Flow-Based Programming, 2ND EDITION:

A New Approach To Application Development

J. Paul Morrison, 2011

Table of Contents

Copyright Page & Trademarks	iv
Preface to 1st Edition (1994)	
Preface to 2nd Edition (2010)	viii
Acknowledgments	X
Disclaimers	xii
Prologue	xiii
Chap. I: Introduction	1
Chap. II: Higher-Level Languages, 4GLs and Source Code Reuse	15
Chap. III: Basic Concepts	20
Chap. IV: Reuse of Components	41
Chap. V: Parametrization of Reusable Components	54
Chap. VI: First Applications using Precoded Components	58
Chap. VII: Composite Components	71
Chap. VIII: Building Components & Some More Simple Applications	77
Chap. IX: Substreams and Control IPs	90
Chap. X: Some More Components and Simple Applications	97
Chap. XI: Data Descriptions and Descriptors	110
Chap. XII: Tree Structures	120
Chap. XIII: Scheduling Rules	126
Chap. XIV: Loop-Type Networks	
Chap. XV: Implementation, Network Splitting and Client-Server	140
Chap. XVI: Deadlocks: Their Causes and Prevention	
Chap. XVII: Problem-Oriented Mini-Languages	172
Chap. XVIII: A Business-Oriented Very High Level Language	178
Chap. XIX: Synchronization and Checkpoints	
Chap. XX: General Framework for Interactive Applications	195
Chap. XXI: Performance Considerations	210
Chap. XXII: Defining Networks	227
Chap. XXIII: Related Compiler Theory Concepts	235
Chap. XXIV: Streams and Recursive Function Definitions	240
Chap. XXV: Comparison between FBP and Object-Oriented Programming	248
Chap. XXVI: Related Concepts and Forerunners	268
Chap. XXVII: The FBP Explosion	281
Chap. XXVIII: Endings and Beginnings	326
Appendix: FBP Implementations and Diagramming Tool	
Glossary of Terms.	343
Bibliography	345
Index	351