

edpAssignment

[Document subtitle]



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# Task 1

# Sub- Introduction

In task 1 I will talk about the principles and features of the event driven paradigm.

# What is event driven programming

Event driven programming is at its core based on user interaction and works through clicks and other user interactions. The program would have event listeners which wait for events to continue the flow of the program.

Events can be:

* Mouse clicks
* Keyboard inputs
* Mouse hovers
* Button presses
* Time driven

Time driven is a somewhat unique event as it doesn’t directly require user input. It can be started by a user but after a certain length of has elapsed it would run the code. This could be anything from an alarm clock which would be set by a user. Or an inactivity log out in a banking app or video game, which would wait for user input and if no input is detected for a certain length of time the user would be logged out.

At the basic level all operating systems in common use today are examples of event driven programming because the operating system doesn’t wait for a certain piece of information but instead is waiting for an array of different input and reacts based on the object clicked or option ticked.

# Characteristics

Event driven programming can be very closely related with object orientated programming. The event handlers would wait on input from the user and then take that information and pass it on to an object, or based on their inputs it would output information that is in the object or it would change information in the object.

This makes it a very flexible and strong paradigm because it can interact with objects easily and its flow would be based on the events created by the user.

# Features

The main features of event driven programming are:

* Event handlers
* Events
* Time driven events
* Event loops
* Forms
* Trigger function

# Conclusion

End of task 1

# Task 2

Sub-introduction

# Task 2.5

Task 2.5 is the implementation of the above design

End of task 2