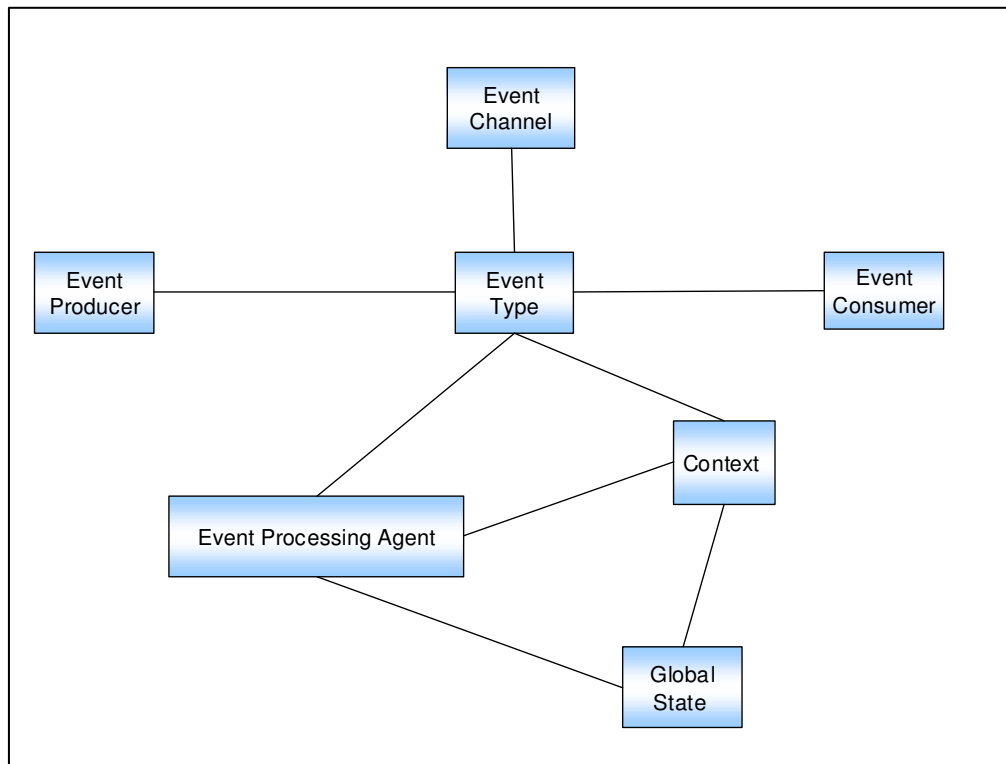


# *Event Programming Principles*

In the previous chapter we introduced the basic concepts and our example use case. In this we explore these concepts in more detail. In particular we look at:

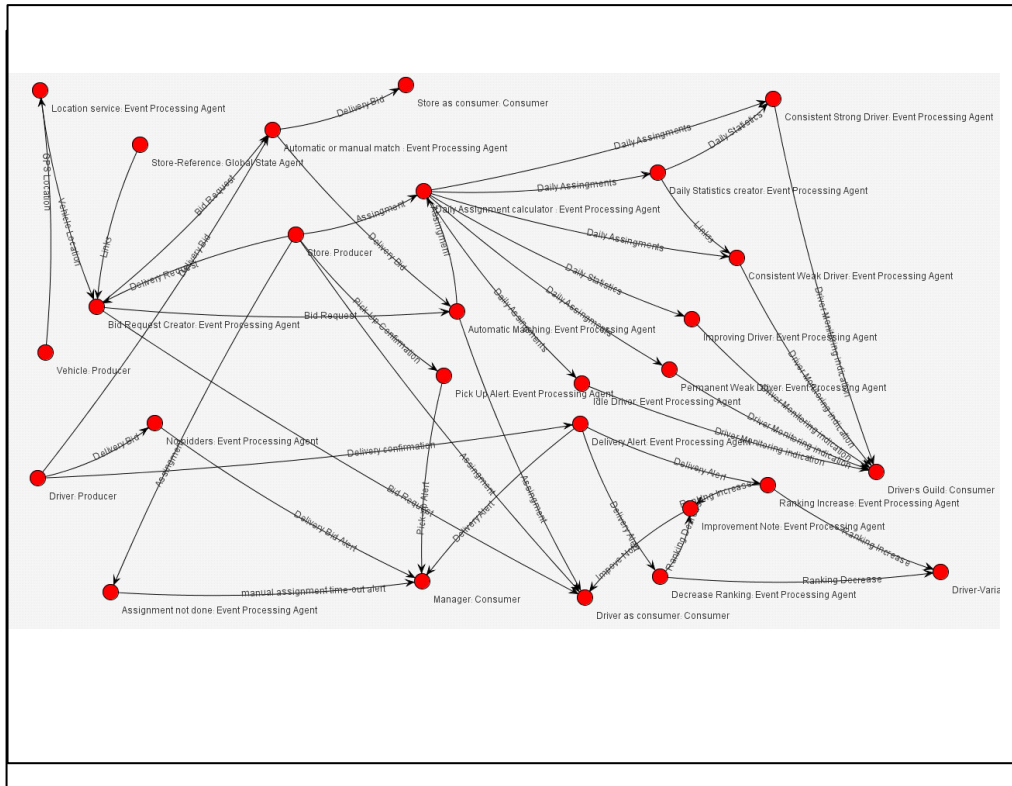
- Event-driven interactions and event distribution patterns
- Event-driven applications and architecture and their relationship to Service Oriented Architecture
- We introduce the notion of building block and describe the various types of event processing building block, the event processing network concept and the graphical notation we use to depict it

The focus of this chapter is on the general principles underlying these topics. In part III we will show them being used in a worked example.



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Building block editor

<http://code.google.com/p/epdleditor/>

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