

Visual



Programming



Visual Programming Technology

Dimitris N. Chorafas



Visual Programming Technology:

General-Purpose Visual Programming Language Pipe Oleg P. Kabanov,2025-07-29 For further details visit our website <http://www.pipelang.com> Summary This book introduces a groundbreaking general purpose visual programming language Pipe implementing many novel concepts and unique features The book contains complete language specification including graphical notation of all its elements and full API specification for integration with non visual languages Pipe language not only disrupts traditional coding but it also augments AI code generation by providing a visual method of combining AI generated code components It can also be used as a common visual language in next generation of low code platforms About the Technology Today s software development relies on writing code in text based languages C C Java Rust etc However visual programming is a much more user friendly method of software development as it allows building graphical workflows through an intuitive drag and drop interface Despite all those advantages non visual languages still dominate software industry today This is because no practical and powerful enough visual language is proposed so far This book is an attempt to disrupt this status quo by introducing a new visual programming language Pipe that has the following features General purpose visual language Compact but powerful language Complete and detailed language specification Practical visual language API specification for integration with non visual languages Statically typed language Multiple levels of usage Augmentation of AI code generation Language for low code platforms of the next generation About the Book The book contains complete formal specification of Pipe language including visual notation of all language element and full API specification for Pipe integration with non visual languages The book also provides background information about the project language design rationale future development specific areas of usage such as AI code generation and low code platforms etc What s Inside Introduction Language features Taxonomy of elements Core concepts Language elements Visual notation API for integration with non visual language Rationale of language design Future development AI and visual programming The next generation of low code platforms About the Author The author of this book is a software development professional with over 30 years of hands on experience who has a particular passion for visual approaches in software engineering However he observed that the progress in this field over the past decades is disappointing As a result he started his own project to develop a new visual programming language This book is a result of the project

Information and Software Technologies Tomas Skersys,Rimantas Butleris,Rita Butkiene,2013-10-06 This book constitutes the refereed proceedings of the 19th International Conference on Information and Software Technologies ICIST 2013 held in Kaunas Lithuania in October 2013 The 34 papers presented were carefully reviewed and selected from 60 submissions The papers focus on the following topics information systems business intelligence software engineering and IT applications **Handbook Of Software Engineering And Knowledge Engineering, Vol 2: Emerging Technologies** Shi-kuo Chang,2002-05-10 This is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that

have become interwoven in recent years Over 60 international experts have contributed to the book Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information Each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art Practitioners will find this handbook useful when looking for solutions to practical problems Researchers can use it for quick access to the background current trends and most important references regarding a certain topic The handbook consists of two volumes Volume One covers the basic principles and applications of software engineering and knowledge engineering Volume Two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering

Visual Programming Technology Dimitris N. Chorafas,1997 Business Week has called visual programming one of the hottest technologies shaping tomorrow s computing environment Catching the wave of this trend this guide explores techniques for achieving viable visual based programming solutions It also explores future developments in the field including bit radiation layered image representation and semantic image modeling

Visual Programming Nan C. Shu,1988 This pioneering guide shows how to use graphics to program computers train programmers enhance human computer communications and improve productivity Visual Programming is sure to be a welcome title for computer book consumers

Principles of Visual Programming Systems Shi Kuo Chang,1990

Novel Methods and Technologies for Enterprise Information Systems Felix Piazzolo,Michael Felderer,2014-07-03 This volume presents the revised and peer reviewed contributions of the ERP Future 2013 conference held in Vienna Austria on November 12 13th 2013 The ERP Future 2013 Research conference is a scientific platform for research on enterprise information systems in general and specifically on core topics like business process management BPM business intelligence BI and enterprise resource planning ERP systems Besides the scientific community the event also addresses businesses developing implementing and intensively using enterprise information systems To master the challenges of enterprise information systems comprehensively the ERP Future 2013 Research conference accepted contributions with a business as well as an IT focus to consider enterprise information systems from various viewpoints This combination of business and IT aspects is a unique characteristic of the conference that resulted in several valuable contributions with high theoretical as well as practical impact

Sustainable Development of the Agrarian Economy Based on Digital Technologies and Smart Innovations Elena G. Popkova,Aleksei V. Bogoviz,Bruno S. Sergi,Olga V. Kaurova,Alexander N. Maloletko,2024-02-29 This book elaborates on the modern experience and prospects and the development of recommendations for sustainable development of the agrarian economy based on digital technologies and smart innovations for the provision of food security This book dwells on the global and regional challenges for food security and answers to them through the sustainable development of the agrarian economy The book also studies the international experience of sustainable development of the

agrarian economy on the basis of digital technologies and advantages for food security Sustainable development of the agrarian economy with the use of digital technologies as the foundation of food security of Central Asia is considered The prospects for provision of food security through the use of smart innovations for the sustainable development of the agrarian economy are outlined A set of applied recommendations for raising the effectiveness of the use of smart innovations for the sustainable development of the agrarian economy is proposed Visual Programming Environments Ephraim P.

Glinert,1990 **Technology of Object-oriented Languages and Systems : TOOLS 23** Raimund K. Ege, Madhu Singh, Bertrand Meyer, 1998 This volume provides a wealth of new information about the latest advances in the O O field From analysis to environments from frameworks to concurrency from databases to distribution it touches on all aspects of the technology and will provide managers and developers with an up to date view of object orientation and its future developments BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved

Proceedings of the 1990 IEEE Workshop on Visual Languages Workshop on Visual Languages (1990, Skokie, Ill.), 1990 The workshop was held in Skokie Illinois October 1990 Both theoretical and design implementation issues are explored in papers on visual languages visual programming visual human machine interface design visual communication pictorial databases pictorial information systems and cognitive aspects of human machine systems No subject index Acidic paper Annotation copyrighted by Book News Inc Portland OR **1989 IEEE Workshop on Visual Languages**, 1989

Visual Programming with Prograph CPX Scott B. Steinman, Kevin G. Carver, 1995 **A Visual Programming Language for Data Flow Systems** Timothy J. Wilson, 1988 The concept of visual programming languages is described and some necessary terms are defined The value of visual languages is presented and a number of different visual languages are described Various issues such as user interface design are discussed As an example of a visual programming language a graphical data flow programming environment is developed for the Macintosh workstation which functions as a preprocessor to a data flow simulator developed at RIT Examples are presented demonstrating the use of the language environment Issues related to the development of the programming environment are described and conclusions regarding the development of visual programming languages in general are presented Abstract *Object Technology in Application Development* Daniel Tkach, Richard Puttick, 1994 Software Programming Techniques Visual C# 2005 Demystified Jeff Kent, 2005-12-19 There s no easier faster or more practical way to learn the really tough subjects Visual C 2005 Demystified explains the language and its libraries and applications as well as how to use the integrated development environment This self teaching guide comes complete with key points background information quizzes at the end of each chapter and even a final exam Simple enough for beginners but challenging enough for advanced students this is a lively and entertaining brush up introductory text or classroom supplement *Programming with Microsoft Visual Basic 6.0* Michael V. Ekedahl, William Arthur Newman, 1999 This book is designed as an introduction to Visual Basic course for users with little or no programming background Its

approach is object oriented and data driven It introduces sound programming techniques through hands on exercises and case problems 1987 Workshop on Visual Languages ,1987 *Visual Design with VHDL* Eric J. Golin, University of Illinois at Urbana-Champaign. Department of Computer Science,1992 **Advanced Research on Information Science, Automation and Material System** Helen Zhang,Gang Shen,David Jin,2011-03-28 Selected peer reviewed papers from the 2011 International Conference on Information Science Automation and Material System ISAM 2011 May 21 22 2011 Zhengzhou China

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