

Reactive Programming

• Reactive Programming -

Paradigm concerned about the
propagation of change

- Three types of reactive elements

#Squirrels

input \$KEY_A

#condutors

valid ~~read~~ ~~write~~ ()

input \$KEY_A + 1



#Endorphins

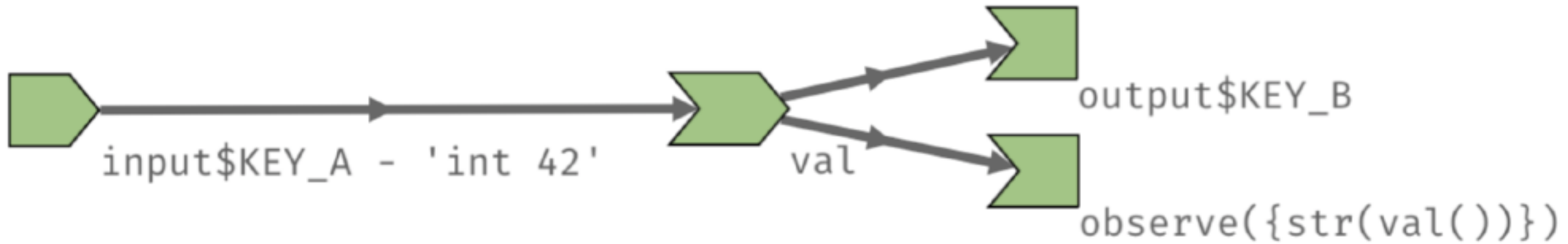
output\$KEY_B <- renderPrint({

val



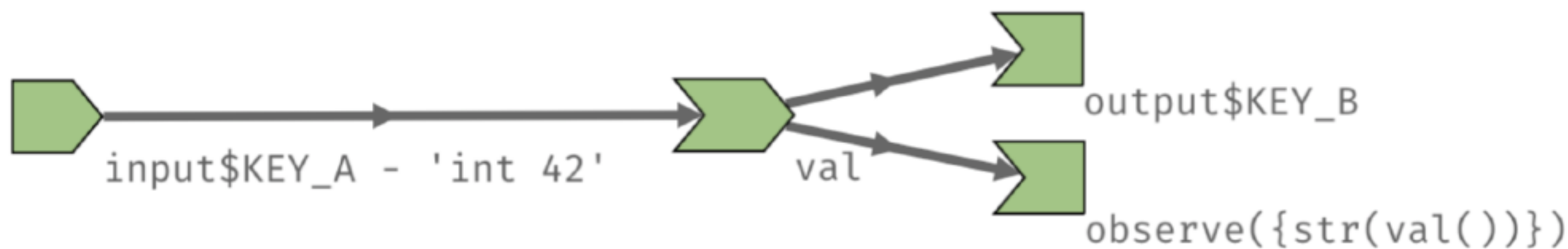
oldseirve()

str(val))



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```
# Sources
input$KEY_A

# Conductors
val <- reactive({
  input$KEY_A + 1
})

# Endpoints
output$KEY_B <- renderPrint({
  val()
})

observe({
  str(val())
})
```

What is `reactlog`?