

Sync vs Async Communication

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

@lorenz/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

For Beginners Async Communication

Ann Beheler



For Beginners Async Communication:

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

Django for Beginners, Fifth Edition William S. Vincent, 2024-07-11 Completely updated for Django 5 Django for Beginners is a project based introduction to Django the popular Python based web framework It is suitable for total beginners who have never built a website before and professional programmers looking for a fast paced guide to modern web development and Django fundamentals The completely revised fifth edition takes a practical approach introducing concepts through six projects designed to simulate real world scenarios From a Hello World website to a message board application a blogging platform and a newspaper CMS you ll learn about Django s architecture and how to add new functionality step by step This book is for readers with basic Python knowledge and programmers transitioning to Django from other web frameworks It is a fast paced guide that aligns with current best practices and modern web development with Django ensuring you re learning the most relevant and applicable skills In the book you ll learn how to Build 6 websites from scratch including a Blog platform and Newspaper CMS Deploy online using security best practices Implement signup login logout password change and password reset Customize the look and feel of your sites Write tests and run them for all your code Add permissions and authorizations to make your app more secure If you re curious about Python based web development Django for Beginners is a best practices guide to writing testing and deploying your own websites quickly

Beginning JavaScript Paul Wilton, Jeremy McPeak, 2007-05-23 JavaScript is a scripting language that enables you to enhance static web applications by providing dynamic personalized and interactive content This improves the experience of visitors to your site and makes it more likely that they will visit again You must have seen the flashy drop down menus moving text and changing content that are now widespread on web sites they are enabled through JavaScript Supported by all the major browsers JavaScript is the language of choice on the Web It can even be used outside web applications to automate administrative tasks for example This book

aims to teach you all you need to know to start experimenting with JavaScript what it is how it works and what you can do with it Starting from the basic syntax you ll move on to learn how to create powerful web applications Don t worry if you ve never programmed before this book will teach you all you need to know step by step You ll find that JavaScript can be a great introduction to the world of programming with the knowledge and understanding that you ll gain from this book you ll be able to move on to learn newer and more advanced technologies in the world of computing In order to get the most out of this book you ll need to have an understanding of HTML and how to create a static web page You don t need to have any programming experience This book will also suit you if you have some programming experience already and would like to turn your hand to web programming You will know a fair amount about computing concepts but maybe not as much about web technologies Alternatively you may have a design background and know relatively little about the Web and computing concepts For you JavaScript will be a cheap and relatively easy introduction to the world of programming and web application development Whoever you are we hope that this book lives up to your expectations You ll begin by looking at exactly what JavaScript is and taking your first steps with the underlying language and syntax You ll learn all the fundamental programming concepts including data and data types and structuring your code to make decisions in 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 ge

WS-BPEL 2.0 Beginner's Guide Matjaz B. Juric, Denis Weerasiri, 2014-09-22

If you are a software architect a designer a software developer an SOA and BPM architect a project manager or a business process analyst who is responsible for the design and development of business processes composite applications and BPM SOA solutions then this book is for you You should have a clear grasp of general SOA concepts

including business processes and web services but no prior knowledge of the BPEL language is required

Beginning ASP.NET 1.0 with C# Chris Goode, John Kauffman, Christopher L. Miller, Neil Raybould, S. Srinivasa Sivakumar, Dave Sussman, Ollie Cornes, Rob Birdwell, Matt Butler, Gary Johnson, Ajoy Krishnamoorthy, Juan T. Llibre, Chris Ullman, 2004-05-17

What is this book about ASP NET 1 0 is the final release of Microsoft s Active Server Pages ASP It is a powerful server based technology designed to create dynamic interactive HTML pages for web sites and corporate intranets ASP NET is a core element of Microsoft s exciting NET vision building on the strengths of the NET Framework to provide many new features not seen in previous versions of ASP This book entirely revised and updated for the final release will provide you with a step by step introduction to ASP NET using C with plenty of worked examples to help you to gain a deep understanding of what ASP NET is all about and how you can harness it to build powerful web applications What does this book cover In this book you will learn how to Create basic ASP NET pages with C Understand the concepts of Object Oriented Programming Work with data and XML Debug and handling errors in your code Use ASP NET Server Controls Create user controls and components Explore the world of Web services Optimize performance Secure your application By the end of this book you will be able to understand adapt maintain and secure ASP NET web sites with ease Who is this book for This book is aimed at relatively inexperienced web builders who are looking to enrich their sites with dynamically generated content and want to learn how to start building web applications using ASP NET Developers who have a little experience with previous versions of ASP and are looking to move over to ASP NET may also find this book helpful in getting a simple grasp on what ASP NET is what it does and how it can be used Experience of basic HTML is required but previous experience of ASP is not essential We ll be teaching the basics of C in this book so prior experience with the language is not required

Teaching a College-level Communication Course Via Asynchronous Learning Networks F. Jill Charboneau, 1999

DOS for Beginners Dan Kauffman, 1990

Communications and Networking for the IBM PC Larry E. Jordan, Bruce Churchill, 1983

Treats in General the Applications of the IBM PC in Data Communications in Detail Local Area Networking

Communications and Networking for the IBM PC and Compatibles Larry E. Jordan, Bruce Churchill, 1992

Complete full spectrum guide to network planning and implementation by practicing systems professionals Features step by step explanations of every aspect of data communications including cost benefit installation and troubleshooting procedures

The ARRL Handbook for Radio Communications , 2003

Communications and Networking for the IBM PC & Compatibles Larry E. Jordan, Bruce Churchill, 1987

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

The ARRL Handbook for Radio Amateurs, 2003 American Radio Relay League, 2002

Includes a searchable index of QST product reviews a database on over 1000

equipment and parts suppliers and several other programs Computer Architecture, Tutorial Daniel D. Gajski,1987 This tutorial is intended for computer system architects designers and managers who need a broad range of knowledge on advanced topics in computer architecture The book can be used as a textbook or as a research and design reference The goal of this tutorial is to present the state of the art in advanced computer architecture Part I deals with the concepts underlying current architectures Part II covers a variety of approaches and techniques being used in the design of advanced computer systems The ARRL Handbook for the Radio Amateur ,2001 **New York Court of Appeals. Records and Briefs.** New York (State)., Introduction to Data Communications Using Novell NetWare (4.11) Ann Beheler,1999 For Introductory courses in Data Communications or Novell Netware Describes major data communications devices and systems Shows the use of both wide area and local area networks Explains network design fundamentals Discusses important Novell Netware 4 11 topics ranging from overview through user creation login script creation printing file system rights Novell Directory Services rights and troubleshooting Publisher **Data Communications and Networking Fundamentals Using Novell NetWare** Emilio Ramos,Al Schroeder,Lawrence Simpson,1992 Tutorial Supercomputers Kai Hwang,1984

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