## **Observables compared to other techniques**

You can often use observables instead of promises to deliver values asynchronously. Similarly, observables can take the place of event handlers. Finally, because observables deliver multiple values, you can use them where you might otherwise build and operate on arrays.

Observables behave somewhat differently from the alternative techniques in each of these situations, but offer some significant advantages. Here are detailed comparisons of the differences.

### **Observables compared to promises**

Observables are often compared to promises. Here are some key differences:

- Observables are declarative; computation does not start until subscription. Promises execute immediately
  on creation. This makes observables useful for defining recipes that can be run whenever you need the
  result.
- Observables provide many values. Promises provide one. This makes observables useful for getting multiple values over time.
- Observables differentiate between chaining and subscription. Promises only have .then() clauses. This
  makes observables useful for creating complex transformation recipes to be used by other part of the
  system, without causing the work to be executed.
- Observables subscribe() is responsible for handling errors. Promises push errors to the child promises.
  This makes observables useful for centralized and predictable error handling.

#### **Creation and subscription**

- Observables are not executed until a consumer subscribes. The subscribe() executes the defined behavior once, and it can be called again. Each subscription has its own computation. Resubscription causes recomputation of values.
- Promises execute immediately, and just once. The computation of the result is initiated when the promise is created. There is no way to restart work. All then clauses (subscriptions) share the same computation.

#### Chaining

- Observables differentiate between transformation function such as a map and subscription. Only subscription activates the subscriber function to start computing the values.
- Promises do not differentiate between the last .then clauses (equivalent to subscription) and intermediate .then clauses (equivalent to map).

#### Cancellation

- Observable subscriptions are cancellable. Unsubscribing removes the listener from receiving further values, and notifies the subscriber function to cancel work.
- Promises are not cancellable.

#### **Error handling**

- Observable execution errors are delivered to the subscriber's error handler, and the subscriber automatically unsubscribes from the observable.
- Promises push errors to the child promises.

#### **Cheat sheet**

The following code snippets illustrate how the same kind of operation is defined using observables and promises.

Operation	Observable	Promise
Creation	<pre>new Observable((observer) =&gt; {   observer.next(123); });</pre>	<pre>new Promise((resolve, reject) =&gt; {   resolve(123); });</pre>
Transform	<pre>obs.pipe(map((value) =&gt; value * 2));</pre>	<pre>promise.then((value) =&gt; value * 2);</pre>
Subscribe	<pre>sub = obs.subscribe((value) =&gt; {   console.log(value) });</pre>	<pre>promise.then((value) =&gt; {   console.log(value); });</pre>
Unsubscribe	<pre>sub.unsubscribe();</pre>	Implied by promise resolution.

## **Observables compared to events API**

Observables are very similar to event handlers that use the events API. Both techniques define notification handlers, and use them to process multiple values delivered over time. Subscribing to an observable is equivalent to adding an event listener. One significant difference is that you can configure an observable to transform an event before passing the event to the handler.

Using observables to handle events and asynchronous operations can have the advantage of greater consistency in contexts such as HTTP requests.

Here are some code samples that illustrate how the same kind of operation is defined using observables and the events API.

	Observable	Events API
Creation & cancellation	<pre>// Setup const clicks\$ = fromEvent(buttonEl,     'click'); // Begin listening const subscription = clicks\$     .subscribe(e =&gt; console.log('Clicked', e)) // Stop listening subscription.unsubscribe();</pre>	<pre>function handler(e) {   console.log('Clicked', e); } // Setup &amp; begin listening button.addEventListener('click', handler); // Stop listening button.removeEventListener('click', handler);</pre>
Subscription	<pre>observable.subscribe(() =&gt; {    // notification handlers here });</pre>	<pre>element.addEventListener(eventName,   (event) =&gt; {     // notification handler here });</pre>

Configuration	Listen for keystrokes, but provide a stream representing the value in the input.  fromEvent(inputEl, 'keydown').pipe(    map(e => e.target.value) );	<pre>Does not support configuration. element.addEventListener(eventName,   (event) =&gt; {     // Cannot change the passed Event     into another     // value before it gets to the     handler     });</pre>
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# Observables compared to arrays

An observable produces values over time. An array is created as a static set of values. In a sense, observables are asynchronous where arrays are synchronous. In the following examples,  $\rightarrow$  implies asynchronous value delivery.

	Observable	Array
Given	obs: $\rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 5 \rightarrow 7$ obsB: $\rightarrow 'a' \rightarrow 'b' \rightarrow 'c'$	arr: [1, 2, 3, 5, 7] arrB: ['a', 'b', 'c']
concat()	concat(obs, obsB)  →1→2→3→5→7→'a'→'b'→'c'	arr.concat(arrB) [1,2,3,5,7,'a','b','c']
filter()	obs.pipe(filter((v) => v>3)) →5→7	arr.filter((v) => v>3) [5, 7]
find()	obs.pipe(find((v) => v>3)) →5	arr.find((v) => v>3) 5
findIndex()	obs.pipe(findIndex((v) => v>3)) →3	<pre>arr.findIndex((v) =&gt; v&gt;3) 3</pre>
forEach()	<pre>obs.pipe(tap((v) =&gt; {    console.log(v); })) 1 2 3 5 7</pre>	<pre>arr.forEach((v) =&gt; {    console.log(v); }) 1 2 3 5 7</pre>
map()	obs.pipe(map((v) => -v)) $\rightarrow$ -1 $\rightarrow$ -2 $\rightarrow$ -3 $\rightarrow$ -5 $\rightarrow$ -7	arr.map((v) => -v) [-1, -2, -3, -5, -7]
reduce()	obs.pipe(reduce((s,v)=> s+v, 0)) $\rightarrow 18$	arr.reduce((s,v) => s+v, 0) 18