Functional Reactive Programming using RxSwift



FRP Principles

RxSwift Building Blocks

Example Walkthrough

Final Thoughts

Functional Reactive Programming

Functional Programming

Immutable

Stateless

Predictable

Testable

Reactive Programming

What instead of How

Derived state

Data flow

Why FRP?

"Uls are big, messy, mutable, stateful bags of sadness."

-Josh Abernathy

Every line of code we write is executed in reaction to an event...

... but these events come in many different forms

HOW?

Functional Reactive Programming provide a common interface for all events

... this allows us to define a language for manipulating, transforming and coordinating events

Rx Building Blocks

Observables

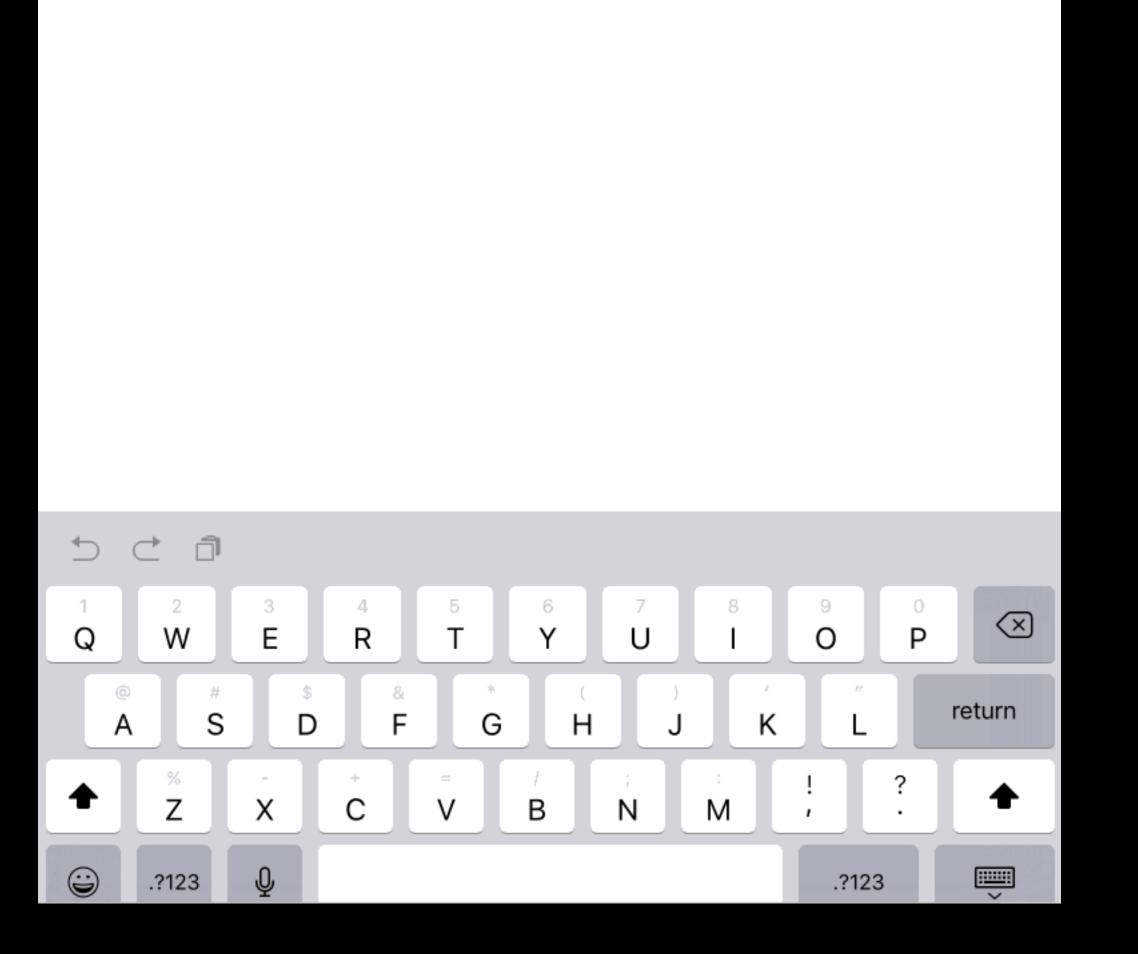
Operators

Schedulers

Observables

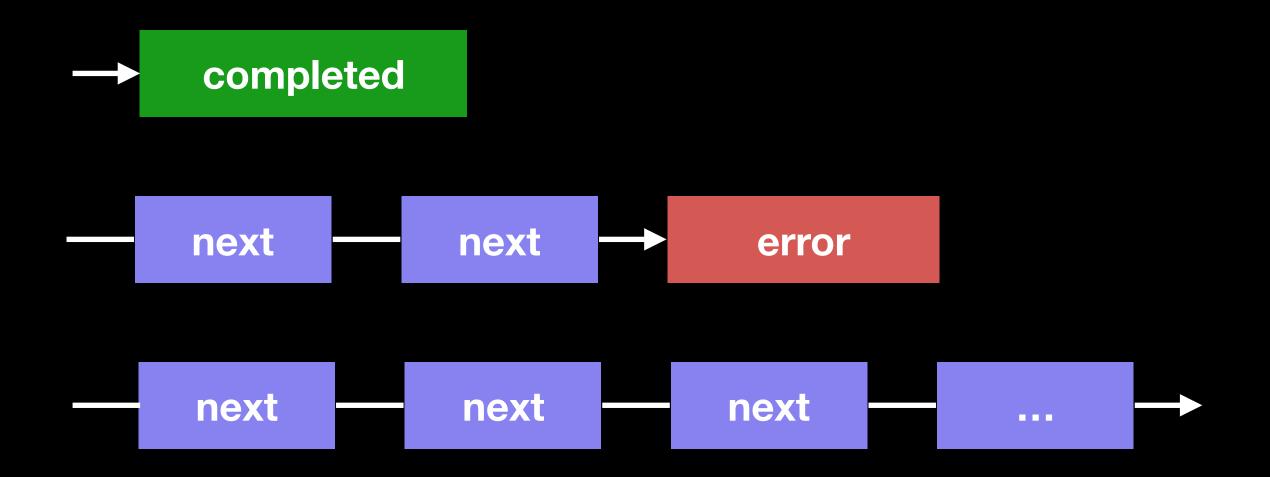
```
let text = textField.rx.text

text.subscribe(onNext: {
    print("\($0 ?? "")")
})
```



Observables emit a sequence of events to their observers

... they emit none, one or more next events, optionally followed by an error or completed



Observable Everything!

What are events? What do they look like?

Anything

Text from a UITextField control

JSON data from a Network Response

Notification

Number

String

Button Tap

• • •

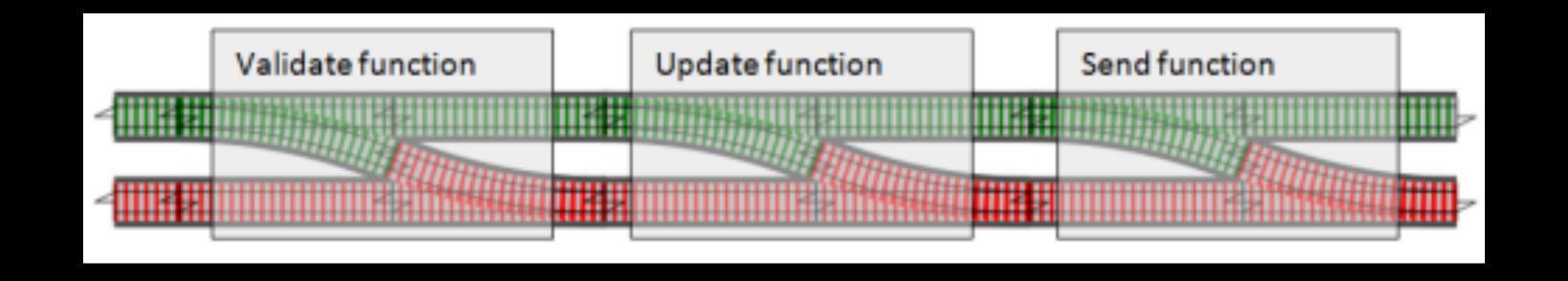
What about errors?

Errors

Railway Oriented Programming

Errors are passed on to the next step in the stream

If any point of the stream fails, we can handle this in one place.



Operators

Operators

d	Q	\ /
U	la	У

skip

take

takeUntil

flatMap

concat

merge

startWith

debounce

reduce

ignoreElements

interval

timeout

buffer

retry

zip

combineLatest

never

switchLatest

distinctUntilChanged

empty

just

error

throttle

Of

from

sample

scan

window

delaySubscription

map

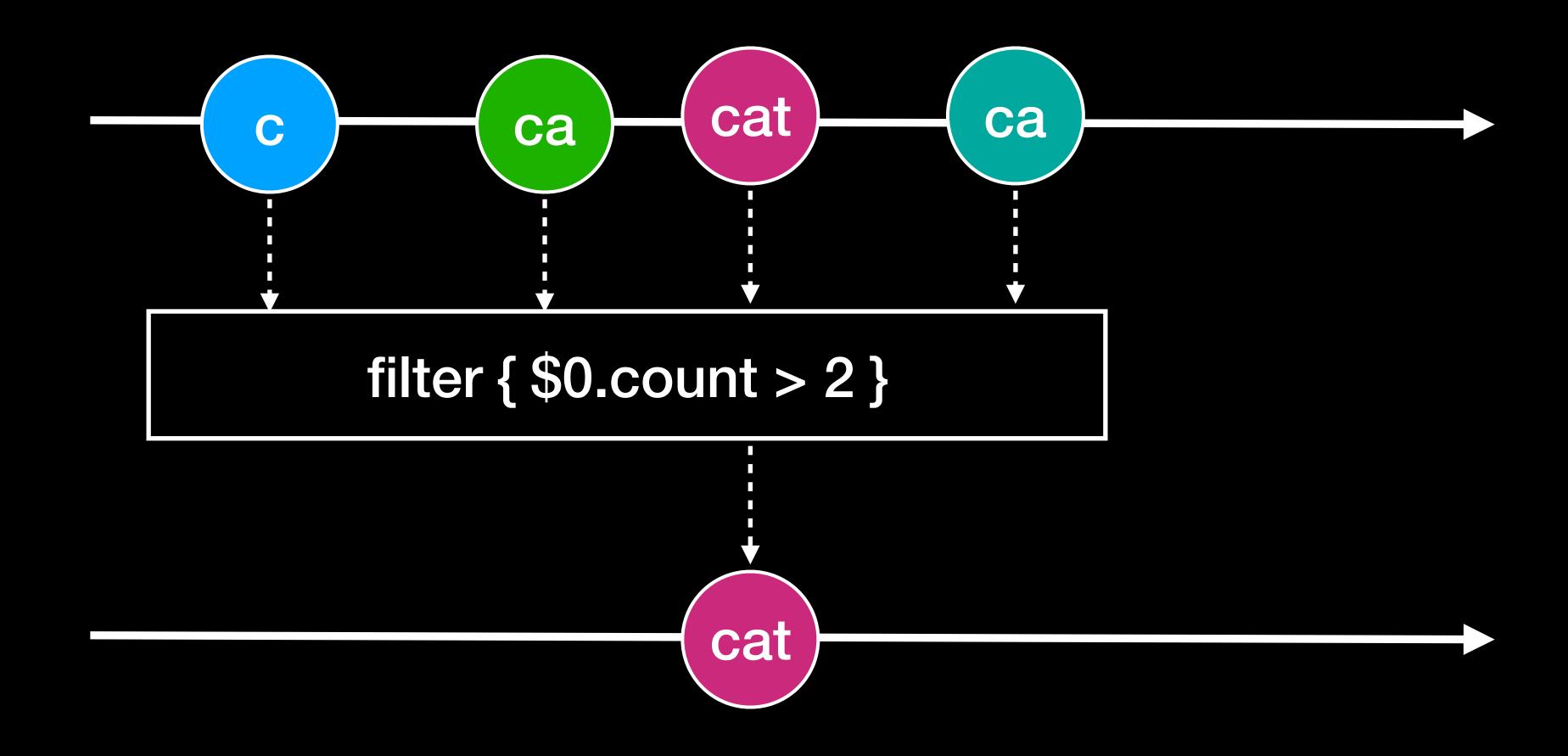
filter

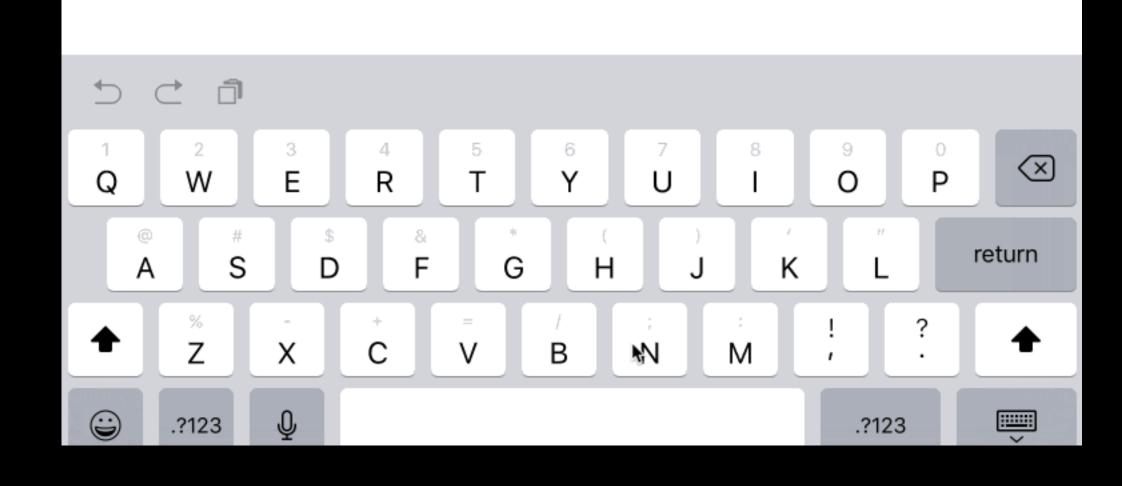
flatMapLatest

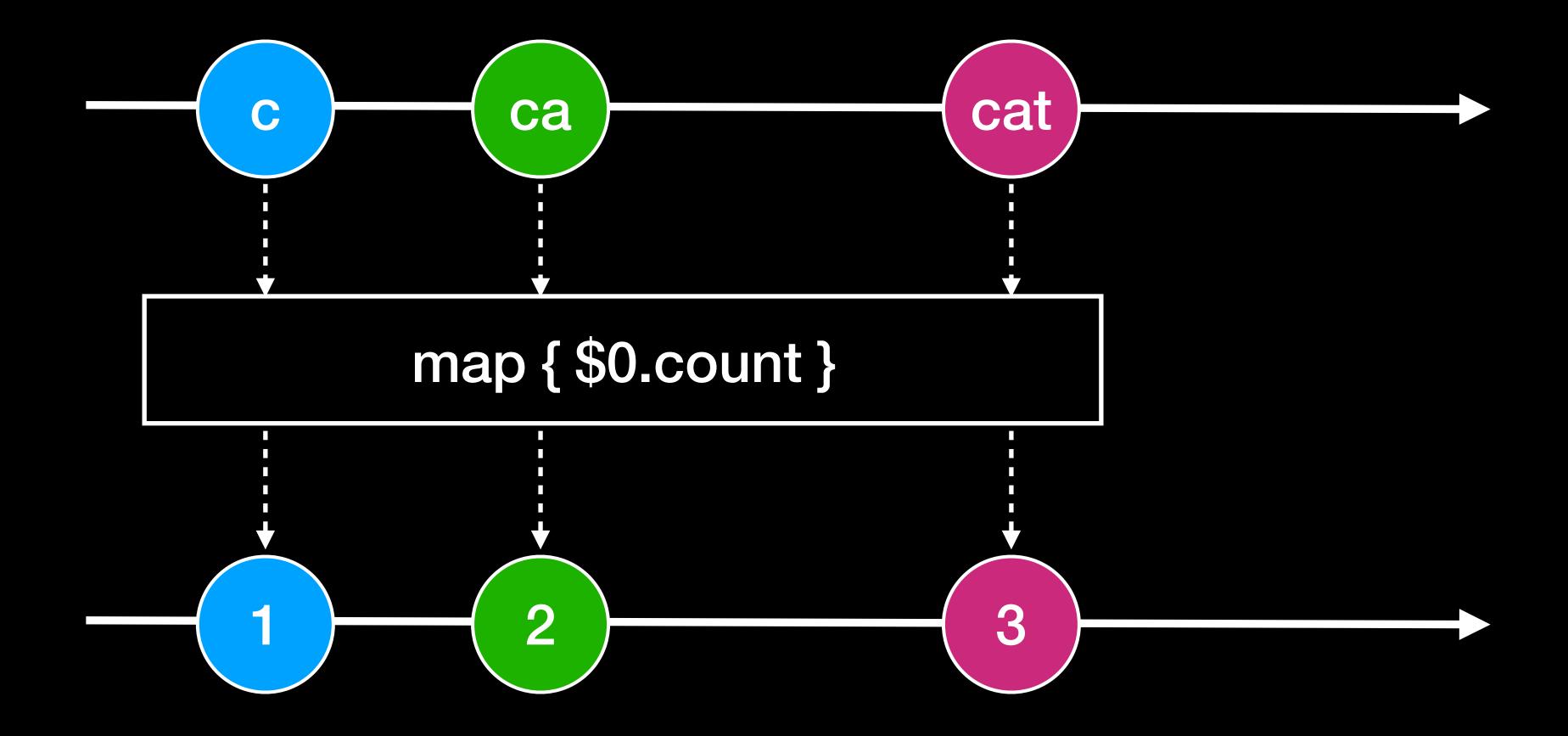
do

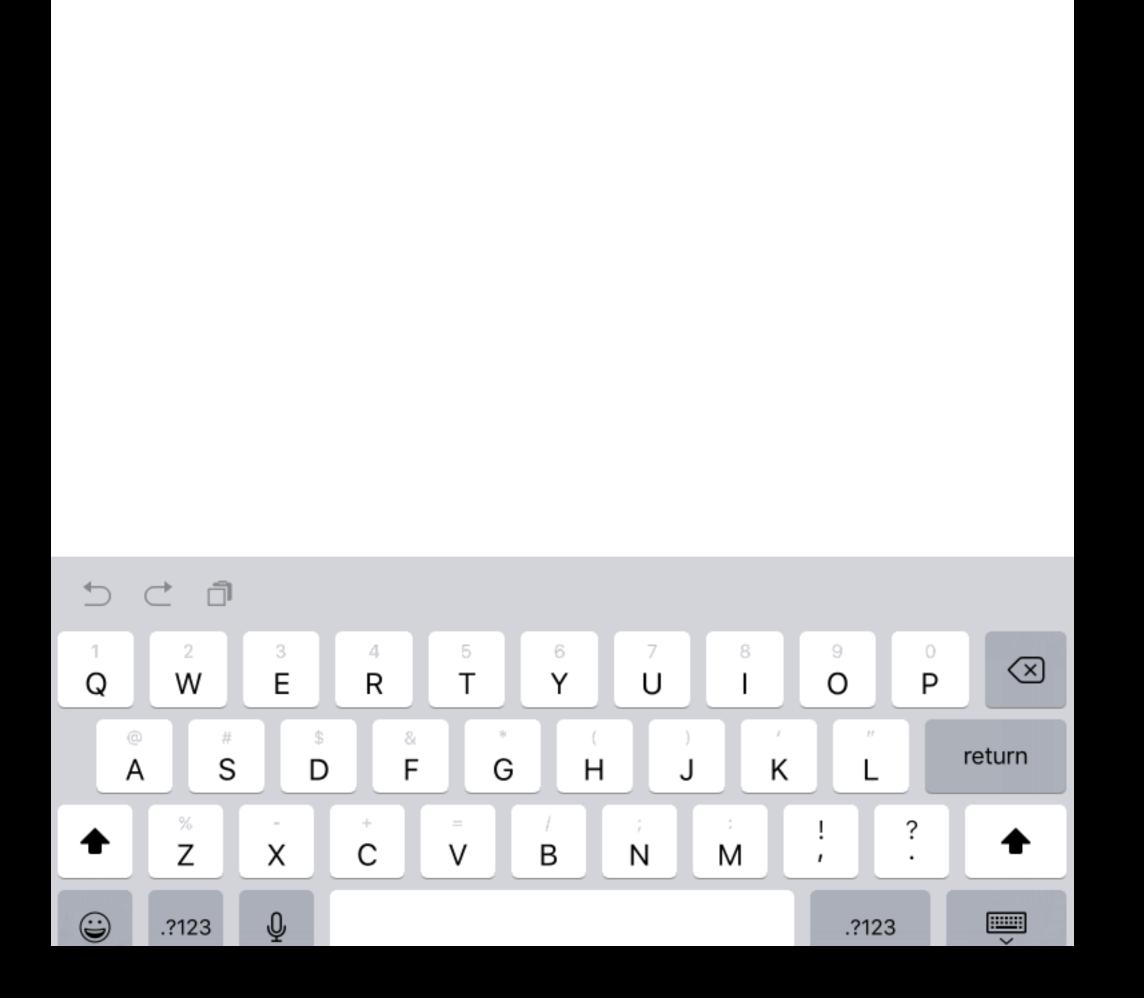
withLatestFrom

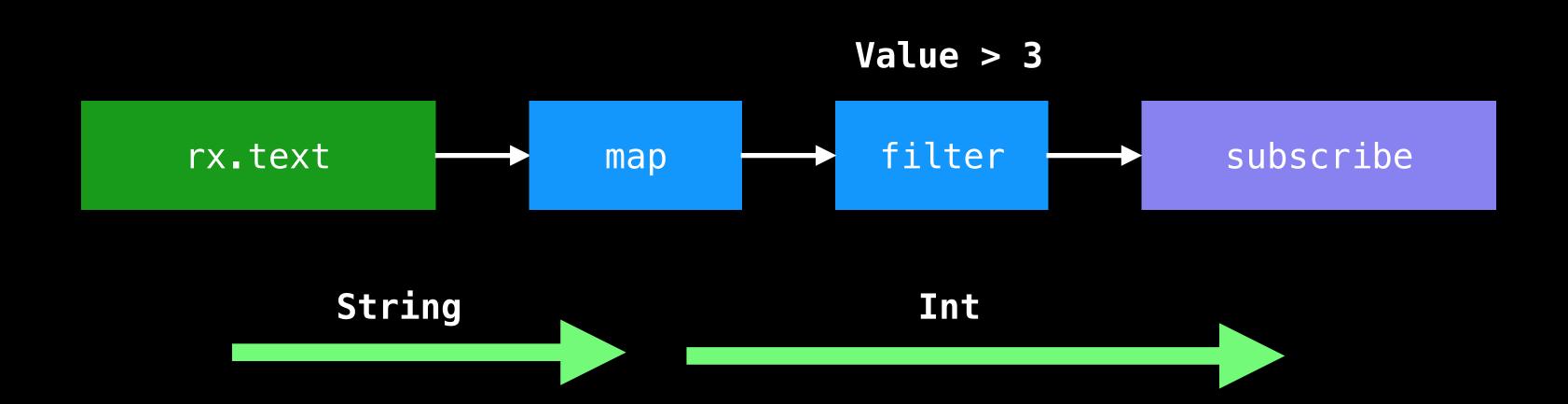
•







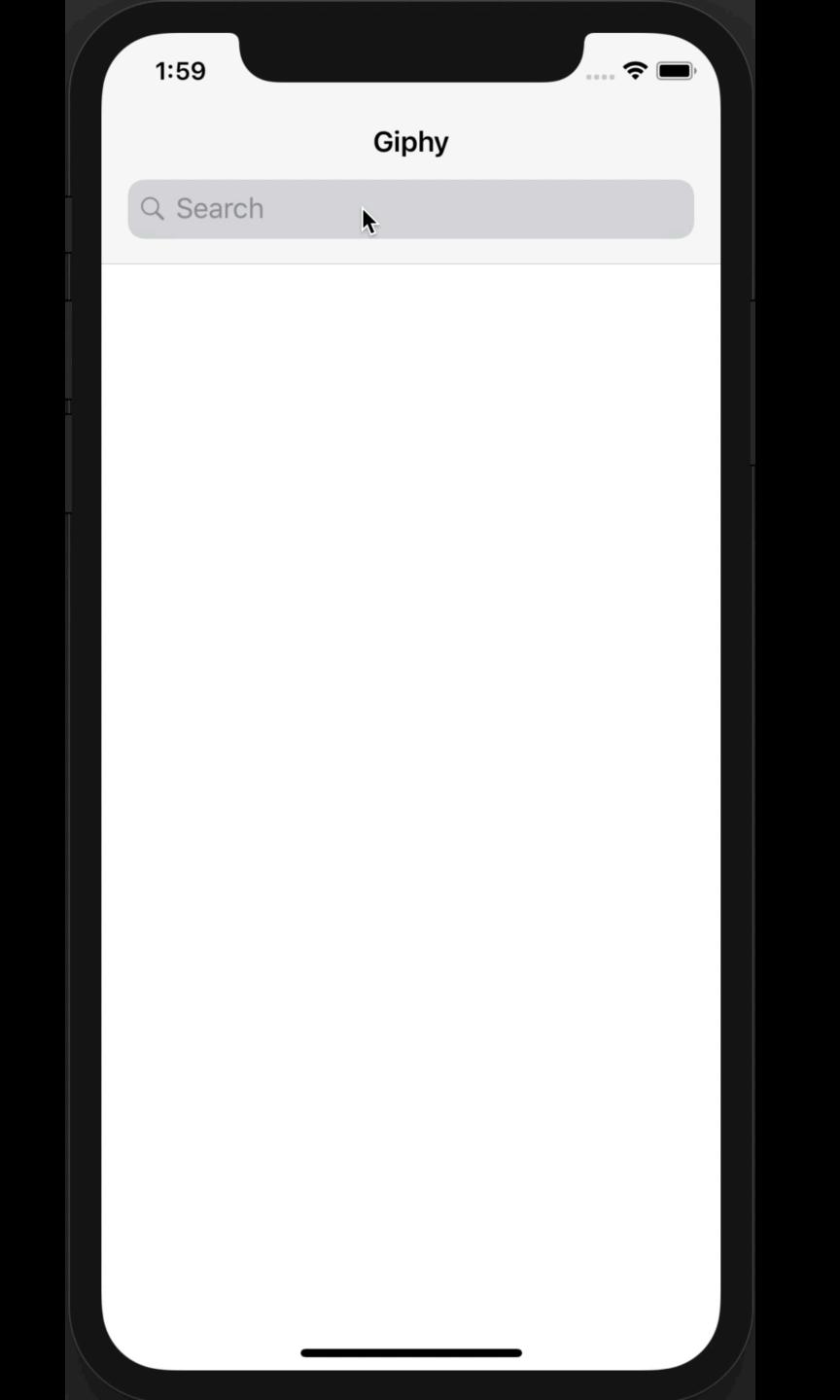


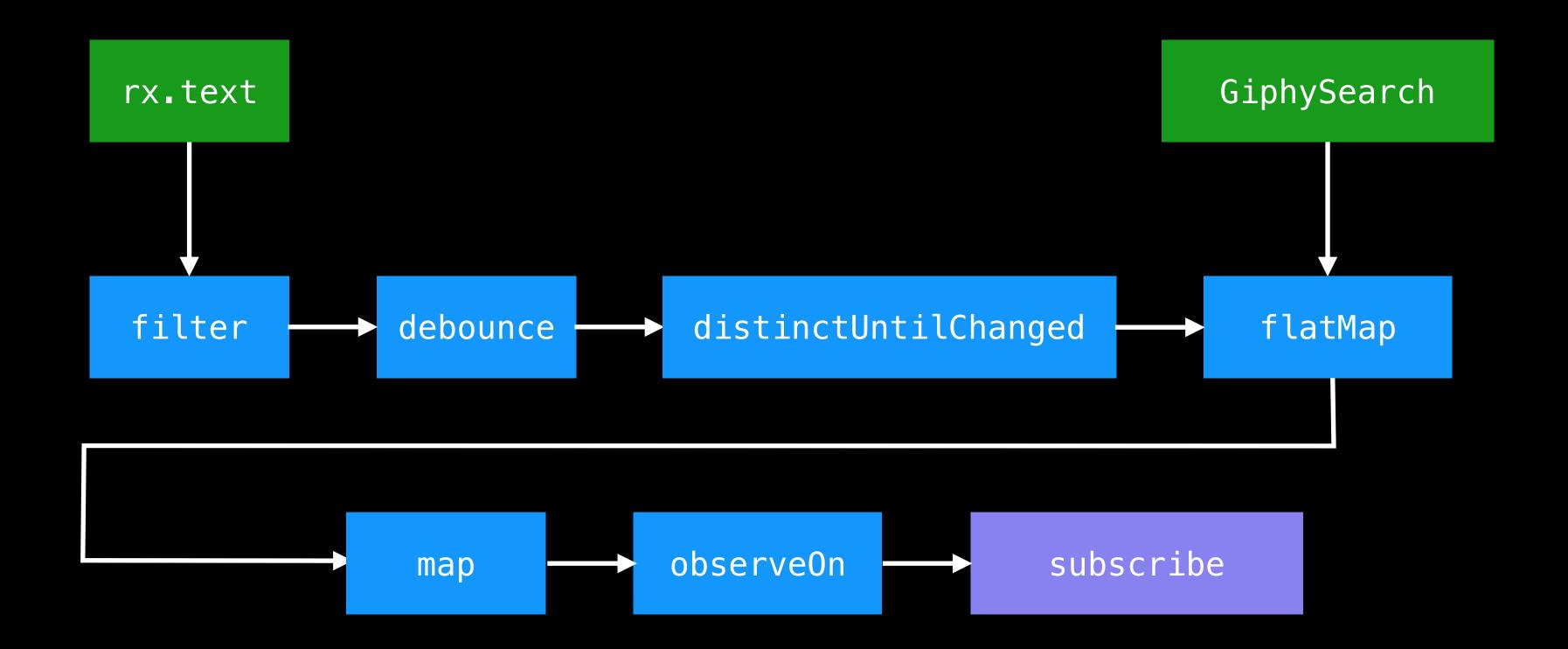


```
let disposable = textField.rx.text.orEmpty
    .map { $0.count }
    .filter { $0 > 3 }
    .subscribe(onNext: {
        print("\($0)")
    })
    ...
    disposable.dispose()
```

```
class MyViewController : UIViewController {
    let disposeBag = DisposeBag()

    override func viewDidLoad() {
        textField.rx.text.orEmpty
        .map { $0.count }
        .filter { $0 > 3 }
        .subscribe(onNext: {
            print("\($0)")
        })
        .disposed(by: disposeBag)
    }
}
```





```
extension URLSession {
    public func data(request: URLRequest) -> Observable<Data> {
        return Observable.create { observer in
            let task = URLSession.shared.dataTask(with: request) { (data, response, error) in
                guard let response = response, let data = data else {
                    observer.on(.error(error?? RxDemoURLError.unknown))
                    return
                guard let httpResponse = response as? HTTPURLResponse else {
                    observer.on(.error(RxDemoURLError.nonHTTPResponse(response: response)))
                    return
                guard 200 ..< 300 ~= httpResponse.statusCode else {</pre>
                    observer.on(.error(RxDemoURLError.httpRequestFailed(response: httpResponse)))
                    return
                observer.on(.next(data))
                observer.on(.completed)
            task resume()
            return Disposables.create(with: task.cancel)
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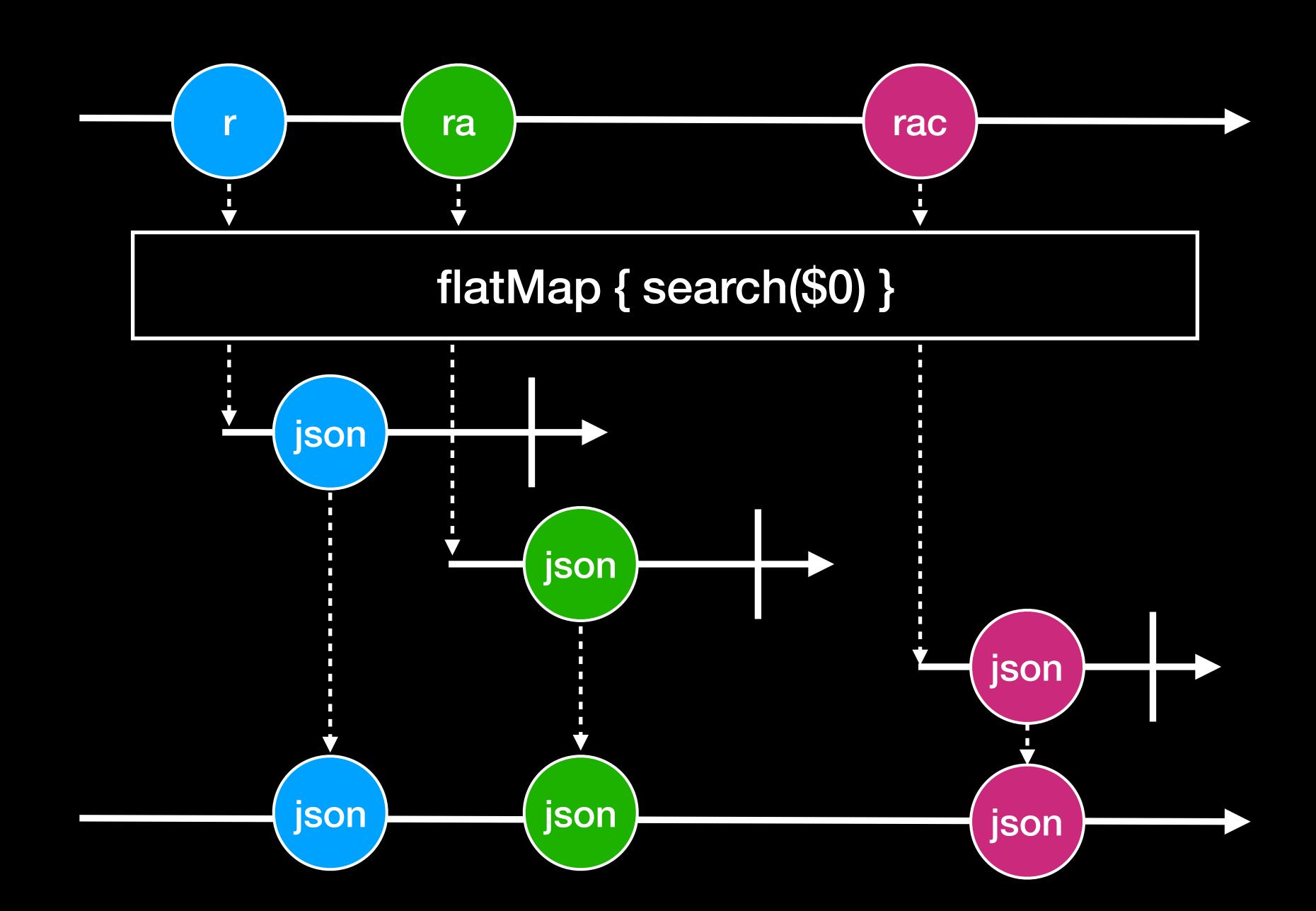
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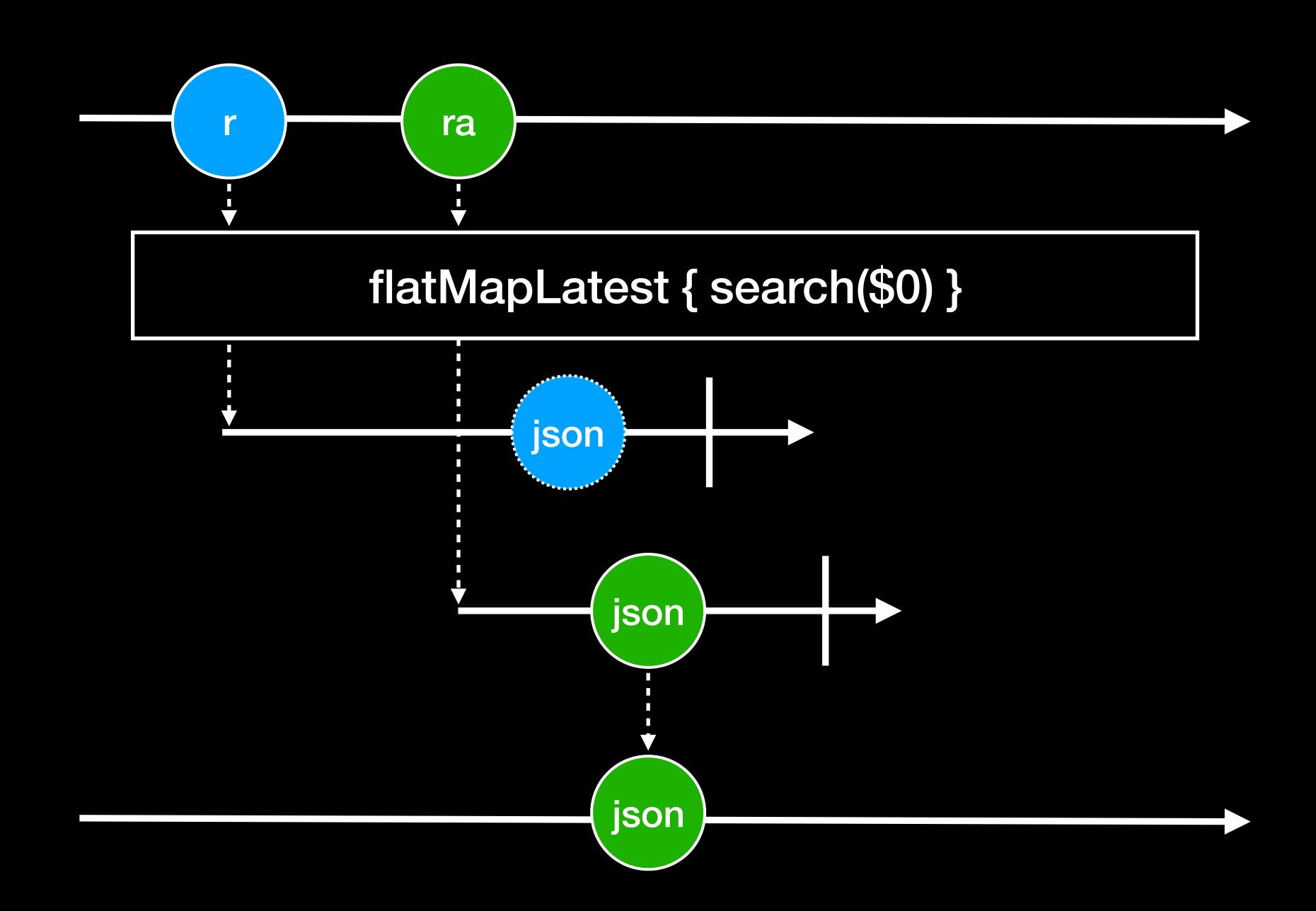
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searchBar.rx.text
    • or Empty
    filter \{ \$0.count > 1 \}
    .debounce(0.5, scheduler: MainScheduler.instance)
    distinctUntilChanged()
    flatMapLatest { query -> Observable<Data> in
        let url = URL(string: "https://api.giphy.com/v1/gifs/search?&q=\(query)")!
        let request = URLRequest(url: url)
        return URLSession.shared.data(request: request)
    map { self.parseJSONResults($0) }
    map { self.parseRemoteModels($0) }
    subscribe(onNext: {
        self.gifs = $0.compactMap(GifModel.init)
        self.collectionView.reloadData()
    })
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            .catchError { _ in Observable.empty() }
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    .debounce(0.5, scheduler: MainScheduler.instance)
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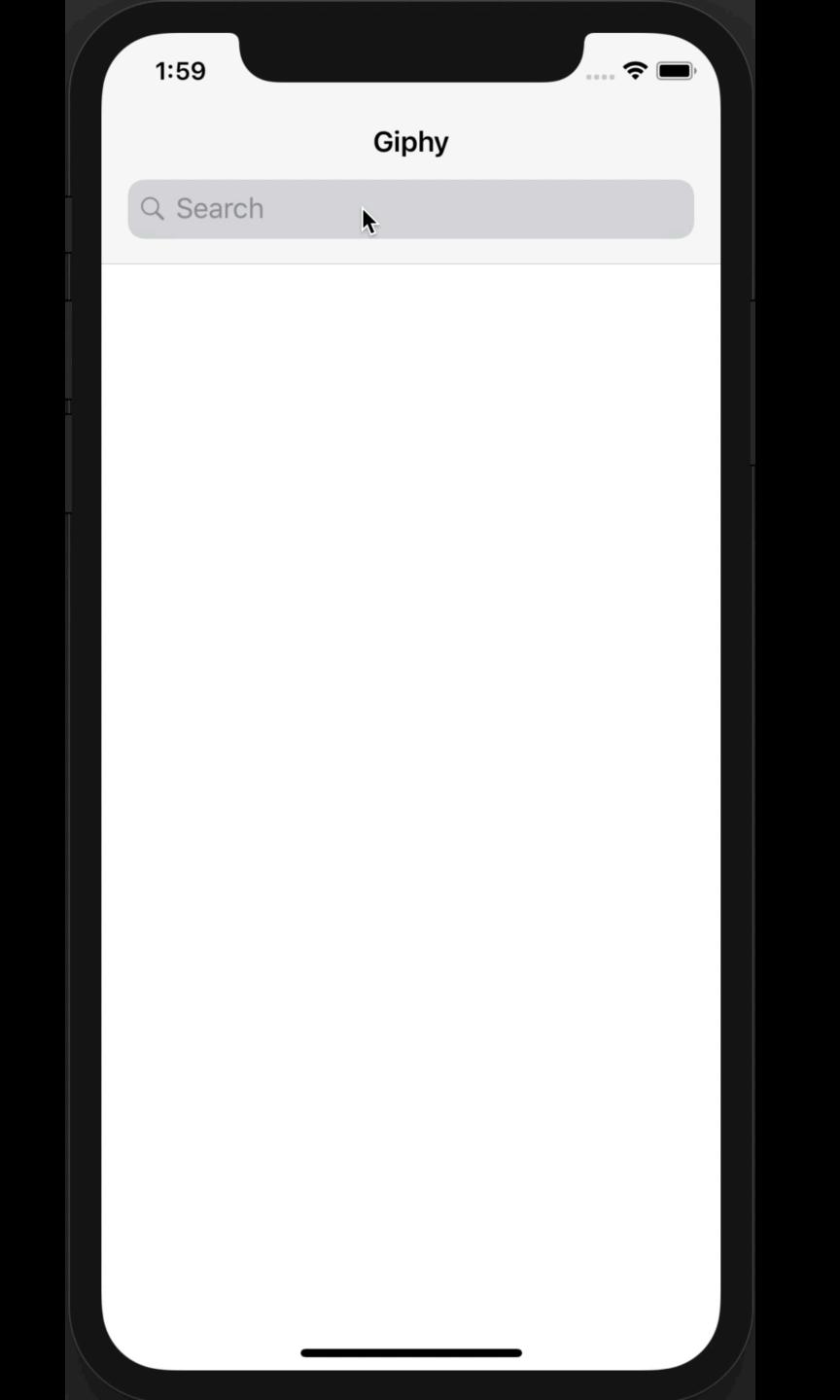
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Final Thoughts

Some Advice

- Experiment with Rx using a playground
- Learn operators @ http://rxmarbles.com/
- Break down your chain into smaller observables
- Use Rx `debug` operators

More Advice

- Using lazy vars with observables can create retain cycles
- Prefer `weak` over `unowned` when capturing self to avoid crashes
- Prefer capturing variables over *self* when possible to reduce retain cycles
- Avoid side effects during disposal

Pros

- Less code
- Maintainable code
- Readable code
- Eliminate race conditions
- Improve programming skills

Cons

- Debugging can be difficult with long stack traces
- Steep learning curve
- Everything starts looking like an observable!

Resources

- https://github.com/ReactiveX/RxSwift
- http://reactivex.io/
- https://github.com/RxSwiftCommunity
- https://rxswift.slack.com
- http://github.com/c0diq/RxDemo

Questions?