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Interview With ...

The definition of dataflow is a little more vague. Any system where the data moves between code units and triggers execution of the code could be called

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dataflow, which includes reactive systems. Thus, I consider Reactive Programming to be a subset of dataflow but a rather large subset.

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The book provides a brisk overview of dataflow and reactive programming systems. Chapters 1-6 provide enough information to have informed discussions

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about data flow programming,
actor model, flow-based
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In computer programming,
dataflow programming is a
programming paradigm that
models a program as a
directed graph of the data
flowing between operations,
thus implementing dataflow

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principles and architecture.
Dataflow programming
languages share some
features of functional
languages, and were
generally developed in order
to bring some functional
concepts to a language more

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As mentioned previously,
Reactive
Programming—focusing on
computation through

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ephemeral dataflow
chains—tend to be Event-
driven, while Reactive
Systems—focusing on
resilience and elasticity
through the communication,
and coordination, of
distributed systems—is

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Message-driven 5 (also referred to as Messaging) .

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dataflow programming is a

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programming A paradigm that models a program as a directed graph of the data flowing between operations, thus implementing dataflow principles and architecture. Dataflow programming languages share some

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features of functional languages, and were generally developed in order to bring some functional concepts to a language more suitable for ...

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