Part03

**What is Event driven programming?**

Event-driven programming (EDP) is a programming paradigm where the flow of the program is determined by events such as user actions (clicks, key presses), sensor outputs, or messages from other programs. In EDP, the program listens for events and triggers corresponding event handlers to process them. This approach is commonly used in graphical user interfaces (GUIs) and real-time systems to create responsive and interactive applications.

**References**

[1] [Event-driven programming - Wikipedia](https://en.wikipedia.org/wiki/Event-driven_programming)

[2] [Event Driven Programming: A Definitive Guide](https://stack.convex.dev/event-driven-programming)

[3] [Introduction to event-based programming](https://aiven.io/blog/introduction-to-event-based-programming)