Review of: "Channeling the Flow — A Metaphor for Computer Programs"

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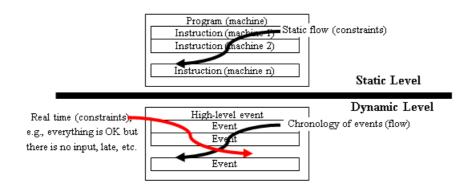
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Most of the reviews of this article ask for examples. I believe that this is the result of lacking an ontological dimension. I will give samples of this dimension for part of the materials in the paper. I apologize for sounding dogmatic. I think that the whole notion of flow in the paper can be expressed more clearly as follows.

I would start by specifying that a program (code) is a static description of machines and a computer is a transformational machine that transforms the program into dynamic events. Then the answer to *What do we do when we program computers?* is simply we construct a static machine with (static) actions on *things*. The sequence of actions on things is called flow. The constraints of flow in the program are static constraints, e.g., *if < zero do*. The computer 'event-izes' this static description of the machine (program), making it a complex of events, i.e., involving time. Accordingly, dynamic constraints arise from the actualization of the program, e.g., *if x takes a long time*