Request/Response Communications

Request/Response Operation

- Actor communication encouraged to be asynchronous
 - "fire and forget"
 - no implicit reply
- Request/response communications possible
 - use ask method rather than tell method
 - ? rather than!
- Leverages Futures for handling replies

Actor generates and sends a random Int value between 0 and 100

• Send request and handle response as Future[Int]

```
import akka.actor.
import akka.pattern.ask
import scala.concurrent.duration.
import scala.concurrent.ExecutionContext.Implicits.global
object RNActorApp extends App {
 val rnSystem = ActorSystem("RandomNumbers")
 val rand = rnSystem.actorOf(Props[RandomNumActor], "RandomNumGen")
  implicit val timeout = Timeout(1 seconds)
  val rNumFuture = (rand ? GetRandomInt).mapTo[Int]
  rNumFuture onSuccess {
      case i => println(s"=> $i")
  rnSystem.shutdown
```

Demonstrating async nature of calls

Blocking on each request until response arrives