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Reactive Extensions for JS Basics

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Outline

- Motivation
 - History of design pattern
 - Pull vs Push & Concurrency
 - Why reactive programming?
- Observable
- Observer
- Subscription
- Subjects
- Managing Subscriptions
- Hot vs. Cold Observables
- Observables vs. Promises

Motivation



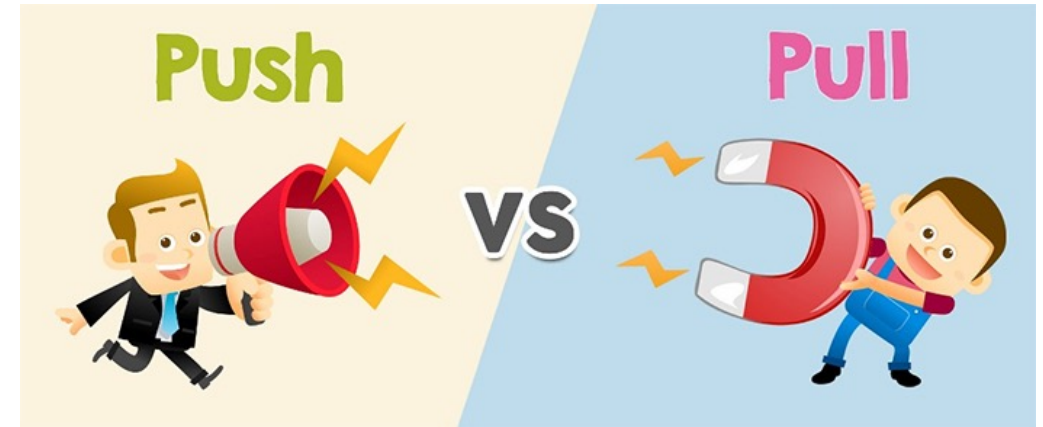
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Pull vs Push Architecture (I)

- Pull-based
 - Consumer decide when data is pulled
 - Producer unaware when
 - Every function is a producer
- Push-based
 - Get notified when changes happen
 - E.g. Mobile App Push Notifications



Pull vs Push Architecture (II)

	Producer	Consumer
Pull	Passive: produces data when requested.	Active: decides when data is requested.
Push	Active: produces data at its own pace.	Passive: reacts to received data.

Concurrency (I)

- Synchronous vs. asynchronous computing
 - Latency → wait time
- Non-blocking code with callbacks
 - Often used in JavaScript



Concurrency (II)

	Single items	Multiple items
synchronous / Pull	Function	Iterable (Array)
asynchronous / Push	Promise / async await	?



Concurrency (II)

	Single items	Multiple items
synchronous / Pull	Function	Iterable (Array)
asynchronous / Push	Promise / async await	Observable



Why asynchronicity?

Asynchronous
operations
(API requests)

Interactive
behavior
(user input)

Websockets

Server Send
Events (Push)



Why reactive programming?

- Enhances the user experience to be more fluid and responsive
- Simple to manage by developer
 - avoid "callback hell" → instead cleaner, readable code base
 - simple to compose / combine streams of data
 - simpler than traditional threading
- Powerful RxJS operators (best practices)
- But **difficult to learn** and can it cause **memory leaks**

Observables & Observer



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What are observables?

- Represents (asynchronous) data that is published over time
- A collection of values over any amount of time
 - 0..N values could be emitted
- Cancellable
- Lazy
- Operator support
 - Ton of functionality 😊

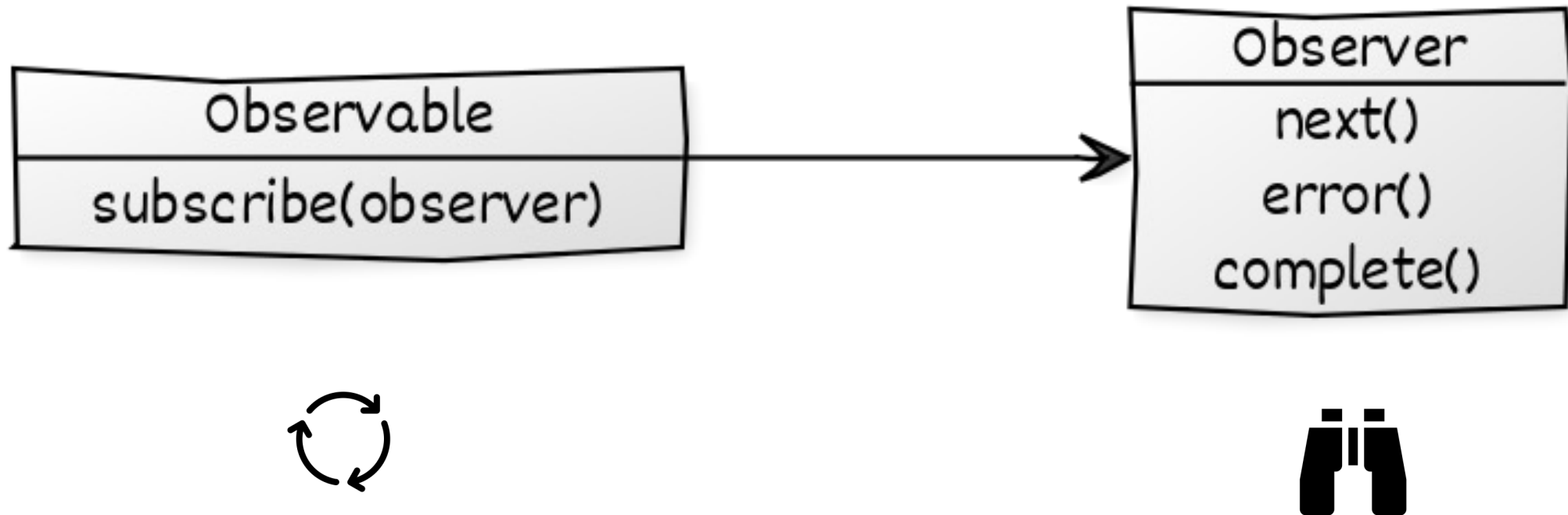
**Observable
„Source“**

**Operator
(z. B. map)**

**Observer
„Destination“**



Observable and Observer



Subscribing an Observer



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Observer

```
myObservable.subscribe(  
  (value) => { ... }  
);
```

← **Observer**



Observer

```
myObservable.subscribe(  
  (value) => { ... },  
  (err) => { ... },  
  () => { ... }  
);
```

← **Observer**

Option with multiple parameters
was deprecated in V 6.4 and will
not be supported in V 8 (soon!)



Observer

```
myObservable.subscribe(  
  next: (value) => { ... },  
  error: (err) => { ... },  
  complete: () => { ... }  
));
```

← **Observer**



DEMO: Observable



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Subjects

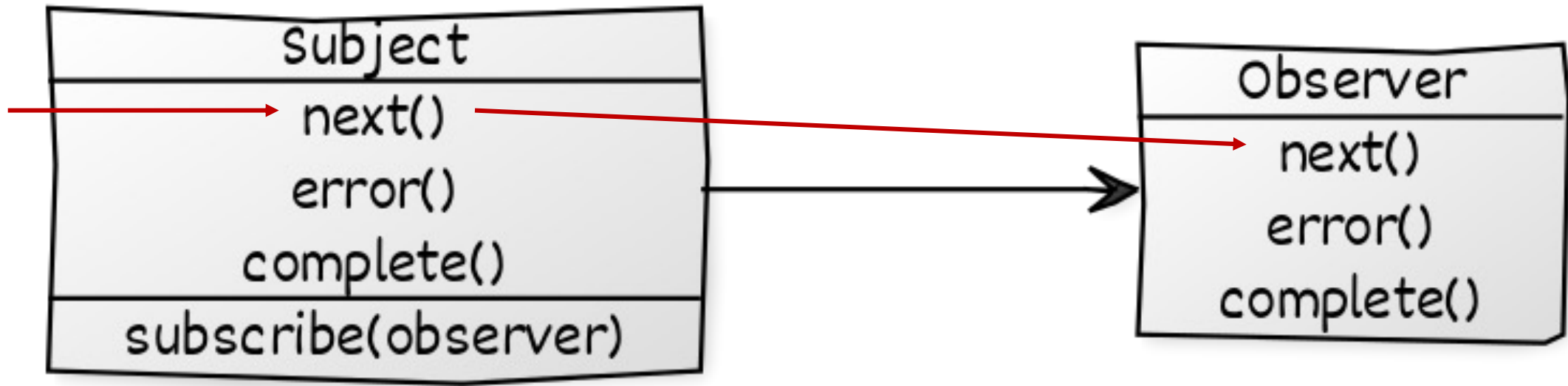


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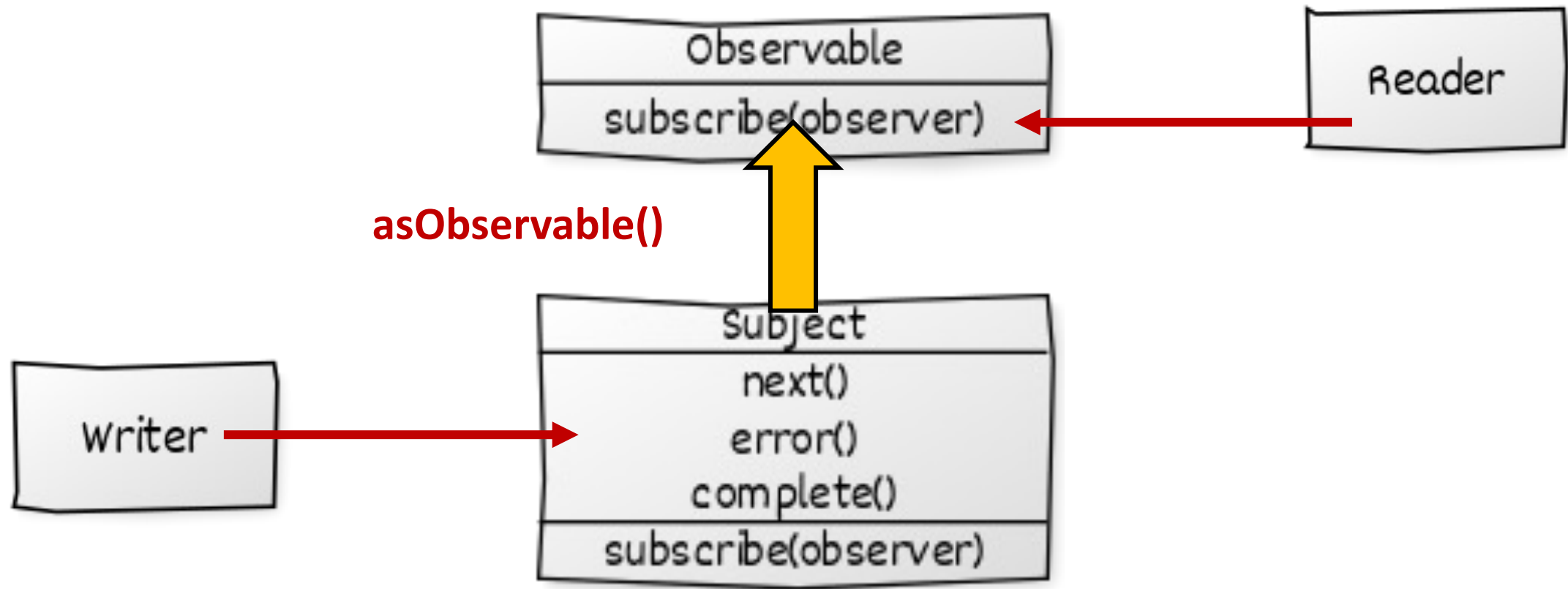


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Subjects: Special Observables



Convert Subject into Observable



asObservable

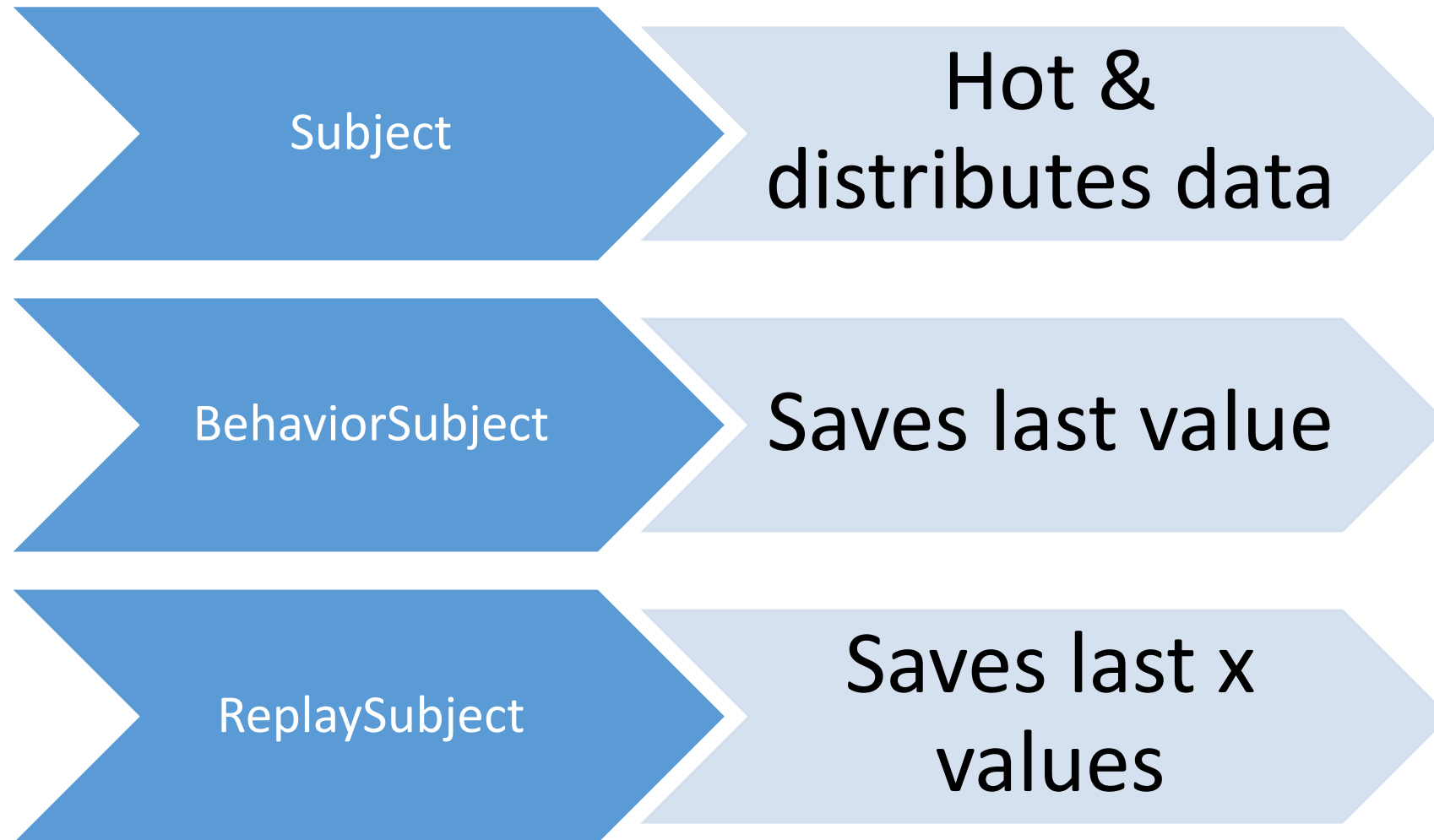
```
private subject = new Subject<Flight>();  
readonly observable = subject.asObservable();
```

```
[...]  
this.observable.subscribe(...)
```

```
[...]  
this.subject.next(...)
```



Subjects



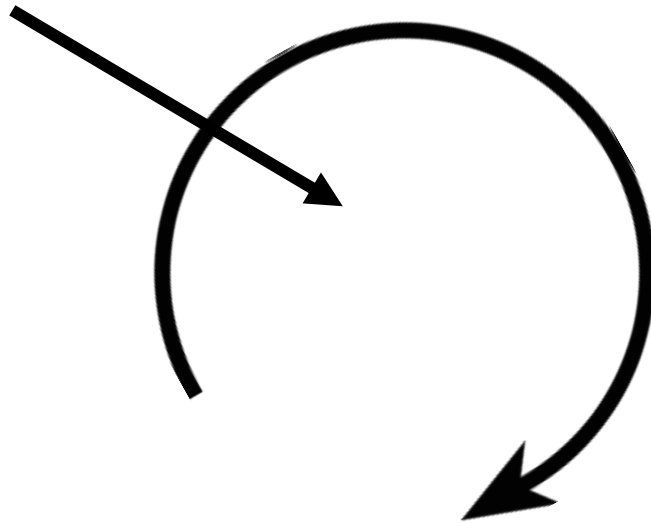
Eventing with Subject

```
const sub = new Subject<Flight>();  
  
sub.subscribe((flight) => console.debug(flight));  
  
sub.next({ id: 1, ...})
```



Subjects

Data/Notification



Subject

```
.subscribe(  
  (result) => { ... },  
  (error) => { ... },  
  () => { ... }  
));
```

Observer

State with BehaviorSubject

```
const temperature = new BehaviorSubject<number>(0);  
  
temperature.subscribe((temp) => console.debug(temp));  
  
temperature.next(-5);
```



Managing Subscriptions

Why do we (always!) need to unsubscribe?

Avoid side
effects

Avoid
memory leaks



Also for HttpClient's get / post ...

Howto cancel subscriptions

- Explicitly

```
let subscription = observable$.subscribe(...);  
// subscription.add(otherObservable$.subscribe(...)); // also possible since V6  
subscription?.unsubscribe();
```

- Implicitly

- observable\$.pipe(**takeUntil(otherObservable)**).subscribe(...);
 - observable\$.pipe(**takeWhile(boolean)**).subscribe(...);
- } **last operator!**

- Implicitly with async-Pipe in Angular

{{ observable\$ | **async** }} → **also triggers a cdr.markForCheck for OnPush**

- Automatic by Angular

- Angular Router Params (the only 1 I know where unsubscribing is not needed)

DEMO: Cancelling Subscriptions



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Cold vs. Hot Observables



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Cold vs. Hot Observables

Cold

- Point to point
- Lazy: Only starts at subscription

Hot

- Multicast
- Eager: Sender starts without subscriptions

Default



Create Hot Observable

```
let o = this.find(from, to)
    .pipe(publish()) as ConnectableObservable<Flight[]>;

o.subscribe(...);

o.connect();

o.subscribe(...);
```



Create Hot Observable

```
let o = this.find(from, to).pipe(pipe(share()));
```

```
o.subscribe(...);
```



```
o.subscribe(...);
```

Sender starts with first subscription

**Sender stops after all receiver have
been unsubscribed**



Create Hot Observable

```
let o = this.find(from, to)
    .pipe(shareReplay(1));

o.subscribe(...);

o.subscribe(...);
```



DEMO: Hot Observable



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Observables vs Promises

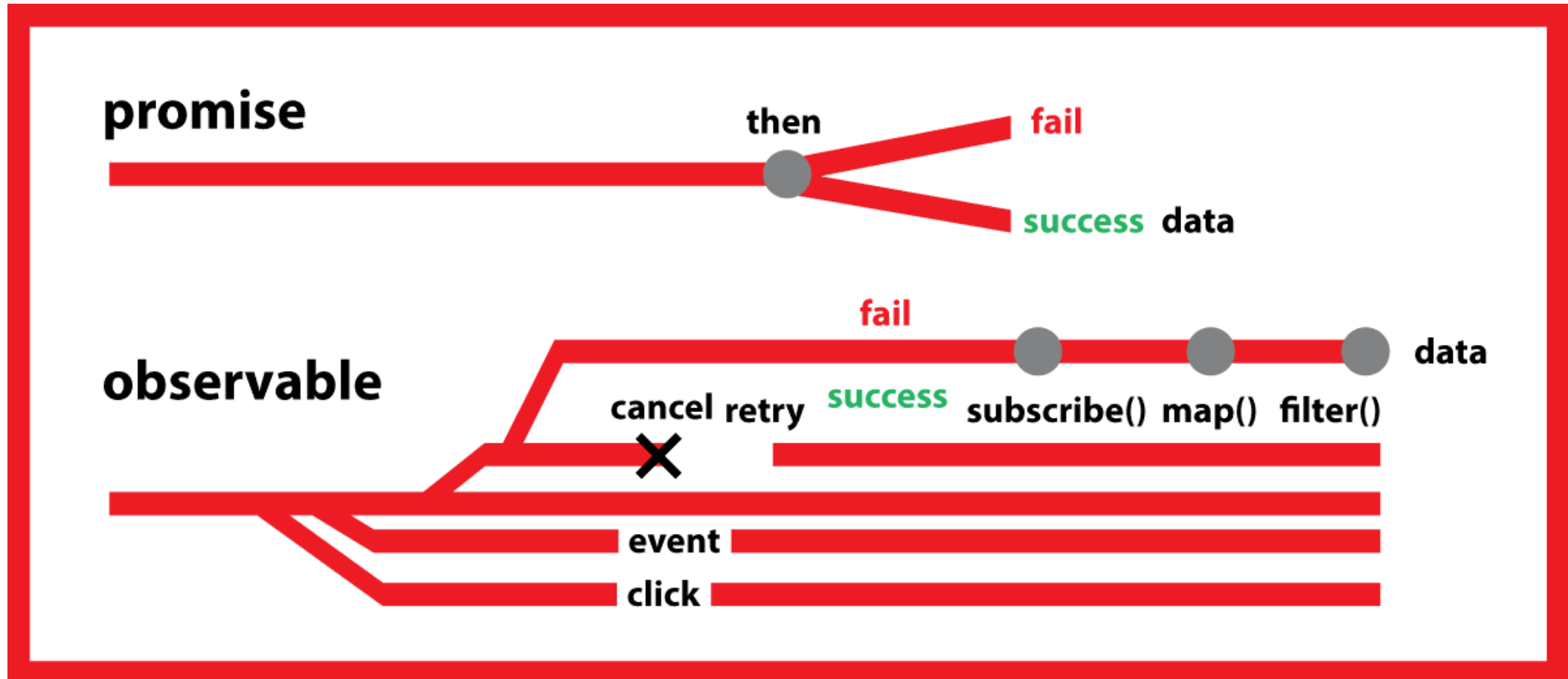


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Observables vs Promises – Overview



Observables vs Promises – Details

Observables (Streams)	Promises (Single Event)
More features	Less powerful
Can emit zero, one or multiple values over time.	Emit a single value at a time.
Lazy : they're not executed until we subscribe using the subscribe() method.	Eager : execute immediately after creation.
Subscriptions are cancellable using the unsubscribe() method, which stops the listener from receiving further values.	Are not cancellable .
RxJS provides a ton of functionality to operate on observables like the map, forEach, filter, reduce, retry, and retryWhen operators.	Don't provide any operations.
Deliver errors to the subscribers.	Push errors to the child promises.
Used by HTTP Client, Reactive Forms & Route Params	Used by Angular in Router.navigate

