

# 11.ReactiveCollection 与 ReactiveDictionary

## ReactiveCollection

ReactiveCollection 类似于 List。

我们可以使用如下的操作符:

```
ObserverAdd // 当 新的 Item 添加则会触发
ObserverRemove // 删除
ObserverReplace // 替换(Update)
ObserverMove // 移动
ObserverCountChanged // 数量有改变(Add、Remove)
```

ReactiveCollection 示例代码

```
/
*****
*****
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*****
*****/

using UnityEngine;
using UnityEngine;

namespace UniRxLesson
{
```

```

public class ReactiveCollectionExample : MonoBehaviour
{
    ReactiveCollection<int> mAges = new ReactiveCollection<int>
    {
        1,2,3,4,5
    };

    void Start()
    {
        mAges.ObserveAdd()
            .Subscribe(addAge => { Debug.LogFormat("add:{0}",
addAge); });

        mAges.ObserveRemove()
            .Subscribe(removedAge => { Debug.LogFormat("remove:
{0}", removedAge); });

        mAges.ObserveCountChanged()
            .Subscribe(count => { Debug.LogFormat("count:{0}",
count); });

        foreach(var age in mAges)
        {
            Debug.Log(age);
        }

        mAges.Add(6);
        mAges.Remove(2);
    }
}

```

输出结果为

```

1
2
3
4

```

```
5
add:Index:5 Value:6
count:6
remove:Index:1 Value:2
count:5
```

## ReactiveDictionary

ReactiveDictionary 功能与 Dictionary 一样。

同样地，它支持了几个操作符：

```
ObserverAdd // 当 新的 Item 添加则会触发
ObserverRemove // 删除
ObserverReplace // 替换(Update)
ObserverMove // 移动
ObserverCountChanged // 数量有改变(Add、Remove)
```

示例代码如下：

```
/
*****
*****
* http://sikiedu.com liangxie
*****
*****/

using UniRx;
using UnityEngine;

namespace UniRxLesson
{
    public class ReactiveDictionaryExample : MonoBehaviour
    {

```

```

        private ReactiveDictionary<string, string> mLanguageCode =
new ReactiveDictionary<string, string>()
    {
        {"en", "英语"},
        {"cn", "中文"}
    };

    // Use this for initialization
    void Start()
    {
        mLanguageCode.ObserveAdd()
            .Subscribe(addedLanguage =>
{ Debug.LogFormat("add:{0}", addedLanguage.Value); });

        mLanguageCode.ObserveRemove()
            .Subscribe(removedLanguage =>
{ Debug.LogFormat("remove:{0}", removedLanguage.Value); });

        mLanguageCode.ObserveCountChanged()
            .Subscribe(count => { Debug.LogFormat("count:{0}",
count); });

        mLanguageCode.Add("jp", "日语");
        mLanguageCode.Remove("en");
    }
}

```

输出结果为

```

add:日语
count:3
remove:英语
count:2

```

今天的内容就这些。