Reactive Programming

- Reactive Programming -

Paradigm concerned about the propagation of change

- Three types of reactive elements

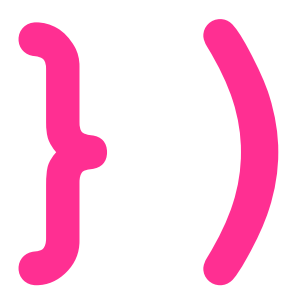
Sources

input$KEY_A

Conductors

```
val <- reactive({
```

```
input$KEY_A + 1
```



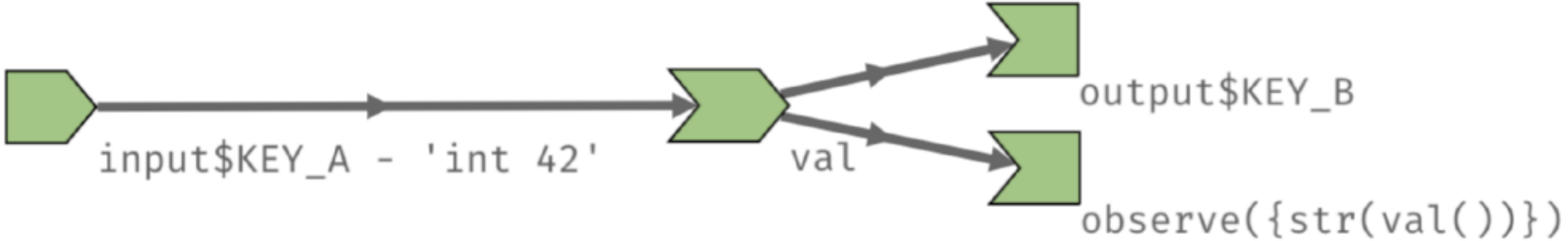
Endpoints

```
output$KEY_B <- renderPrint({
```


val()


observe({

```
str(val())
```


input$KEY_A - 'int 42'
val
output$KEY_B
observe({str(val())})

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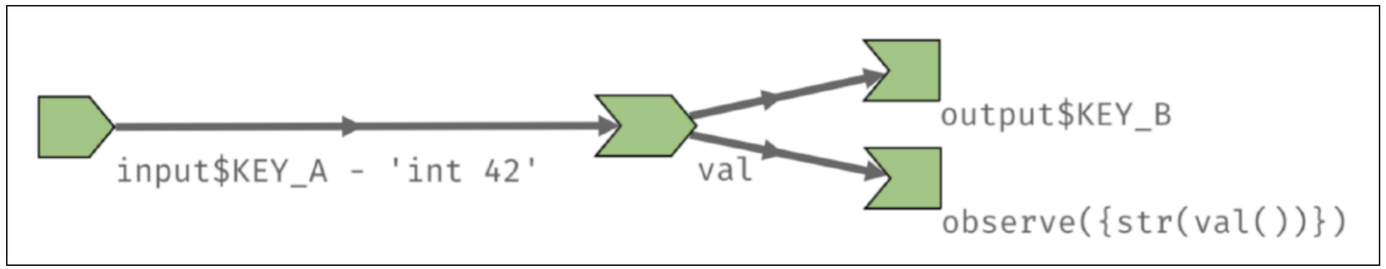


```
# Sources
input$KEY_A

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

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

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

What is `reactlog`?