Below are some additional resources related to the topics covered in this module

- Readings
  - [Streaming 101: The world beyond batch](#)
  - [Streaming 102: The world beyond batch](#)
  - [Video: What is a Watermark](#)
- Reference
  - [Streaming pipelines](#)
  - [Beam Programming Guide: Windows](#)
  - [Beam Programming Guide: Triggers](#)