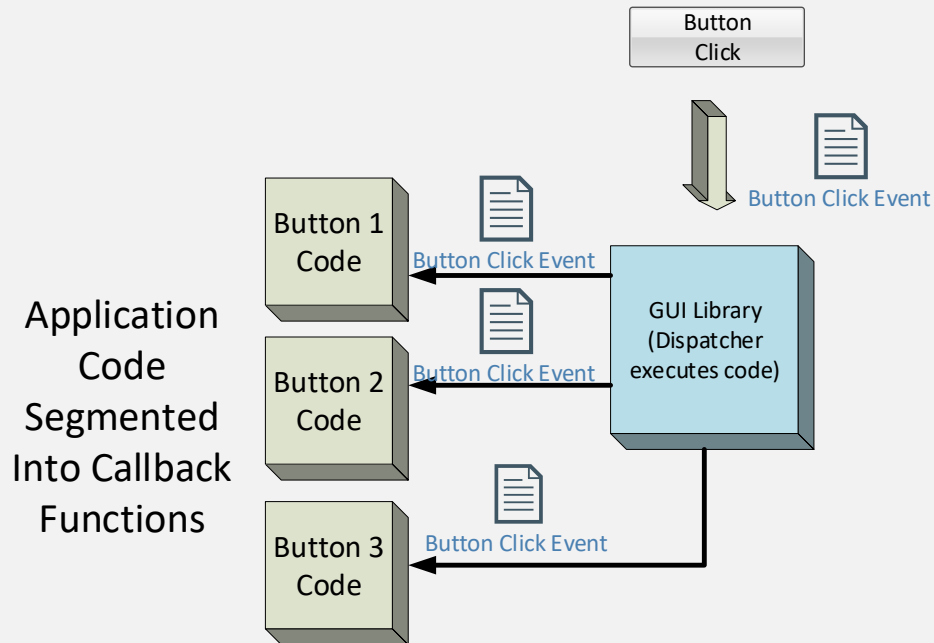
# Message passing

---

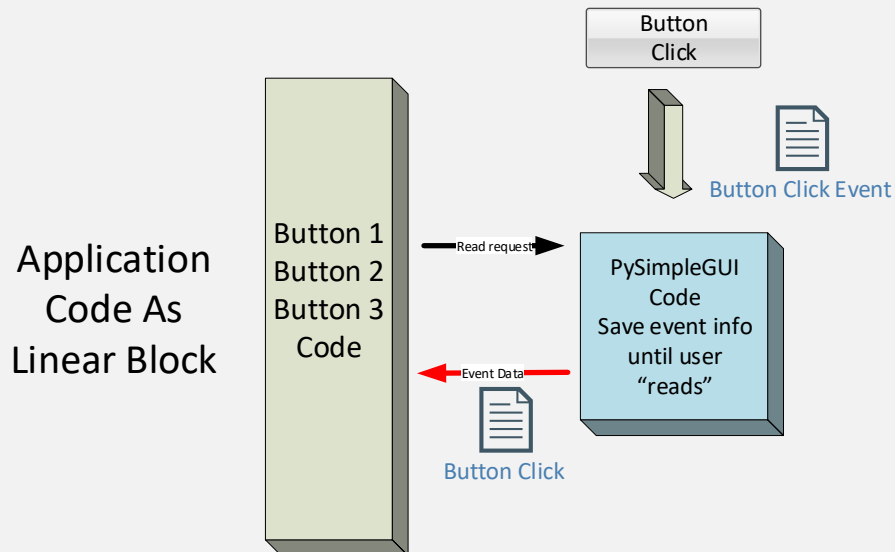
From Wikipedia, the free encyclopedia

In [computer science](#), **message passing** is a technique for invoking behavior (i.e., running a program) on a computer. The invoking program sends a message to a process (which may be an [actor](#) or [object](#)) and relies on that process and its supporting infrastructure to then select and run some appropriate code. Message passing differs from conventional programming where a process, subroutine, or function is directly invoked by name. Message passing is key to some [models of concurrency](#) and [object-oriented programming](#).

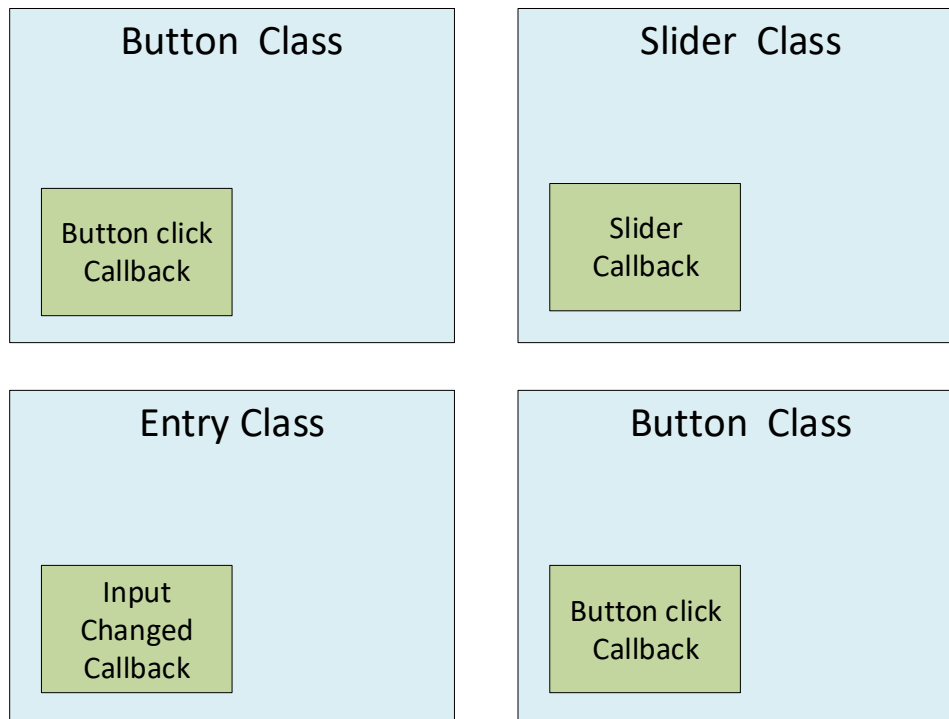
## Traditional GUI - Event Driven (Push Model)



## PySimpleGUI - Message Based (Pull Model)



## Callback Model – Distributed event processing



## Message Passed Model – Centralized event processing

