

# REScala Users Manual

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**Abstract** [Intro](#)

**Keywords:** Functional-reactive Programming, Scala, Event-driven Programming

## 1 Signals and Vars

## 2 Events

## 3 Imperative events

## 4 Declarative Events

## 5 Conversion Functions

## 6 Related Work

REScala builds on ideas originally developed in EScala [\[?\]](#) – which supports event combination and implicit events.

Other reactive languages directly represent time-changing values and remove inversion of control. Among the others, we mention FrTime [\[?\]](#) (Scheme), FlapJax [\[?\]](#) (Javascript), AmbientTalk/R [\[?\]](#) and Scala.React [\[?\]](#) (Scala).

## 7 Acknowledgments

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## References