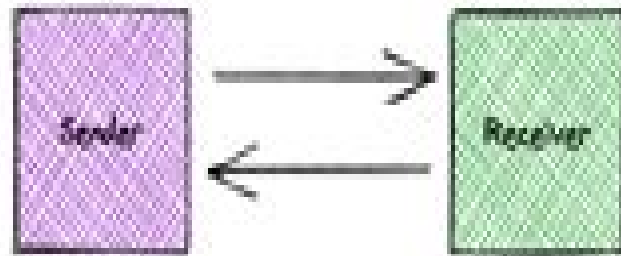


Sync vs Async Communication

Request and wait for a response
Fire and forget with messages/events

@lorey/23

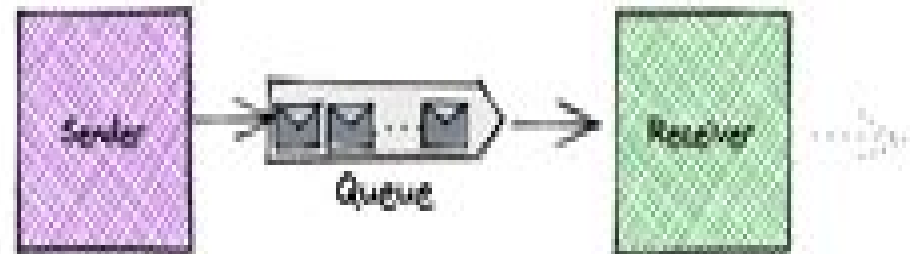
Synchronous



Request-response model

Send a request and wait for some response
Example: API requests

Asynchronous



Fire and Forget model

Send message/event and forget
Example: Event Driven Architecture

Async Communication For Beginners

J. J. Garcia-Luna-Aceves



Async Communication For Beginners:

Beginning JavaScript Jeremy McPeak, 2015-02-18 The bestselling JavaScript guide updated with current features and best practices *Beginning JavaScript* 5th Edition shows you how to work effectively with JavaScript frameworks functions and modern browsers and teaches more effective coding practices using HTML5 This new edition has been extensively updated to reflect the way JavaScript is most commonly used today introducing you to the latest tools and techniques available to JavaScript developers Coverage includes modern coding practices using HTML5 markup the JSON data format DOM APIs the jQuery framework and more Exercises with solutions provide plenty of opportunity to practice and the companion website offers downloadable code for all examples given in the book Learn JavaScript using the most up to date coding style Understand JSON functions events and feature detection Utilize the new HTML5 elements and the related API Explore new features including geolocation local storage and more JavaScript has shaped the Web from a passive medium into one that is rich dynamic and interactive No matter the technology on the server side it s JavaScript that makes it come alive in the browser To learn JavaScript the way it s used today *Beginning JavaScript* 5th Edition is your concise guide

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your programs or to loop over the same piece of code many times Once you're comfortable with the basics you'll move on to one of the key ideas in JavaScript the object You'll learn how to take advantage of the objects that are native to the JavaScript language such as dates and strings and find out how these objects enable you to manage complex data and simplify your programs Next you'll see how you can use JavaScript to manipulate objects made available to you in the browser such as forms windows and other controls Using this knowledge you can start to create truly professional looking applications that enable you to interact with the user Long pieces of code are very hard to get right every time even for the experienced programmer and JavaScript code is no exception You look at common syntax and logical errors how you can spot them and how to use the Microsoft Script Debugger to aid you with this task Also you need to examine how to handle the errors that slip through the net and ensure that these do not detract from the experience of the end user of your application From here you'll move on to more advanced topics such as using cookies and jazzing up your web pages with dynamic HTML and XML Finally you'll be looking at a relatively new and exciting technology remote scripting This allows your JavaScript in a HTML page to communicate directly with a server and useful for say looking up information on a database sitting on your server If you have the Google toolbar you'll have seen something like this in action already When you type a search word in the Google toolbar it comes up with suggestions which it gets

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book so prior experience with the language is not required
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Communication Electronics Louis Frenzel, 1999-11 Communication Electronics 3 e is a comprehensive introduction to communication circuits and systems for students with a background in basic electronics All of the chapters have been revised and updated to include the latest circuitry systems and applications
Data Communications Software Design Malcolm G. Lane, 1985

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Business Data Communications Behrouz A. Forouzan, 2003 Designed for use in a data communications course for business majors This book blends a technical presentation of networking concepts with many business applications Each chapters is mapped out with chapter objectives and an overview at the beginning It uses Business Emphasis boxes to pull out important business applications
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Frontiers in Computer

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Parallel, Asynchronous Executive (PAX) William H. Jones, 1983
Voice and Data Communications Handbook Regis J. Bates, Donald W. Gregory, 1998 Written from a user friendly perspective in non technical language and based on the successful Data Tech Institute seminar this is the most comprehensive up to date reference on all aspects of voice and data communications available The handbook will be of value to communications professionals who need this knowledge to meet the requirements of proliferating PC LAN networks

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