#### Raju Gandhi

## BEING PROACTIVELY REACTIVE

# CLOSELYTYPED

#### REACTIVE PROGRAMMING?

#### WITH FP PRINCIPLES APPLIED

STREAMS ASYNC PUSH FUNCTIONAL REACTIVE REDUCE FILTER





# "WHY I CANNOT SAY FRP BUT I JUST DID"

By Andre Staltz

## PROMISES?

#### PROMISES VS OBSERVABLES

- Promises
  - return a single value
  - are eager
  - cannot be "cancelled"

#### DATA FLOW PROGRAMMING

Expenses	
\$60.00	
\$30.00	
\$376.00	
\$180.00	
\$523.00	
\$50.00	
\$1,520.00	
\$3,050.00	
\$142.00	
\$2,872.00	
=SUM(B7:B16	<b>)</b>

### OBSERVER PATTERN

```
class Publisher {
  constructor() {
    this.listeners = [];
  addListener(listener) {
    this.listeners.push(listener);
  }
  removeListener(listener) {
    const index = this.listeners.indexOf(listener);
    this.listeners.splice(index, 1);
  }
  notify(msg) {
    this.listeners.forEach((n) => {
      n.send(msg);
    });
```

```
class Listener {
  constructor(id) {
    this.id = id;
  send(msg) {
    console.log(`${this.id} received msg: ${msg}`);
const publisher = new Publisher();
publisher.addListener(new Listener(1));
publisher.addListener(new Listener(2));
publisher.notify("Broadcasting!");
```

## ITERATOR PATTERN

```
const iterable = {
  upperLimit: 10,
  [Symbol.iterator]: function() {
    var that = this;
    return {
      cur: 0,
      next: function() {
        if(this.cur < that.upperLimit) {</pre>
          let ret = this.cur;
          this.cur++;
          return {value: ret, done: false};
        this.cur = 0;
        return {done:true};
    };
};
for(let i of iterable) console.log(i); // 0,1,2,...,9
```

## OBSERVABLE

#### OBSERVER + ITERATOR



#### **DUALITY**

Iterable Observable

pull push

next() next(ev)

!hasNext() completed()

throws Exception error(e)

## SEQUENCE / TIME

```
[1,2,3,4,5]
.map((n) => n * 2)
.filter((n) => n % 2 == 0)
.reduce(((acc, n) => acc + n), 0);
```

```
<Observable>
.map((n) => n * 2)
.filter((n) => n % 2 == 0)
.reduce(((acc, n) => acc + n), 0);
```

#### OBSERVABLE

	SINGLE	MULTIPLE
SYNC	FUNCTION	ITERABLE
ASYNC	PROMISE	OBSERVABLE

#### CREATING OBSERVABLES

#### **EVERYTHING**

- Iterables
- Events (mouse move, clicks, keyboard)
- Async (Promises)
- Creating operators

```
// emit a single value (or .return())
Rx.Observable.of(42);
// repeat a value n times
// see also doWhile and while
Rx.Observable.of(42).repeat(3);
// from a range
Rx.Observable.range(1, 5);
// over a interval starting in 5
// seconds, then every 1 second
Rx.Observable.timer(5000, 1000);
```

```
// from an array, map, set or string
// ANY iterable
Rx.Observable
   .from([16,3,56,33,89,45,21])
   .filter(n => n > 25)
   .take(3)
   .subscribe({
    next: n => console.log(n),
    error: e => console.log(e),
    complete: () => console.log('Done!')
});
```

```
// NEED <u>rx.dom.js</u> !!!
var mouses = Rx.Observable
  .fromEvent(document.getElementsByTagName('body')[0],
'mouseover');
var cancel = Rx.Observable
  .fromEvent(document.getElementById('cancel'), 'click');
mouses
  .takeUntil(cancel)
  .subscribe({
    onNext: n => console.log(n),
    onError: e => console.log(e),
    onComplete: () => console.log('Done!')
   });
```

## THE PLAYERS

#### Producer

#### Rx.Observable

```
.from([16,3,56,33,89,45,21])
.filter(n => n > 25)
.take(3)
.subscribe({
  next: n => console.log(n),
  error: e => console.log(e),
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        next: n => console.log(n),
        error: e => console.log(e),
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    });
```

## OPERATORS

### **OPERATORS**

- map, filter
- reduce, scan
- flatMap/switchMap

# ERROR HANDLING

### **ERRORS**

- catch
- retry
- retryWhen

```
Rx.Observable.from([1,2,'a','b'])
  .map((n) => \{
    if(Number.parseInt(n)) {
      return n;
    } else {
       throw Error('Oops');
  })
  .catch((e) => Rx.Observable.of({
     error: `An error ${e} occurred`
  }))
  .subscribe({
    next: n => console.log(n),
    // onError is no longer relevant!
    error: e => console.log(e),
    complete: () => console.log('Done!')
   });
// next 1
// next 2
// next { error: 'An error Error: Oops occurred' }
```

```
(function() {
  let count = 0;
  Rx.Observable.range(1, 3)
  .map((n) => \{
    if(count < 2) {
      count++;
      console.log(`${n}th time`);
      throw new Error("Error!!");
    } else {
      return n;
  })
  .retry(3)
  .subscribe({
    next: (n) => console.log('Raju Next: ', n),
    error: (err) => console.log('Raju Error', err),
    complete: () => console.log("Raju Done")
 });
})();
```

### HOT & COLD OBSERVABLES

#### HOT VS COLD OBSERVABLES

- Hot
  - are like "live" events
  - subscribers could "miss" events (that occurred before they subscribed)
  - broadcast
- Cold
  - are like "video" recording
  - all subscribers get all the events (from the beginning) upon subscription
  - send events asynchronously

### GENERAL GOTCHAS

#### **GOTCHAS**

- There are 2 **separate** projects <u>Reactive-Extensions/</u>
  <u>RxJS</u> and ReactiveX/rxjs (rxjs is to replace RxJS)
- ES7 Observable proposal
- Rx implementations in multiple languages

# RESOURCES

### **RESOURCES**

- <u>LearnRx</u> by Jafar Husain (Netflix)
- RxJS docs
- <u>Jafar Husain: Async Programming in ES7 | JSConf US</u> 2015

#