A typical Beam driver program works as follows:

* Create a Pipeline object and set the pipeline execution options, including the Pipeline Runner.
* Create an initial PCollection for pipeline data, either using the Source API to read data from an external source, or using a Create transform to build a PCollection from in-memory data.
* Apply **Transforms** to each PCollection. Transforms can change, filter, group, analyze, or otherwise process the elements in a PCollection. A transform creates a new output PCollection without consuming the input collection. A typical pipeline applies subsequent transforms to the each new output PCollection in turn until processing is complete.
* Output the final, transformed PCollection(s), typically using the Sink API to write data to an external source.
* **Run** the pipeline using the designated Pipeline Runner.

