



# Reactive Extensions for JavaScript - Basics

Alex Thalhammer

# Outline

- Motivation
- Observable
- Observer
- Subscription
- Factories
- Subjects
- Closing Observables
- Hot vs. Cold Observables
- Observables vs. Promises



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# Motivation



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# Once upon a time

- Design Patterns (1994 - Gang Of Four)
  - Iterator Pattern (Behavioral Design Pattern)
    - Decouple data from algorithms

```
class Iterable {  
  [Symbol.iterator]() {  
    ...  
  }  
}  
  
const iterable = new Iterable();  
for (const item of iterable) {  
  ...  
}
```

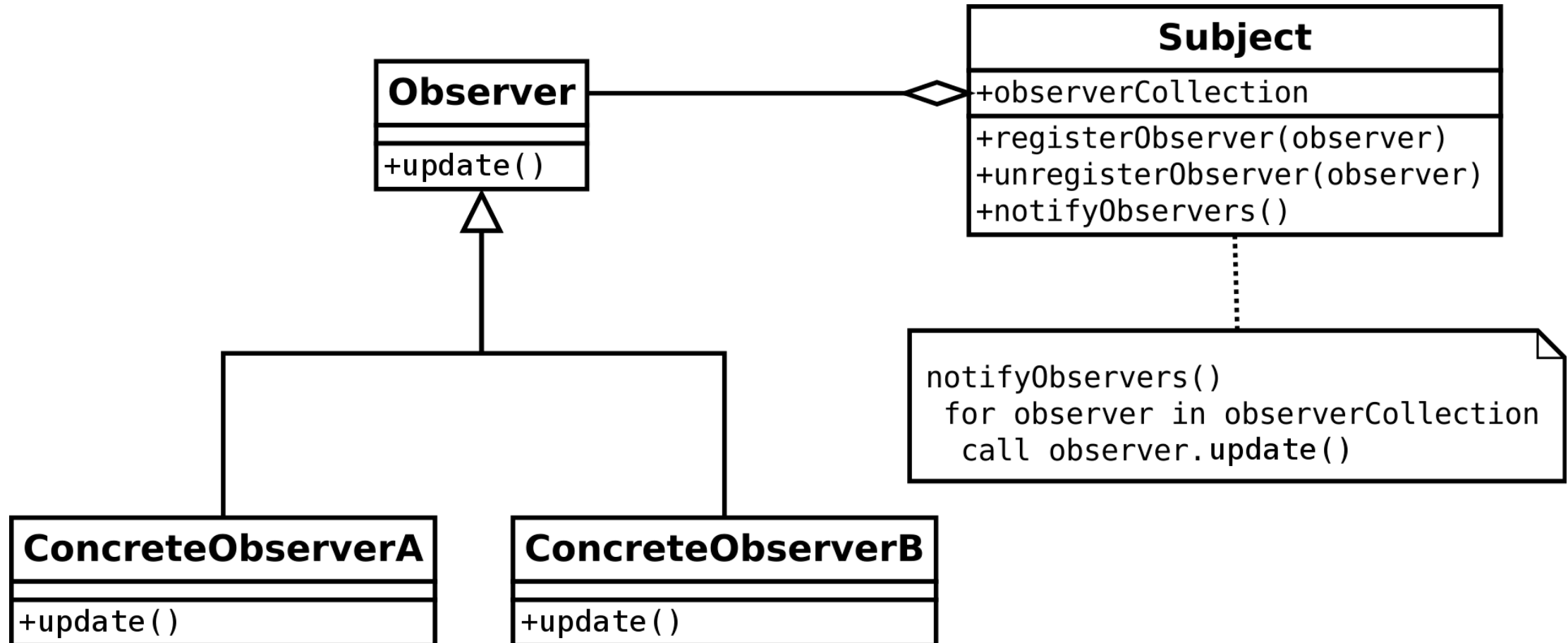


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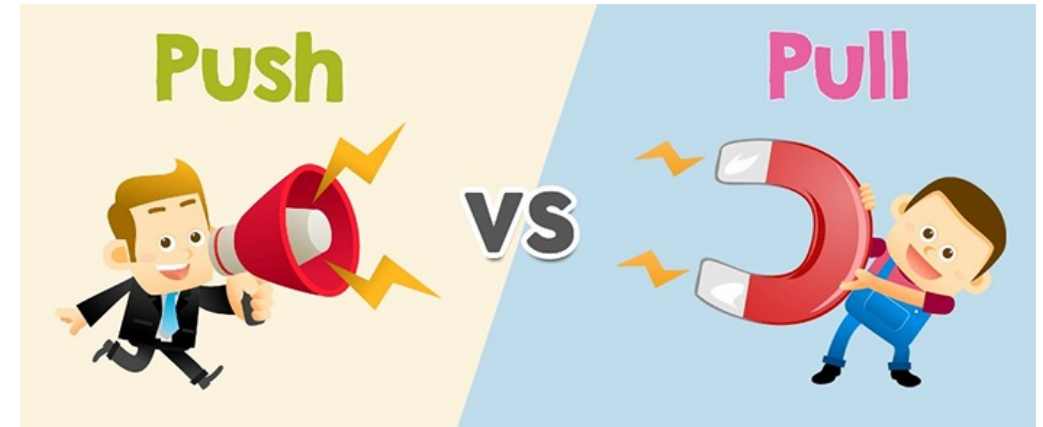
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# Observer pattern (Behavioral DP)



# 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
<b>Pull</b>	<b>Passive:</b> produces data when requested.	<b>Active:</b> decides when data is requested.
<b>Push</b>	<b>Active:</b> produces data at its own pace.	<b>Passive:</b> reacts to received data.

# Concurrency (I)

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



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# Concurrency (II)

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



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# Concurrency (II)

	Single items	Multiple items
synchronous / Pull	Function	Iterable
asynchronous / Push	Promise / async   await	<b>Observable</b>



# 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
- Cancelable
- Lazy
- Operator support



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# Why Observables?

Asynchronous  
operations

Interactive  
(reactive)  
behavior



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# Observable (asynchnornous) data streams?

- User Input
  - Mouse / Keyboard Interactions (e.g. mousemove, click, keydown)
- HTTP requests
- Websockets
- Server Send Events



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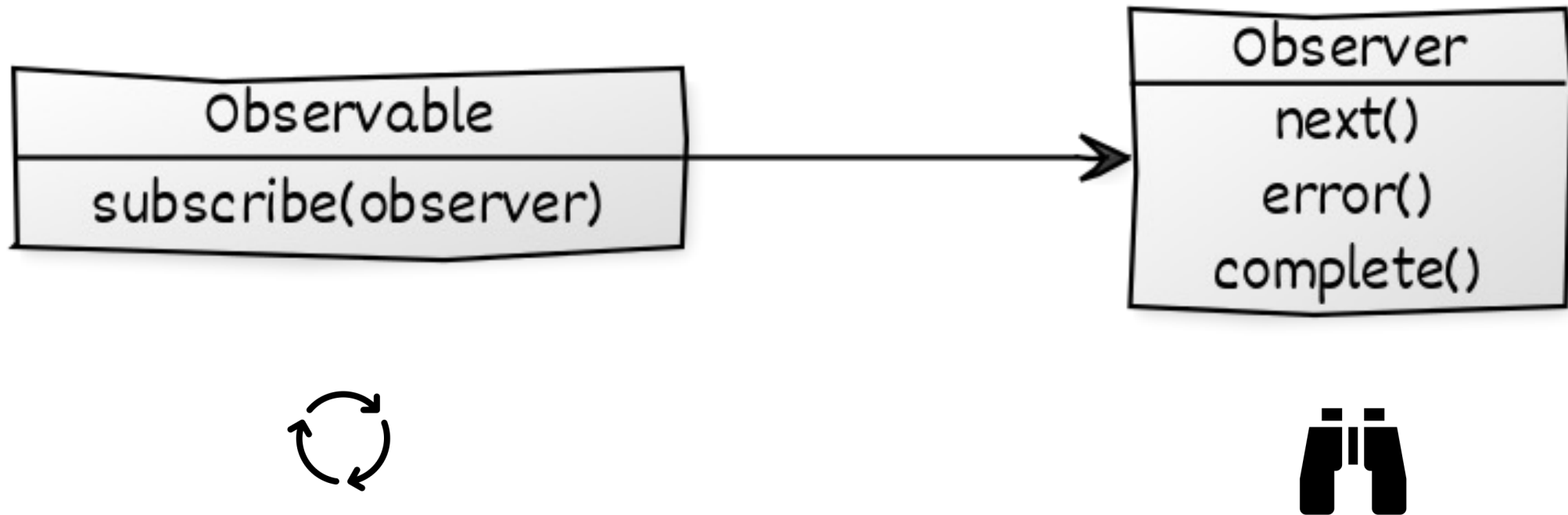
**Observable  
„Source“**

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

**Observer  
„Destination“**



# Observable and Observer





# Subscribing an Observer



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# Observer

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

← **Observer**



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# Observer

Option with more than one  
parameter is now deprecated!

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

← **Observer**



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# Observer

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



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# DEMO: Observable



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# Creating Observables



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# Creating an Observable

```
let observable = new Observable((sender) => {  
    sender.next(4711);  
    sender.next(815);  
  
    // sender.error("err!");  
  
    sender.complete();  
  
    return () => { console.debug('Bye bye'); };  
});
```

} **Sync/Async, Event-driven**

```
let subscription = observable.subscribe(...);
```

```
subscription.unsubscribe();
```



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# Creation Operators (Factories)

[<https://www.learnrxjs.io>]

fromEvent

of

throwError

interval

timer



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# Subjects

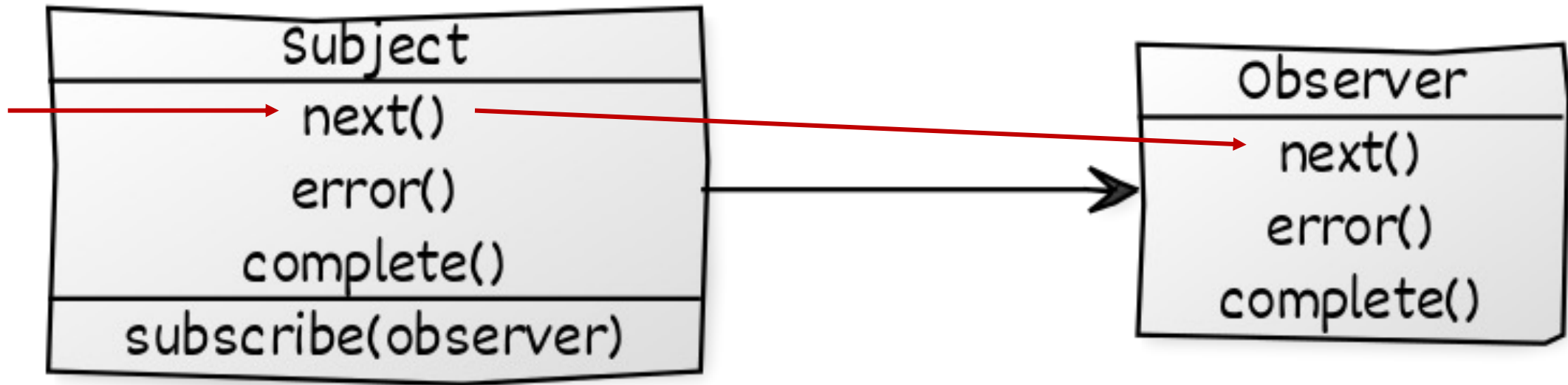


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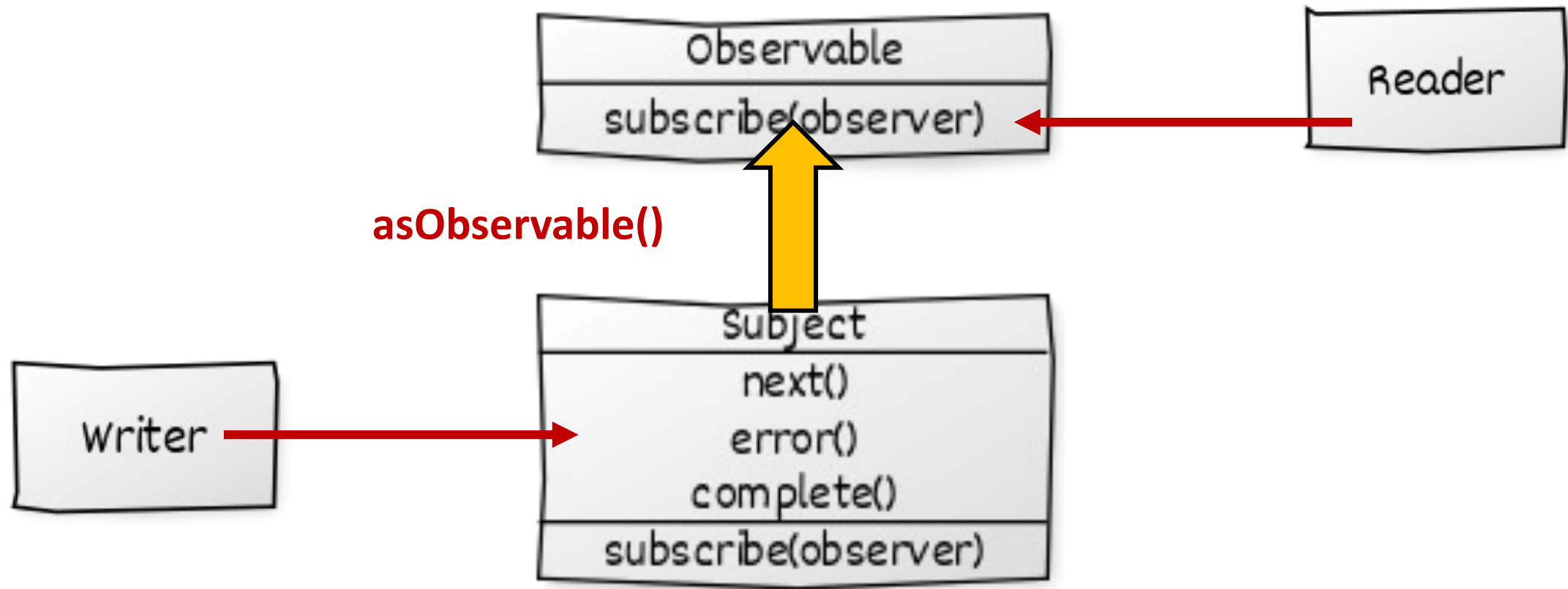


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# Subjects: Special Observables



# Convert Subject into Observable



# asObservable

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

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

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

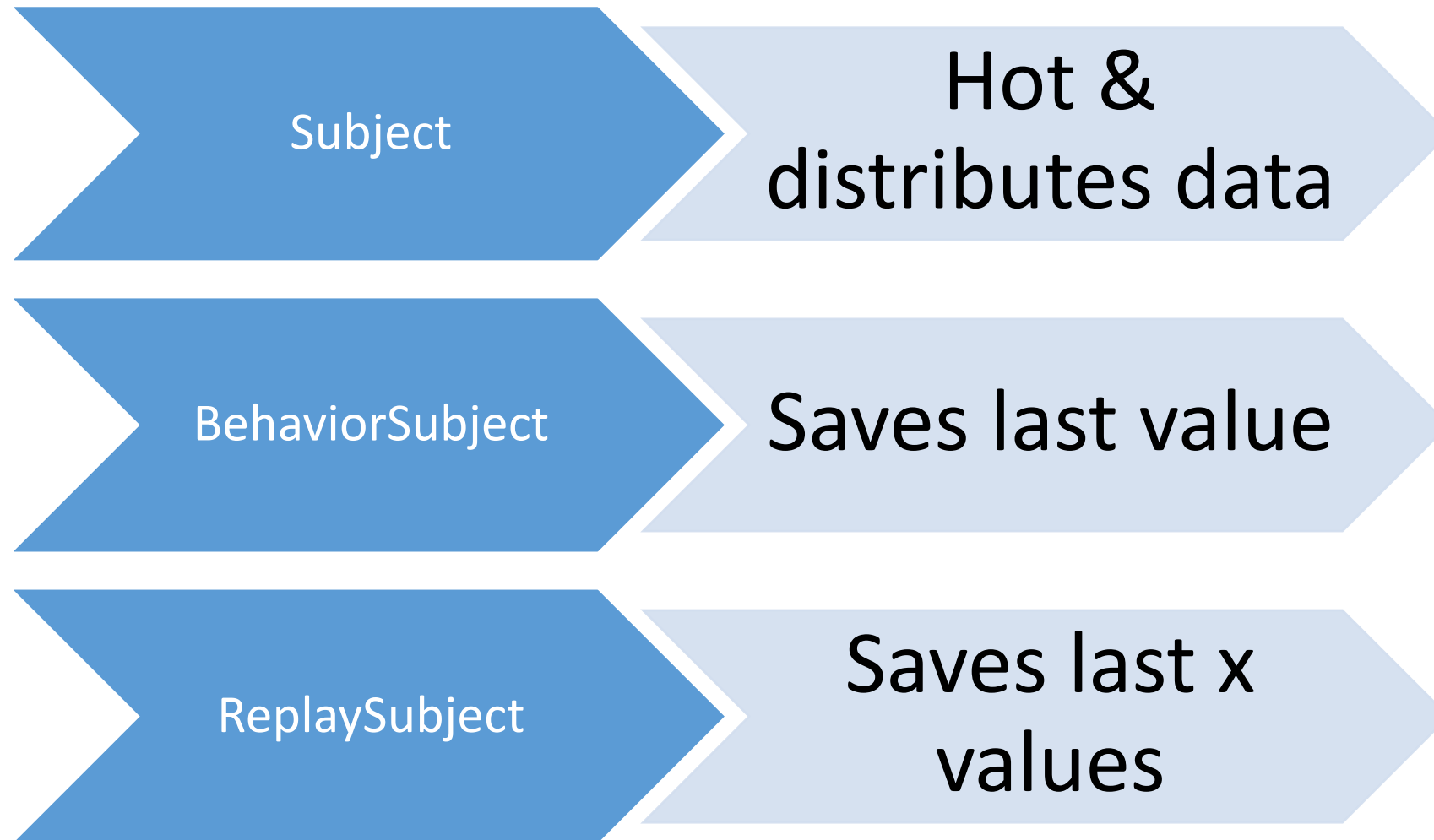


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# Subjects



# Eventing mit Subject

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



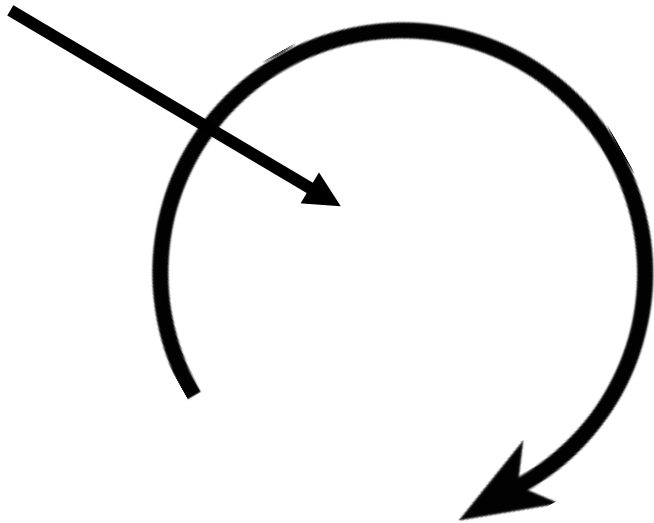
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# Subjects

Data/Notification



Subject

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

Observer



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# Closing Observables



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# Closing Observables

- Explicitly
  - let subscription = observable\$.subscribe(...);  
subscription.**unsubscribe()**;
- Implicitly
  - observable\$.pipe(**take(2)**).subscribe(...);
  - observable\$.pipe(**first()**).subscribe(...);
  - observable\$.pipe(**takeUntil(otherSubject)**).subscribe(...);
- Implicitly with async-Pipe in Angular
  - {{ observable\$ | **async** }}
- Automatic by Angular
  - Everything, Angular opens is also closed by it



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# DEMO: Closing Observables



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# Cold vs. Hot Observables

# 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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# Lab

RxJS Basics



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# Observables vs Promises

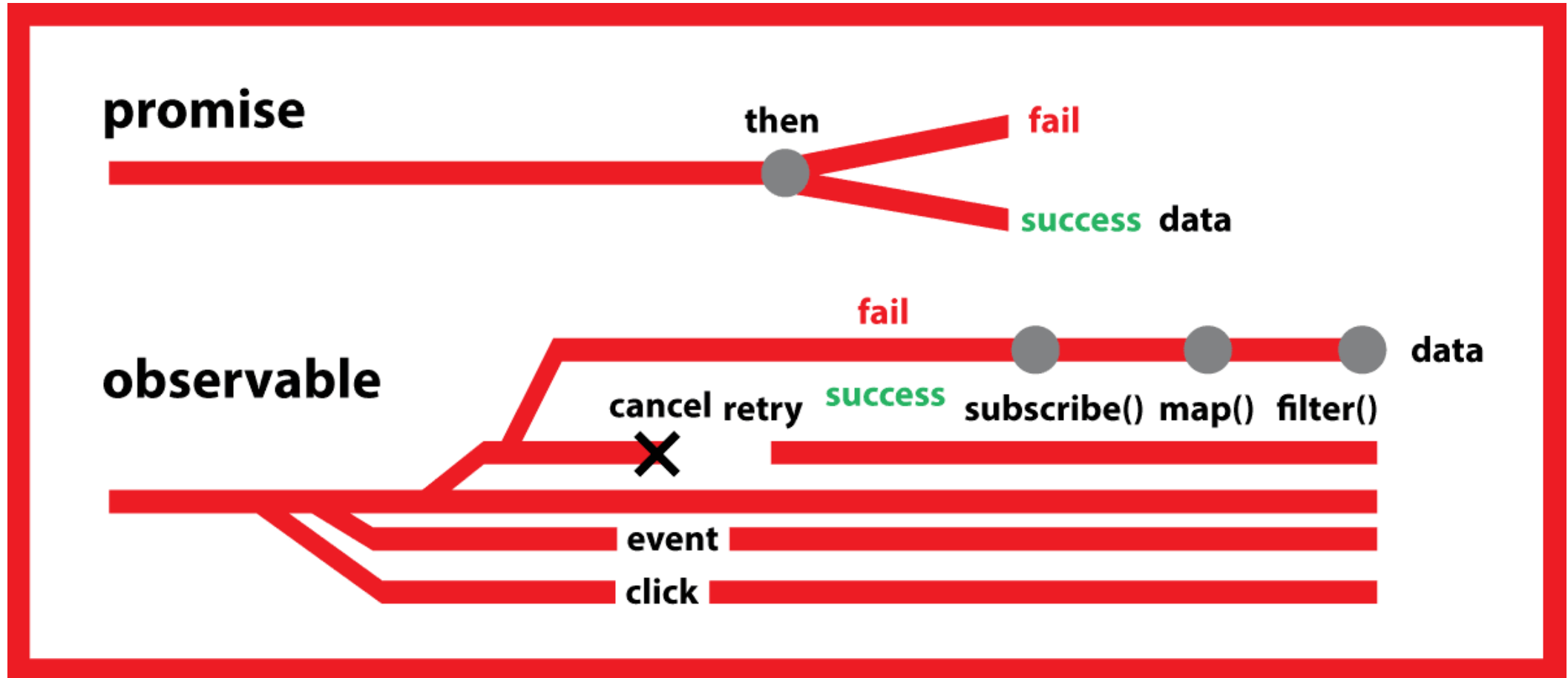


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# Observables vs Promises – Overview



# Observables vs Promises – Details

Observables (Streams)	Promises (Single Event)
More features	Less powerful
Can emit zero, <b>one or multiple</b> values over time.	Emit a <b>single</b> value at a time.
<b>Lazy</b> : they're not executed until we subscribe using the subscribe() method.	<b>Eager</b> : execute immediately after creation.
Subscriptions are <b>cancellable</b> using the unsubscribe() method, which stops the listener from receiving further values.	Are <b>not cancellable</b> .
<b>RxJS</b> provides a <b>ton of functionality</b> 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 Angular in HTTP Client & Route Params	Used by Angular in Router.navigate



# Recap



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