# ASYNCHRONOUS PROGRAMMING MADE EASY

# REACTIVE X

# RX + {LANGUAGE}

- RxJava
- RxJS
- ▶ Rx.NET
- UniRx (Unity)
- RxScala
- RxClojure
- RxCpp
- RxLua
- Rx.rb

- RxPy
- RxGo
- RxGroovy
- RxHRuby
- RxKotlin
- RxSwift
- RxPHP
- reaxive (Elixir)
- RxDart

- RxNetty
- RxAndroid
- RxCocoa

```
Observable<Integer> observable = Observable.range( start: 0, count: 100);

observable = observable.map(number -> number * 2);

observable.subscribe(number -> Log.d( tag: "", msg: "Received a number: "+ number));
```

Event(s) / (Error)

Observable<Integer> observable = Observable.range( start: 0, count: 100);

```
Observable<Integer> observable = Observable.create(subscriber -> {
    for (int i = 0; i < 100; i++)
        subscriber.onNext(i);
    subscriber.onComplete();
});
                                              public Single<T> makeCall(String url, String params){
                                                 return Single.create(subscriber -> new HttpClient().makeCall(url, params, new Callback<T>() {
                                                     @Override
                                                     public void onSuccess(T t) {
                                                         subscriber.onSuccess(t);
                                                     @Override
                                                     public void onError(Throwable throwable) {
                                                         subscriber.onError(throwable);
                                                 }));
```

Event(s) / (Error)

```
int[] intArray = \{1, 2, 3\};
ArrayList<Integer> intList = new ArrayList<>();
Observable. range( start: 0, count: 100);
Observable. just(0, 1, 2, 3);
Observable. from Array(int Array);
Observable. from Callable(() -> computePiDecimals( precision: 10000));
Observable. from Iterable (intList);
Observable.merge(
        Observable. just(1, 2),
        Observable. just(3, 4)
```

Event(s) / (Error)

### Creating Observables

Operators that originate new Observables.

- Create create an Observable from scratch by calling observer methods programmatically
- Defer do not create the Observable until the observer subscribes, and create a fresh Observable for each observer
- Empty / Never / Throw create Observables that have very precise and limited behavior
- From convert some other object or data structure into an Observable
- Interval create an Observable that emits a sequence of integers spaced by a particular time interval
- Just convert an object or a set of objects into an Observable that emits that or those objects
- Range create an Observable that emits a range of sequential integers
- Repeat create an Observable that emits a particular item or sequence of items repeatedly
- Start create an Observable that emits the return value of a function
- Timer create an Observable that emits a single item after a given delay

```
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observable = observable.map(number -> number * 2);

observable.subscribe(number -> Log.d( tag: "", msg: "Received a number: "+ number));
```

```
Event(s) / (Error)

OPERATORS

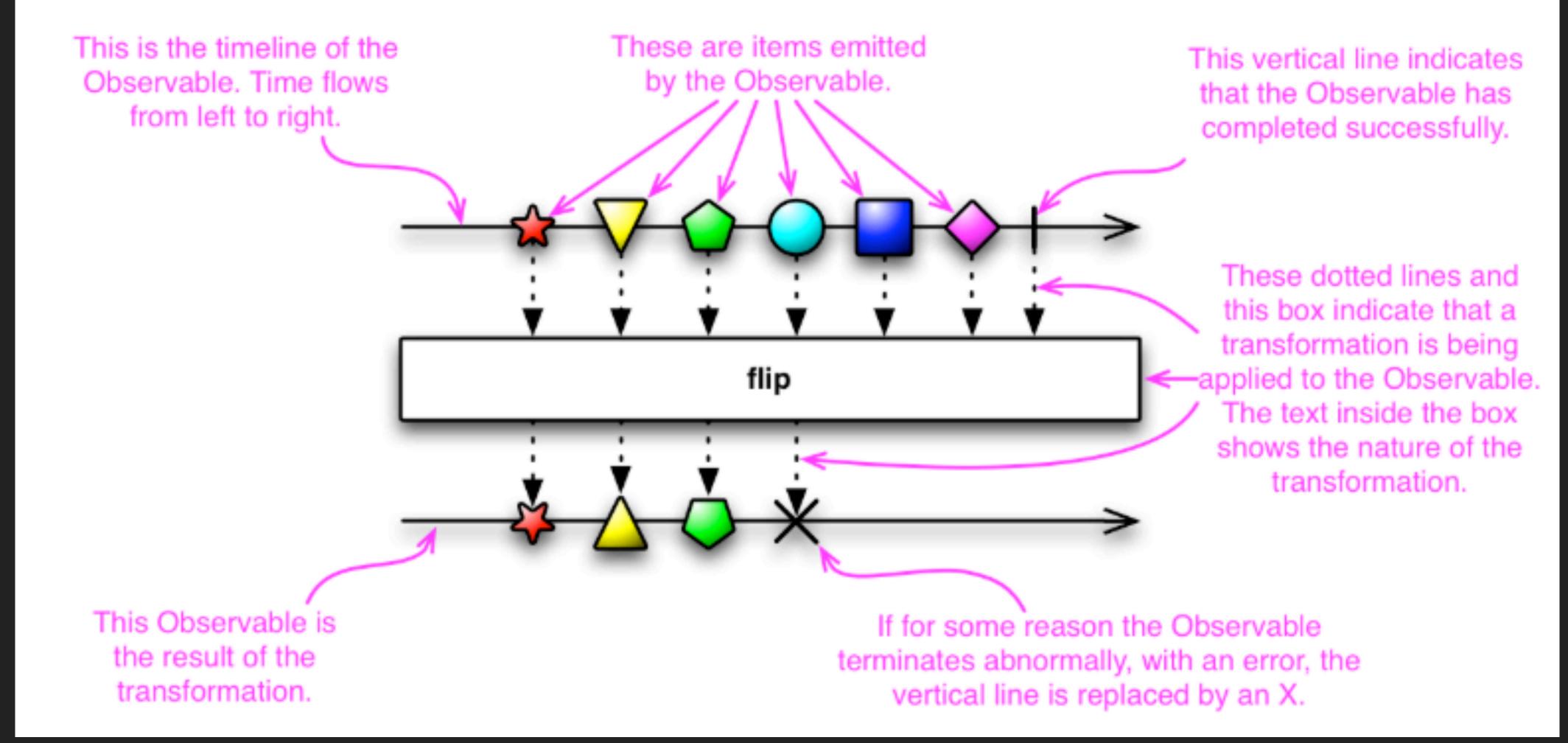
Event(s) / (Error)
```

```
observable.take(10) Observable<Integer>
    .filter(number -> number > 5) Observable<Integer>
    .skip(2) Observable<Integer>
    .buffer(4) Observable<List<Integer>>
    .flatMap(numberList -> Observable.fromIterable(numberList)) Observable<Integer>
    .reduce((a, b) -> a + b) Maybe<Integer>
    .onErrorReturnItem(5) Maybe<Integer>
```

Event(s) / (Error)

OPERATORS

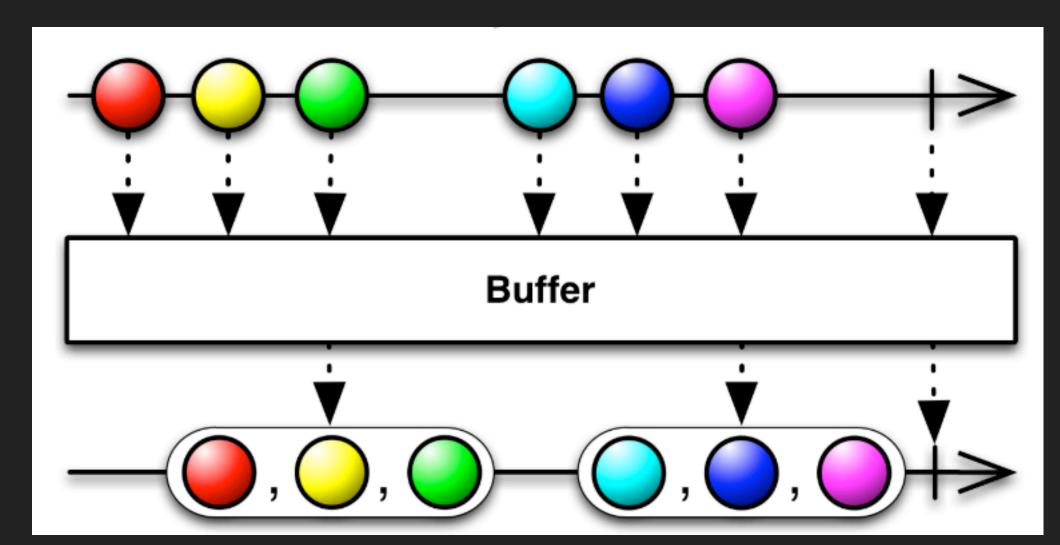
Event(s) / (Error)

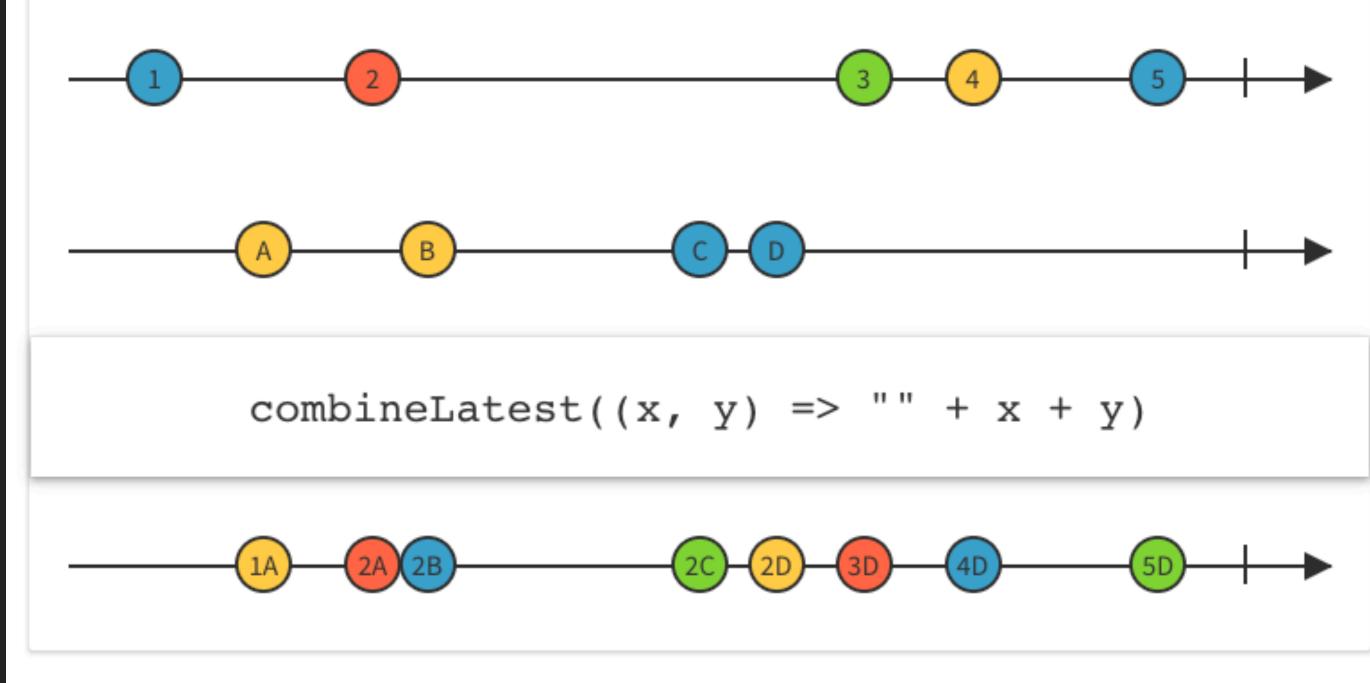


Event(s) / (Error)

OPERATORS

Event(s) / (Error)





```
Observable<Integer> observable = Observable.range( start: 0, count: 100);

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observable.subscribe(number -> Log.d( tag: "", msg: "Received a number: "+ number));
```

#### Event(s) / (Error)

#### **OBSERVER**

```
.subscribe(new Observer<Integer>() {
    @Override
    public void onSubscribe(Disposable d) {
    @Override
    public void onNext(Integer integer) {
    @Override
    public void onError(Throwable e) {
    @Override
    public void onComplete() {
});
```

```
Observable.create(new ObservableOnSubscribe<Integer>()
   @Override
   public void subscribe(ObservableEmitter<Integer> emitter) throws Exception {
   }
});
```

## **ASYNC CALLS**

```
public Single<T> makeCall(String url, String params){
   return Single.create(subscriber -> new HttpClient().makeCall(url, params, new Callback<T>() {
       @Override
       public void onSuccess(T t) {
           subscriber.onSuccess(t);
       @Override
       public void onError(Throwable throwable) {
           subscriber.onError(throwable);
   }));
                                                    new HttpClient<Integer>().makeCall( url: "http://monapi.com/clientId", params: "")
                                                             .subscribe(
                                                                      clientId -> {
                                                                      error -> {
```

## **ASYNC CALLS**

Bonus: each call for the client details is in parallel

## ERROR HANDLING

```
public class Cache<K, V> {
    private final HashMap<K, V> cache = new HashMap<>();
    public Single<V> get(K key){
        return Single.fromCallable(() -> {
            V cachedObject = cache.get(key);
            if(cachedObject != null) {
                return cachedObject;
            throw new Exception("Object not in cache");
       });
    public Observable<V> getAll(){
        return Observable.fromIterable(cache.values());
    public Completable add(K key, V value){
        return Completable.fromAction(() -> {
            synchronized (cache) {
                cache.put(key, value);
       });
```

- http://reactivex.io/ -> Official website
- https://rxviz.com/ -> Animated playground for operators
- https://rxmarbles.com/ -> Interactive diagrams (RxJS)
- http://blog.jimbaca.com/essential-rxjava-guide-for-android-developers/

Name	Units of Data Produced
Observable	Multiple or None
Flowable	Multiple or None
Single	One
Maybe	One or None
Completable	None

```
Observable.interval( period: 1, TimeUnit.SECONDS) // by default this runs on the computation scheduler
.map(it -> it * 2 ) // runs on the computation scheduler
.observeOn(Schedulers.io())
.filter(it -> it % 3L == 0L ) // runs on the io scheduler
.observeOn(Schedulers.computation())
.subscribe(); // runs on the computation scheduler
```

#### https://www.youtube.com/watch?v=HnbNcQlzV-4

