

Visual programming languages



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Reviews

Merely no phrases to describe. It generally does not price an excessive amount of. Its been designed in an extremely simple way in fact it is simply soon after i finished reading through this pdf through which really altered me, modify the way i really believe.

(Natasha Rolfson)

VISUAL PROGRAMMING LANGUAGES



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Reference Series Books LLC Mrz 2012, 2012. Taschenbuch. Book Condition: Neu. 254x195x10 mm. This item is printed on demand - Print on Demand Neuware - Source: Wikipedia. Pages: 53. Chapters: Ladder logic, Squeak, Flow-based programming, LabVIEW, EICASLAB, Prograph, Quartz Composer, Max, Pure Data, Visual programming language, Reaktor, AgentSheets, Nato.0+55+3d, Scratch, Analytica, Object Process Graph, VisSim, Agilent VEE, Etoys, Simulink, Limnor, Alice, Mama, Subtext, HyperNext, Usine, Stagecast Creator, Illumination Software Creator, Tersus, Google App Inventor, Lava, Kyma, Baltie, HiAsm, Vvvv, OpenMusic, VSXu, ToonTalk, Automator, AMBIT, Smalltalk YX, Ptolemy Project, Piet, Stateflow, Symbolic Sound Corporation, AppWare, DRAKON, Bidule, TOMVIEW, Deutsch limit, Lily, FxPlug, MST Workshop, ThingLab, Fabrik, CODE, GNU Radio Companion. Excerpt: In computer science, flow-based programming (FBP) is a programming paradigm that defines applications as networks of 'black box' processes, which exchange data across predefined connections by message passing, where the connections are specified externally to the processes. These black box processes can be reconnected endlessly to form different applications without having to be changed internally. FBP is thus naturally component-oriented. FBP is a particular form of dataflow programming based on bounded buffers, information packets with defined lifetimes, named ports, and separate definition of connections. The FBP development approach views an application not as a single, sequential, process, which starts at a point in time, and then does one thing at a time until it is finished, but as a network of asynchronous processes communicating by means of streams of structured data chunks, called 'information packets' (IPs). In this view, the focus is on the application data and the transformations applied to it to produce the desired outputs. The network is defined externally to the processes, as a list of connections which is interpreted by a piece of software, usually called the 'scheduler'. The processes communicate by means of fixed-capacity connections....



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