An Introduction to Asynchrony in the Browser

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The ubiquity of interactivity in web pages is made possible by an asynchronous, event-based programming model.

Effective interactivity is achieved by handling events as they occur while maintaining an interface that is receptive to new interactions.

To achieve this, a programmer can no longer think only in terms of synchronous execution of code.

This talk introduces: (1) the relationship between code and the browser; (2) how this relationship can be utilized to achieve the aforementioned functionality.

A basic understanding of stacks, queues, and functions in a C-based language is assumed.

Bio: Tyler Morrow is a Masters student in the Department of Computer Science at Missouri S&T.

As a graduate student, he has taught the Introduction to C++ Lab (CS 1580) and co-designed and co-taught Contemporary Programming Languages (CS 2001) with Michael Wisely.

His research involves developing recommendation algorithms for creating student course schedules where emphasis is placed on student performance, interests, and reduced time-to-degree.