

FRP cheat sheet

What is Functional Reactive Programming (FRP)?

Event handling that doesn't suck.

Classes

Stream<A>	sequence of discrete events	state change
Cell<A>	value that changes over time	state

Functions

merge/orElse	combine streams
hold	Stream → Cell
map/lift	change/combine cells
snapshot	capture cell value on stream event
filter	optionally discard stream events
sample	get the value of a cell
switch	allow dynamic changes of logic structure