



Visual programming languages

By -

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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, DRAGON, 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...



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