

GETTING UP TO SPEED WITH REACTIVECOCOA VERSION 4

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Unwire
IS HIRING

YES THIS IS A

PINK

SLIDESHOW

YES RAC IS

HARD

- ▶ RxSwift
- ▶ ReactKit
- ▶ Bond
- ▶ Interstellar
- ▶ VinceRP

Functional reactive programming (FRP) is a programming paradigm for reactive programming (asynchronous dataflow programming) using the building blocks of functional programming (e.g. map, reduce, filter).

-- Wikipedia (April 23, 2016)

**BUT WHAT DOES
IT MEAN?**

INPUTS

OUTPUTS


```
func isValidForm() -> Bool {
    return
        !(self.emailField.text?.isEmpty ?? true) &&
        !(self.usernameField.text?.isEmpty ?? true) &&
        !(self.passwordField.text?.isEmpty ?? true)
}

func textField(textField: UITextField,
shouldChangeCharactersInRange range: NSRange,
replacementString string: String) -> Bool {
    self.submitButton.enabled = isValidForm()

    return true
}
```

Example from [NSHipster](#)

```
self.submitButton.rex_enabled <~ combineLatest(  
    self.emailField.rex_textSignal.producer,  
    self.usernameField.rex_textSignal.producer,  
    self.passwordField.rex_textSignal.producer)  
    .reduce(true, { result, textfields in  
        result && !textfields.0.isEmpty && !textfields.1.isEmpty && !textfields.2.isEmpty  
    })
```

Example from [NSHipster](#)

THE SUPER EXCITING
RELEASE STORY OF

ReactiveCocoa

- ▶ Feb 14, 2013: ReactiveCocoa v.1.0.0
- ▶ Sep 15, 2013: ReactiveCocoa v.2.0.0
- ▶ Sep 12, 2015: ReactiveCocoa v.3.0.0 Swift 1.2
- ▶ Jan 28, 2016: *ReactiveCocoa v.4.0.0* Swift 2.1.x

RAC2



RAC4

RAC SIGNAL



```
RACSignal *hot = RACObserve(self.emailTextField, text);
```



```
RACSignal *cold = [RACSignal createSignal:  
^RACDisposable *(id<RACSubscriber> subscriber) {  
    NSLog(@"Doing some work..");  
    [subscriber sendCompleted];  
    return nil;  
}];
```

SIGNAL 🔥

```
func createSignal() -> Signal<String, NoError> {
    var count = 0
    return Signal { observer in
        NSTimer.schedule(repeatInterval: 0.1) { timer in
            print("Emitting a next event")
            count += 1
            observer.sendNext("tick #\(count)")
        }
    }
}

let signal = createSignal()
```

Example from [Colin Eberhardt's blog](#)

SIGNALPRODUCER

```
func createSignalProducer() -> SignalProducer<String, NoError> {  
    var count = 0  
    return SignalProducer { observer, disposable in  
        NSTimer.schedule(repeatInterval: 0.1) { timer in  
            print("Emitting a next event")  
            count += 1  
            observer.sendNext("tick #\(count)")  
        }  
    }  
}
```

```
let signalProducer = createSignalProducer()  
signalProducer.start()
```

Example from [Colin Eberhardt's blog](#)

INTERRUPTED
JOINS THE CLUB OF
EVENTS

```
/// Represents a signal event.
///
/// Signals must conform to the grammar:
/// `Next* (Failed | Completed | Interrupted)?`
public enum Event<Value, Error: ErrorType> {
    /// A value provided by the signal.
    case Next(Value)

    /// The signal terminated because of an error. No further events will be
    /// received.
    case Failed(Error)

    /// The signal successfully terminated. No further events will be received.
    case Completed

    /// Event production on the signal has been interrupted. No further events
    /// will be received.
    case Interrupted

    ....
}
```

```
let signalProducer = createSignalProducer()
let disposable = signalProducer.startWithInterrupted {
    print("I just got interrupted 😐")
}
disposable.dispose()
```

```
func createSignalProducer() -> SignalProducer<String, NoError> {  
    var count = 0  
    return SignalProducer { observer, disposable in  
        let timer = NSTimer.schedule(repeatInterval: 0.1) { timer in  
            print("Emitting a next event")  
            count += 1  
            observer.sendNext("tick #\(count)")  
        }  
  
        disposable.addDisposable(timer.invalidate)  
    }  
}
```

PROPERTYTYPE

OVER

RAC AND RACOBSEVE

```
// SomeViewController.m
```

```
// Sync the title of the view.
```

```
RAC(self, title) = RACObserve(self.viewModel, title);
```

```
// SomeViewModel.m
```

```
@property (nonatomic, strong, readonly) NSString *title;
```

```
/// Represents a property that allows observation of its changes.
public protocol PropertyType {
    associatedtype Value

    /// The current value of the property.
    var value: Value { get }

    /// A producer for Signals that will send the property's current value,
    /// followed by all changes over time.
    var producer: SignalProducer<Value, NoError> { get }

    /// A signal that will send the property's changes over time.
    var signal: Signal<Value, NoError> { get }
}
```


- ▶ **AnyProperty**
- ▶ **ConstantProperty**
- ▶ **MutableProperty**
- ▶ **DynamicProperty**

```
// SomeViewModel.swift
let headline = ConstantProperty<String>("Today's Menu")
private let menu = MutableProperty<Menu?>(nil)
private let mutableMainCourse = MutableProperty("")
var mainCourse : AnyProperty<String>!

init() {
    self.mainCourse = AnyProperty(self.mutableMainCourse)
}
```

```
// SomeViewController.swift
private let headline = UILabel()
private let mainCourse = UILabel()
...
self.headline.rac_text <~ self.viewModel.headline.signal.observeOn(UIScheduler())
self.mainCourse.rac_text <~ self.viewModel.mainCourse.signal.observeOn(UIScheduler())
```

RACCOMMAND

= ACTION

.. MORE OR LESS

```
enum Vote {  
    case Up  
    case Down  
}
```

```
let voteAction = Action<Vote, String, NoError> { test in  
    // Call some web API ..  
    return self.createSignalProducer()  
}
```

```
self.upVoteButton?.rex_pressed.value = CocoaAction(voteAction, input: (.Up))
```

-flatten
-flattenMap:
+merge:
-concat
+concat:
-switchToLatest

▶ **flatten**

▶ **flatMap**

RAC4



SWIFT


```
/**
 * A signal that will send next values (as strings) every time some text changes.
 *
 * @return A signal that sends the current text as a NSString on next.
 */
- (RACSignal *)textChanged;
```

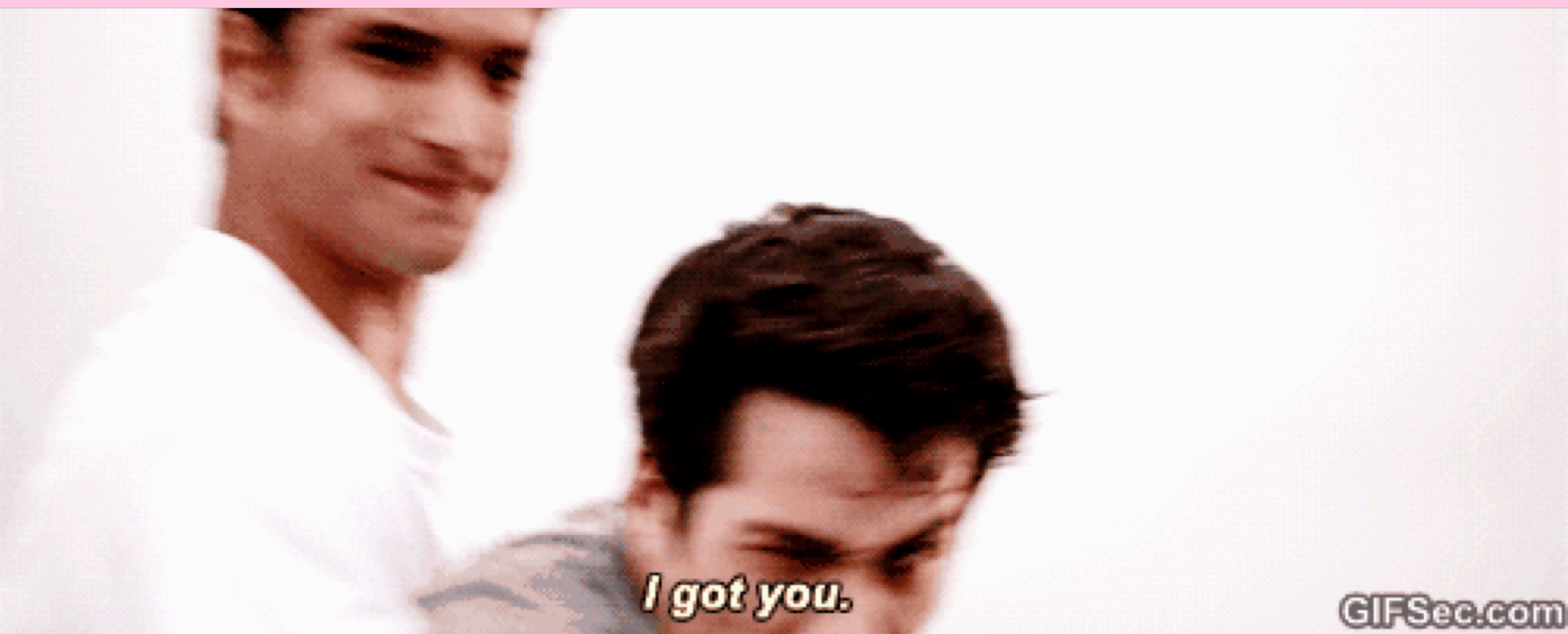
NO MORE

ID MADNESS

PARAMETERIZATION

FTW

```
Signal<Int, NSError>  
Signal<String, NSError>
```



I got you.

GIFSec.com

**RAC4 DOES NOT
COME WITH
UI BINDINGS**



REX → RAC.ORG¹

¹ #2790

**BUT WHAT ABOUT
OBJECTIVE-C?**

- ▶ **RACSignal.toSignalProducer()**
 - ▶ **toRACSignal()**
- ▶ **RACCommand.toAction()**
 - ▶ **toRACCommand()**

SHOW ME

THE CODE

CAKE DAY

Today's Menu

at
Unwire

Æggekage med
kartofler, løg, tomater
og bacon.



Rødbeder med solsikkekerner, balsamico og persille. Broccoli og cherrytomater. Blandet salat med dressing. Dagens råkost med rosiner. Æg, rejer, mayonnaise og asparges. Leverpostej med ristet bacon, champignoner og surt. Pålægsfad med afskåret pålæg, hjemmelavede salater samt. 3 slags ost. Friskbagt solsikkerugbrød, maltbrød og græskarkernebrød. Frisk frugt.

```
// SomeViewModel.swift
```

```
self.headline <~ self.menu.producer
    .ignoreNil()
    .map { fetchedMenu in
        if (fetchedMenu.isTodaysMenu()) {
            return fetchedMenu.mainCourse!
        } else {
            return "The chef is working hard on getting Today's Menu ready. Please come back later."
        }
    }
    .flatMapError { _ in
        return SignalProducer<String, NoError>(value: "Something went wrong in the kitchen. Please come back later.")
    }
}
```

```
// SomeArchivableProtocol.swift
```

```
static func loadUsingIdentifier(identifier: String) -> SignalProducer<Self, ArchivableError> {
```

```
    return SignalProducer { observer, disposable in
```

```
        guard let data = UserDefaults.standardUserDefaults().objectForKey(identifier) as? [String: AnyObject] else {  
            observer.sendFailed(ArchivableError.ValueNotFound)  
            return
```

```
        }
```

```
        observer.sendNext(data)
```

```
        observer.sendCompleted()
```

```
    }
```

```
    .flatMap(.Latest) { value in
```

```
        return Self.deserializeFromJSON(value)
```

```
        .mapError { error in
```

```
            return ArchivableError.LoadFailed
```

```
        }
```

```
    }
```

```
}
```

**CAN I
USE IT?**



Javi.swift @Javi



The [@fabric](#) app for iOS is written 100% in Swift (and using ReactiveCocoa 4) twitter.com/NeoNacho/status...

#2697

- ▶ The current version (4.1) is stable
 - ▶ Already used in production apps
- ▶ The team is working hard on making it more user-friendly
 - ▶ The list of resources is growing
- ▶ I'm personally starting to feel more comfortable using it

- ▶ The best FRP iOS resources
 - ▶ Rex
 - ▶ Today's Reactive Menu
- ▶ ReactiveCocoa's Changelog



Thanks