

# functional reactive programming with bacon.js

**a different way to work with asynchronicity**

**why?**

**we like functional style (pure functions, immutability)**

**we care about good UX**

**managing state is hard**

# **what does it give us?**

**familiar concepts to the UI (map, filter, "flatMap")**

**higher abstractions for managing async events**

**clear data flow transformations using pure functions**

**reduce explicit state manipulation**

**the elephant**

**"just look at the types"**

**it's just a new tool we can use now, or in the future  
with TypeScript or PureScript**

**not a hammer: we don't need to rewrite everything**

# event stream

**an "immutable" stream of chronological events**

```
var changes = $('form').asEventStream('change');
```

**can write our own (Bacon.fromBinder)**

# property

**similar to an event stream but with a *current value*  
(maybe with an initial value)**

```
var params = changes.map(toRequestParams)  
    .toProperty(initialParams);
```

## example 1: counting clicks

```
// capture clicks
var clicks = $('button').asEventStream('click');

// create a new stream where each click is a 1
var values = clicks.map(1);

// produce a property for the number of clicks
var counter = values.scan(0, plus);
```

## example 2: capturing triple clicks

```
var clicks = $('button').asEventStream('click');

clicks
  .bufferWithTime(300)
  .map('.length')
  .filter(function(size) {
    return size >= 3;
});
```

# example 3: asynchronous operations

```
// define our data flow
var changes = $('form').asEventStream('change');
var request = changes.map(serializeToObject);

// create a new event stream for each form change and flatten into one
var response = request.flatMapLatest(compose(Bacon.fromPromise, send));

// create boolean property that represents _waiting_
var waiting = request.awaiting(response);

// update DOM when state changes
waiting.onValue(toggleSpinner);
response.onValue(renderResults);
response.onError(renderErrors);
response.filter(isEmpty).onValue(renderEmptyMessage);
```

**questions?**

**more examples?**

**followup?**