Push Pull Architectures

A CS 451 lecture
Pull Style Communication

caller

Needs

event

pull

event

Event
generator
Push Style Communication

Callee (event handler) needs event

Push, event

Event generator
Push-Pull

Event generator

push

Event Channel

pull

Event receiver
Interface Design for Push style communication
Interface PushConsumer

- Void push (data) raises Disconnected

- Void disconnect_push_consumer ();
Interface PushSupplier

- Void Disconnect_push_supplier()
Interface Design for Pull style communication

consumer

PullSupplier

PullConsumer

supplier
Interface PullSupplier

- Any Pull () raises Disconnected
- Any tryPull (out boolean event) raises Disconnected
- Void disconnect_pull_supplier()
Interface PullConsumer

• Void disconnect_pull_consumer () ;
Push style communication through Event Channel
Pull style communication through Event Channel
Mixed style communication through Event Channel

Push style communication between supplier and channel
Pull style communication between consumer and channel
Mixed style communication through Event Channel

PushSupplier

PushConsumer

Event Channel

PullSupplier

PullConsumer

Pull style communication between supplier and channel
Push style communication between consumer and channel
Reference