

NAME

node - dataflow node object constructor

SEE ALSO

- [node\(\)](#) - where inputs, computations and outputs occur (complete)
- [node.attach\(\)](#) - attach output of a node to document or datastore object(s)
- [node.client\(\)](#) - establish a datastream to a client/server module, propose a negotiated datastream for a module, thread, window, extension or datastore
- [node.epilogue\(\)](#) - derive a node to post-process a nodes output datastream
- [node.ioctrl\(\)](#) - control output dataflow from a node
- [module\(\)](#) - a named dataflow engine (DFE) – a collection of related nodes (and epilogue node subtrees) i.e., a graph); it may be instantiated in the main GUI thread or as a web-worker thread.
- [model\(\)](#) - representation of an HTML template (or documentFragment), that may be instantiated (cloned and *attached* to the document model (DOM), to which a controller **module** and an initiator DFE may be attached along with a private, default datastore object for maintaining state data.
- [datastore\(\)](#) - *datastore* object constructor and overview
- [stream\(\)](#) - a conduit for *negotiated datastreams* between modules, threads, windows, tabs, and between unprivileged and privileged pages (extensions/plugin-ins).

dflibg – Flowing on Down the (Yellow Brick) Road -

A Singular Library for the Practical Application of Dataflow for Dynamic, Multi-Threaded Web-based Applications

[node.arch](#) – An Introduction to Datastreams and Node Internals

[glossary\(7\)](#) – definitions and concept summaries