# Using Subjects and Multicasted Observables



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**Observables** 

**Observers** 

**Produce values** 

**Proxy values** 

Have state and maintain a list of observers

Multicast instead of unicast





Observable

subscribe()

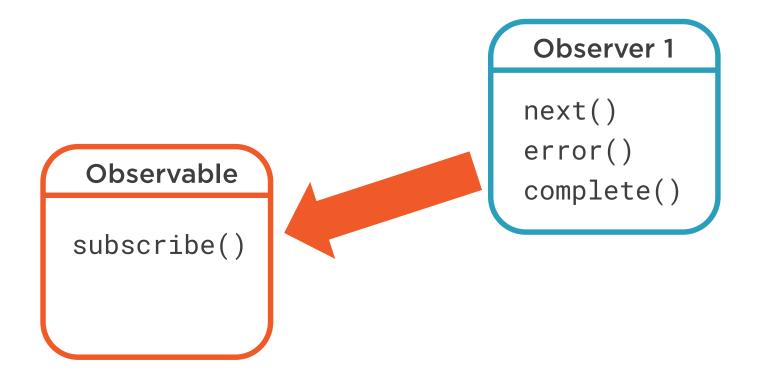


Observable

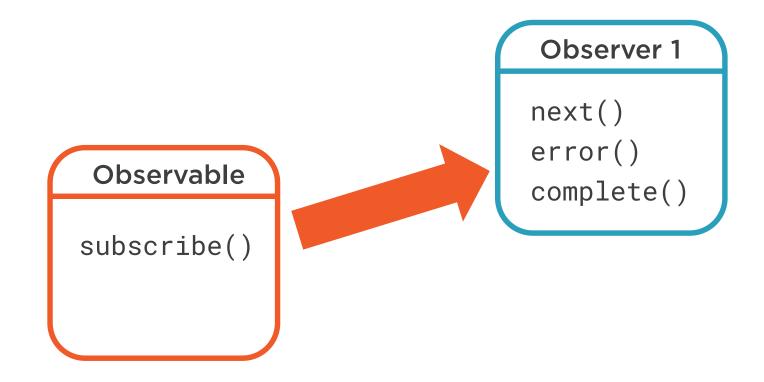
subscribe()

```
next()
error()
complete()
```

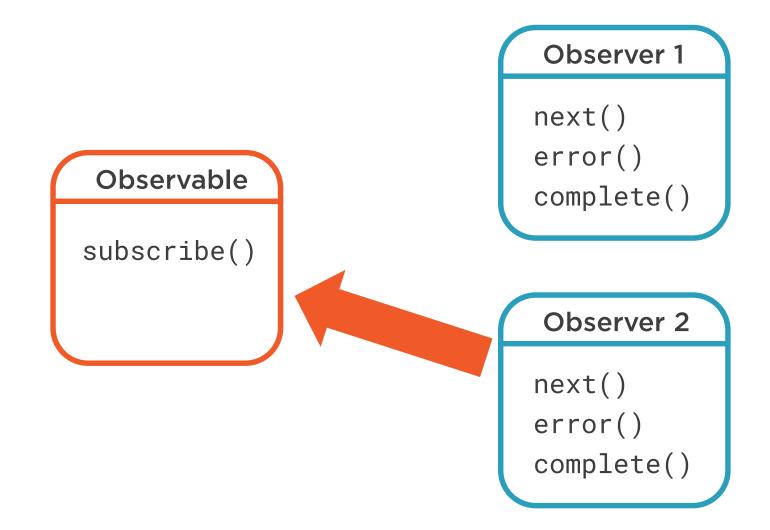


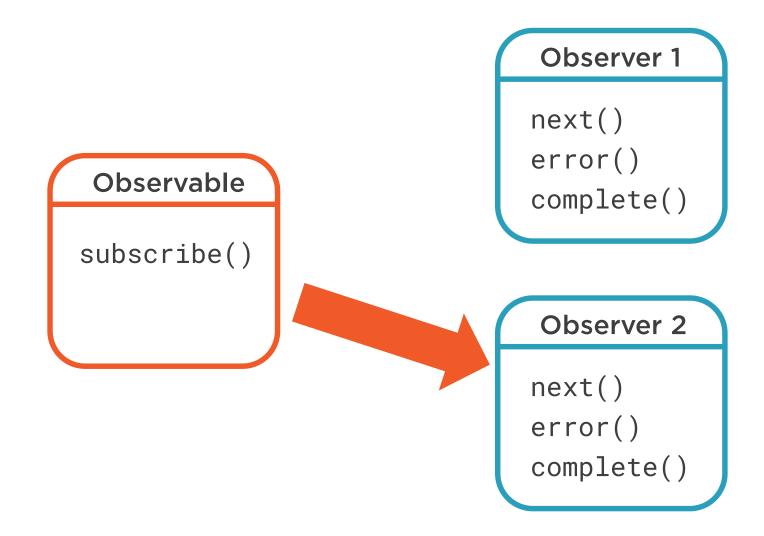












Observable

subscribe()

Subject

Observer 1

next()
error()
complete()

Observer 2

next()
error()
complete()



#### Observable

subscribe()

#### Subject

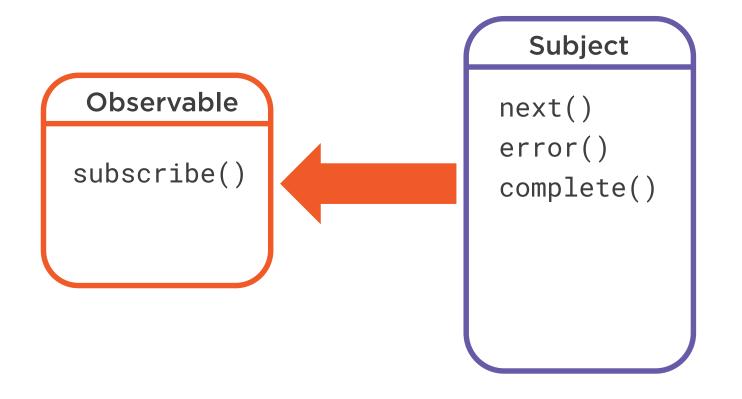
```
next()
error()
complete()
```

### Observer 1

```
next()
error()
complete()
```

```
next()
error()
complete()
```





### Observer 1

```
next()
error()
complete()
```

```
next()
error()
complete()
```



#### Observable

subscribe()

#### Subject

```
next()
error()
complete()
subscribe()
```

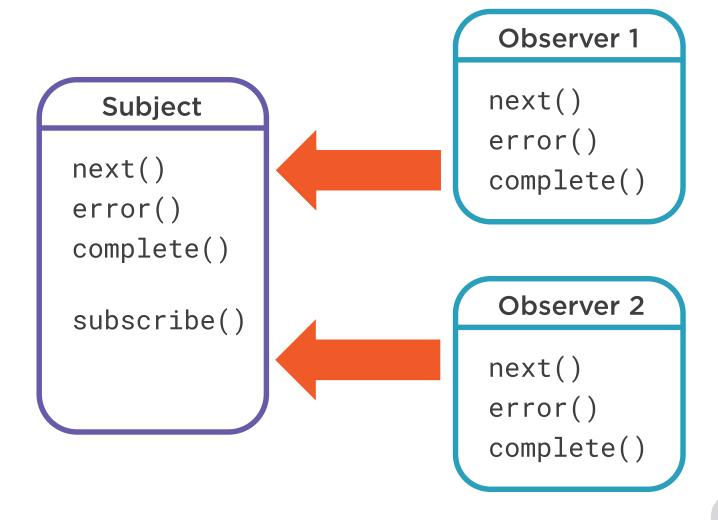
#### **Observer 1**

```
next()
error()
complete()
```

```
next()
error()
complete()
```



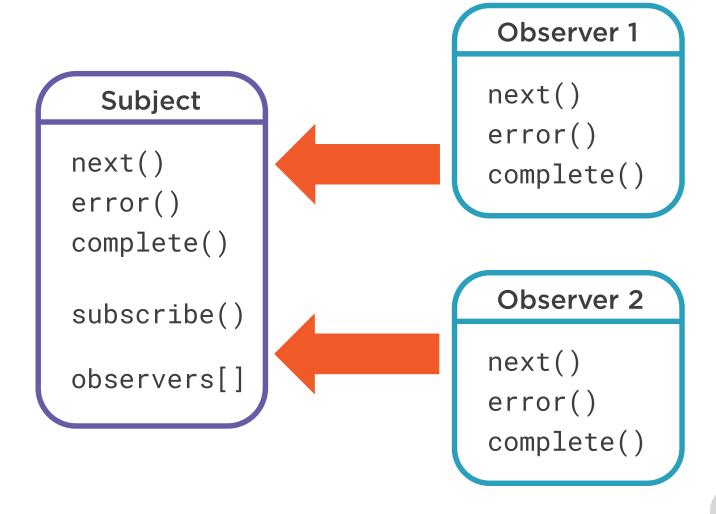
Observable subscribe()



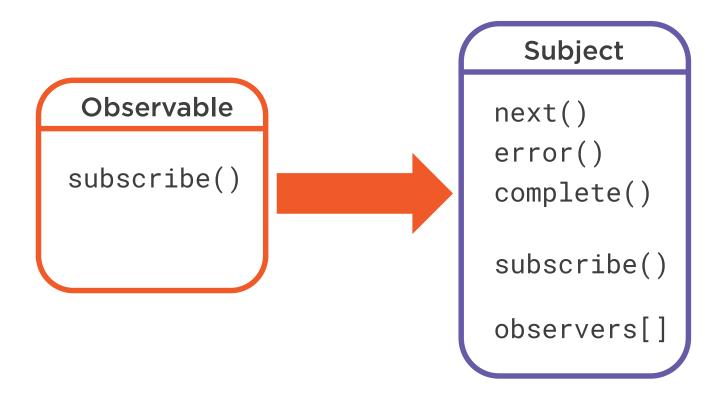


Observable

subscribe()





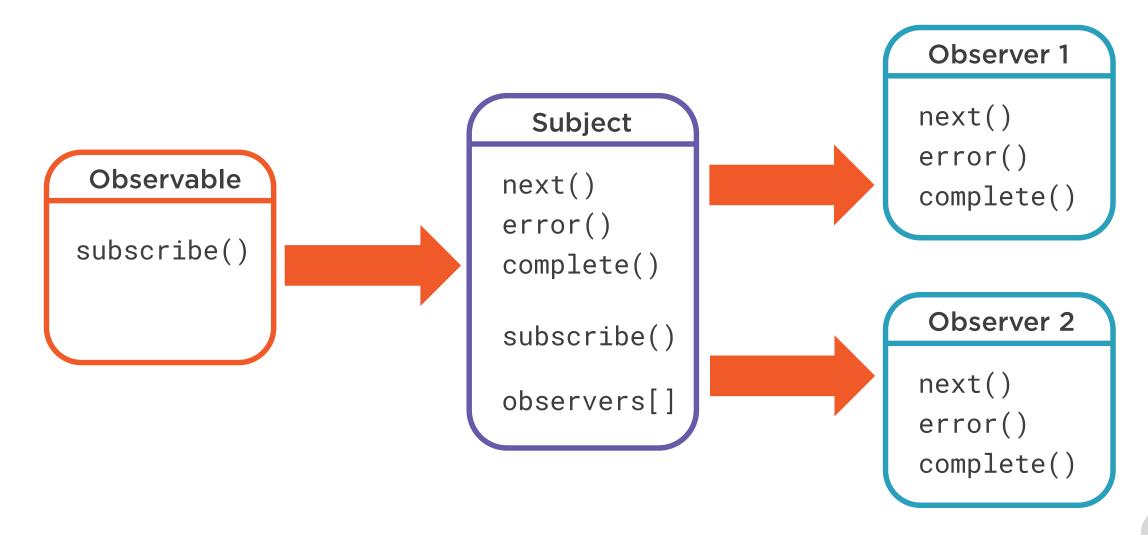


### Observer 1

```
next()
error()
complete()
```

```
next()
error()
complete()
```







### Cold vs. Hot Observables

#### **Cold Observables**

Value producer created inside the observable

One observer per execution

Unicast

Examples include interval(), ajax()

#### **Hot Observables**

Value producer exists outside the observable

Shared producer allows for multiple observers

Multicast

Examples include Observables that wrap DOM events, WebSockets



# Multicasting Operators

#### multicast()

- Takes a Subject as a parameter
- Must call connect() to begin execution

#### refCount()

Executes when observers > 0

### publish()

- Thin wrapper about multicast()
- Not required to pass it a Subject

#### share()

- Executes when observers > 0
- Re-subscribes as necessary



# Specialized Subjects



AsyncSubject

Only emits the last value received

Used by the publishLast() operator



BehaviorSubject

Emits initial seed value if source has not yet produced a value

**Emits most recent value otherwise** 

Used by the publishBehavior() operator



### ReplaySubject

Stores and emits multiple values to all observers

Used by the publishReplay() operator

