

FUNCTIONAL
REACTIVE
JAVASCRIPT

FUNCTIONAL
REACTIVE
PROGRAMMING

*There are only two hard
things in Computer Science:
cache invalidation and
naming things.*

- Phil Karlton

*There are only two hard
things in Computer Science:
cache invalidation,
naming things, and off-by-
one-errors*

- anon

FUNCTIONAL
REACTIVE
PROGRAMMING

COMPOSITIONAL

EVENT

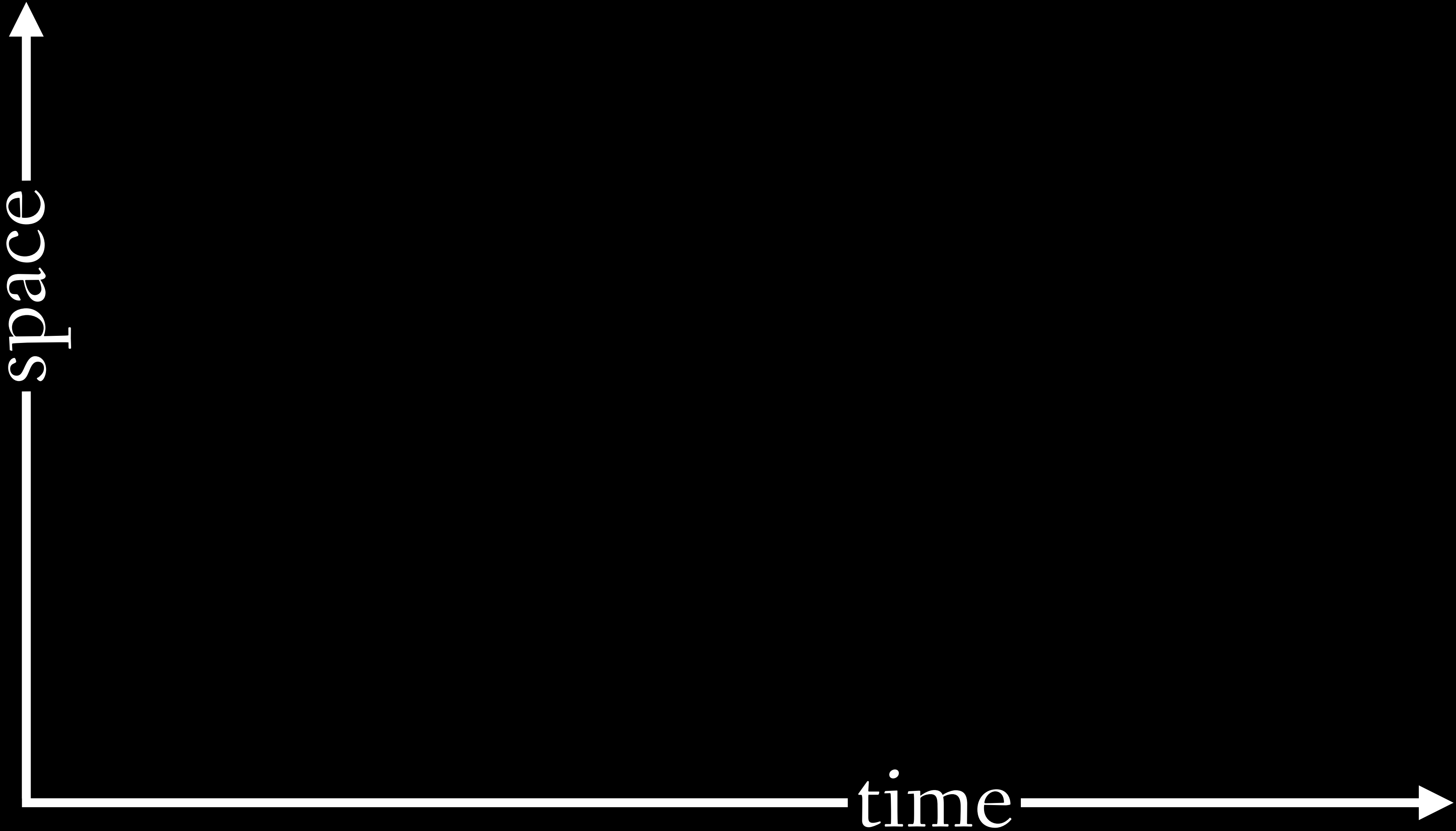
SYSTEMS

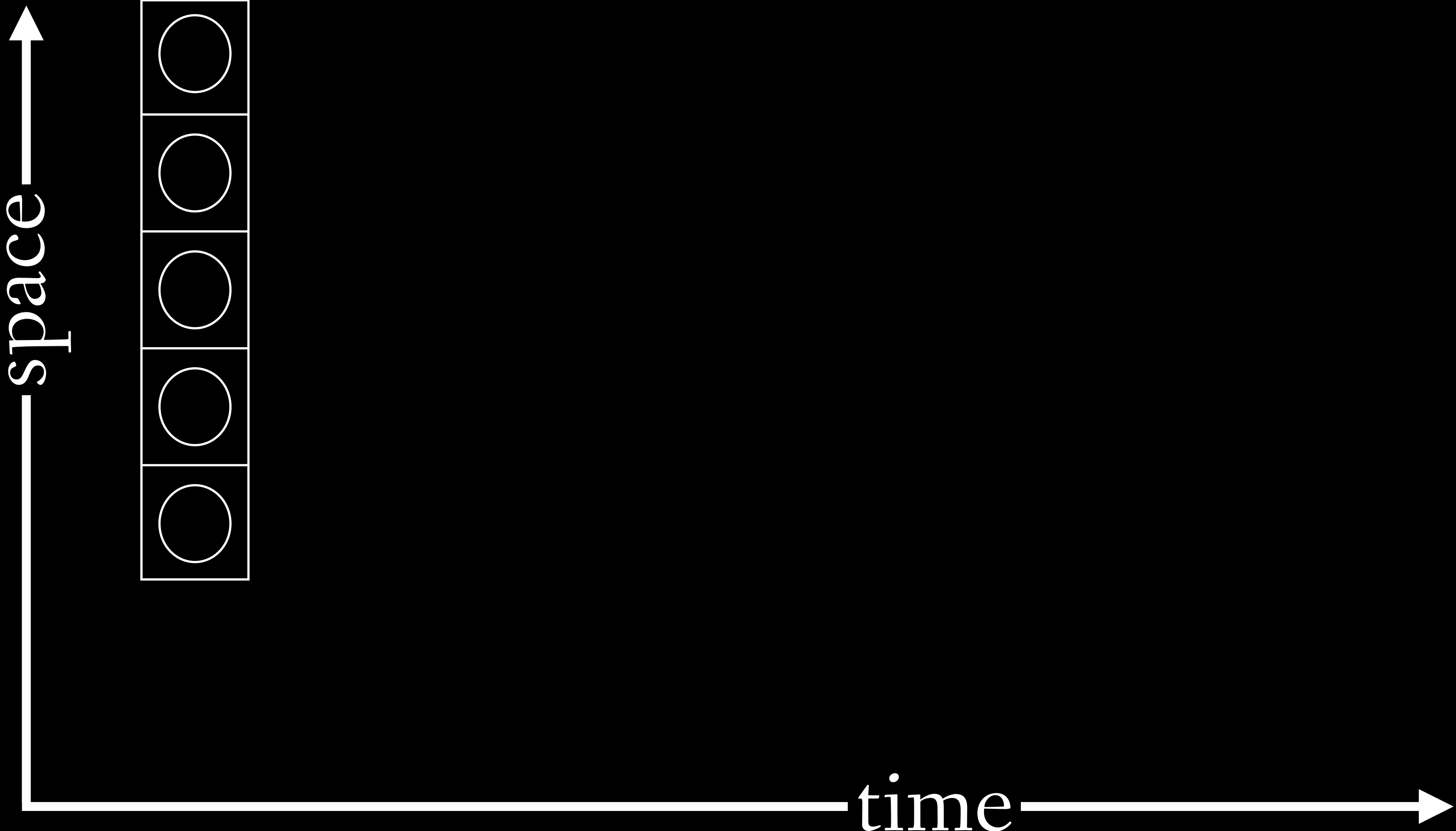
*a different way of thinking
about data and how it flows
through our programs*

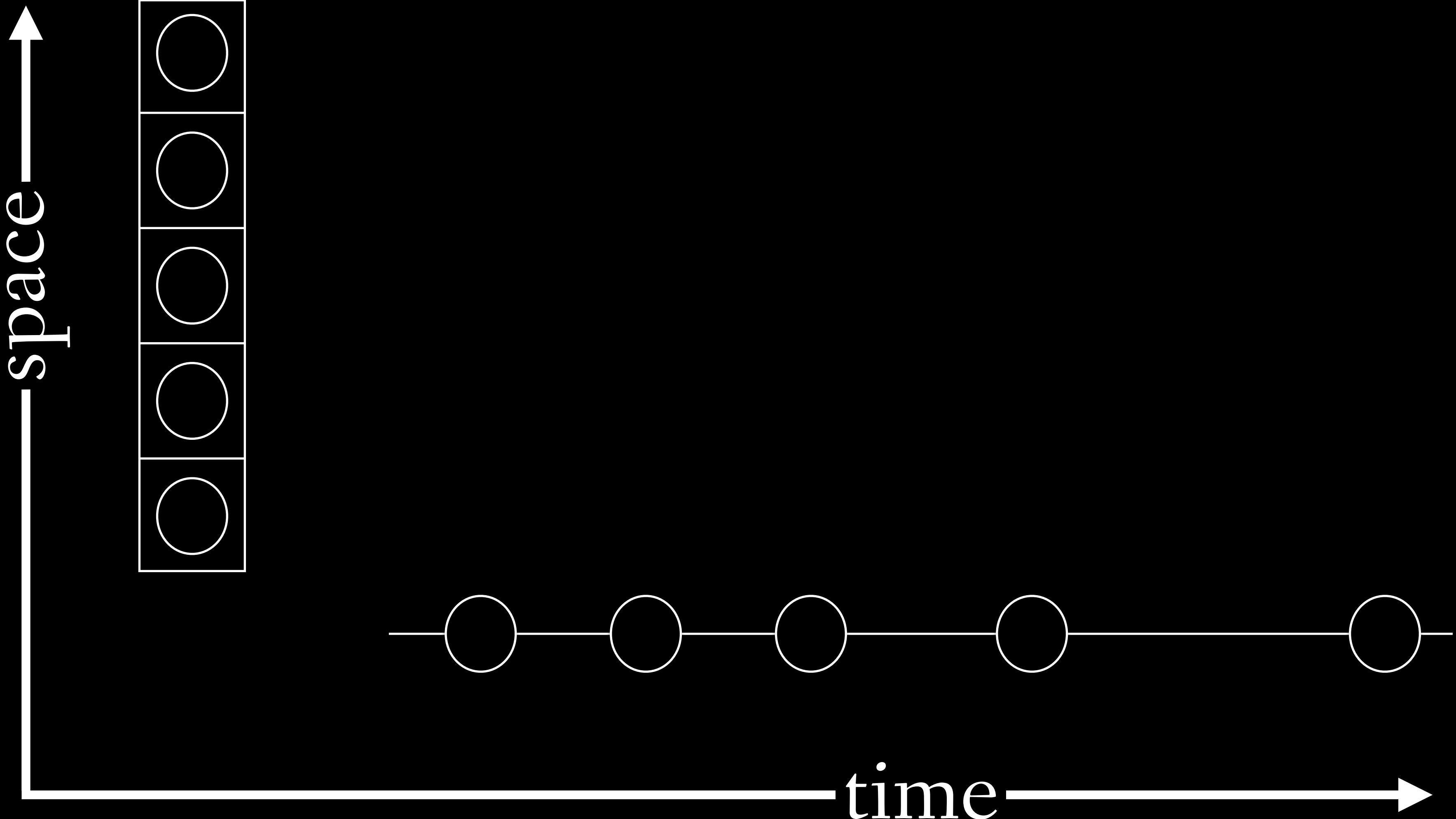
RxJS 5 / Observable

Observable









UI elements emit streams of values.

Functions combine and transform those streams into
new streams.

Streams can be assigned to UI attributes
to effect UI output.

related artists

Taylor S

go!

Taylor Swift

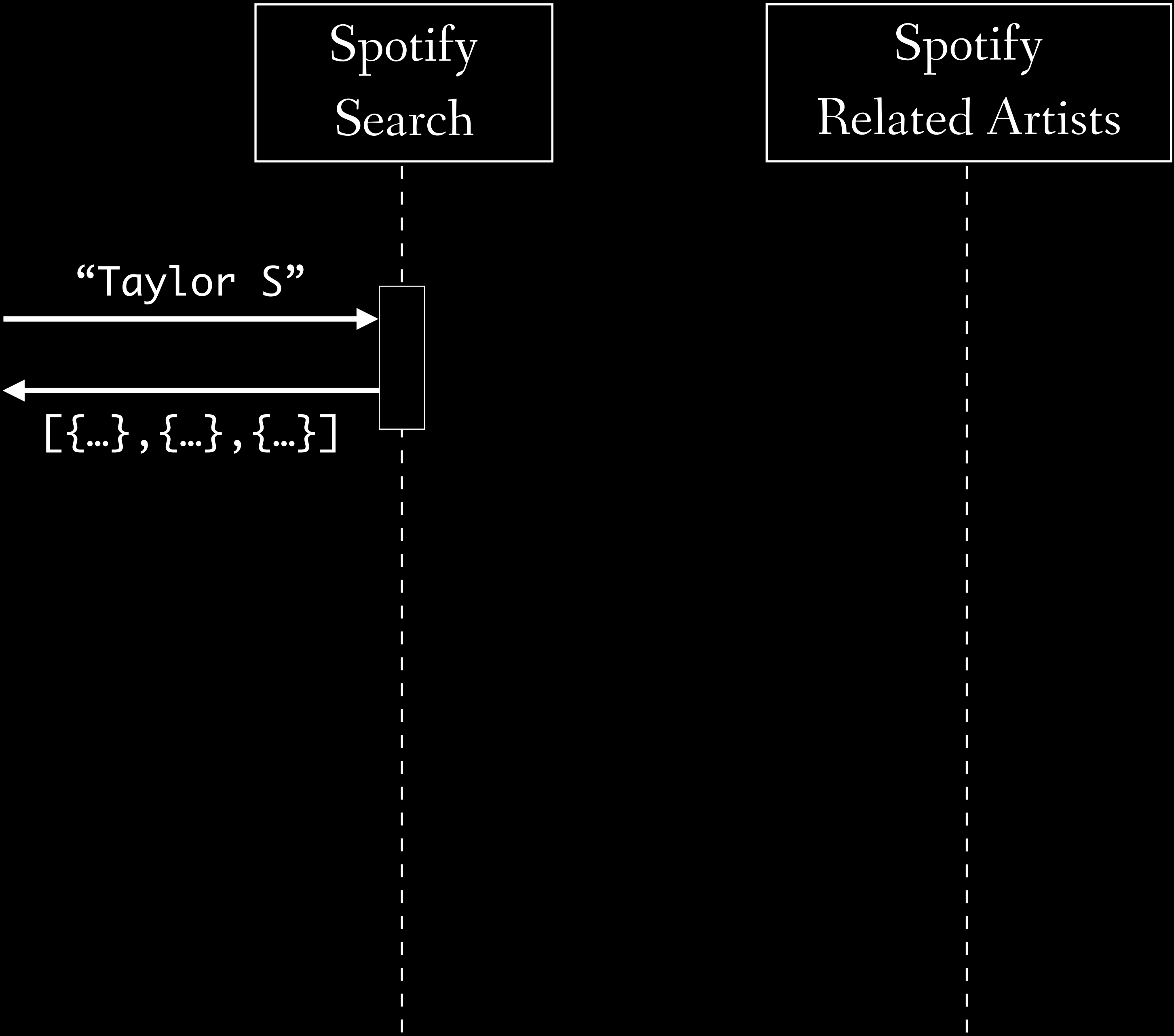


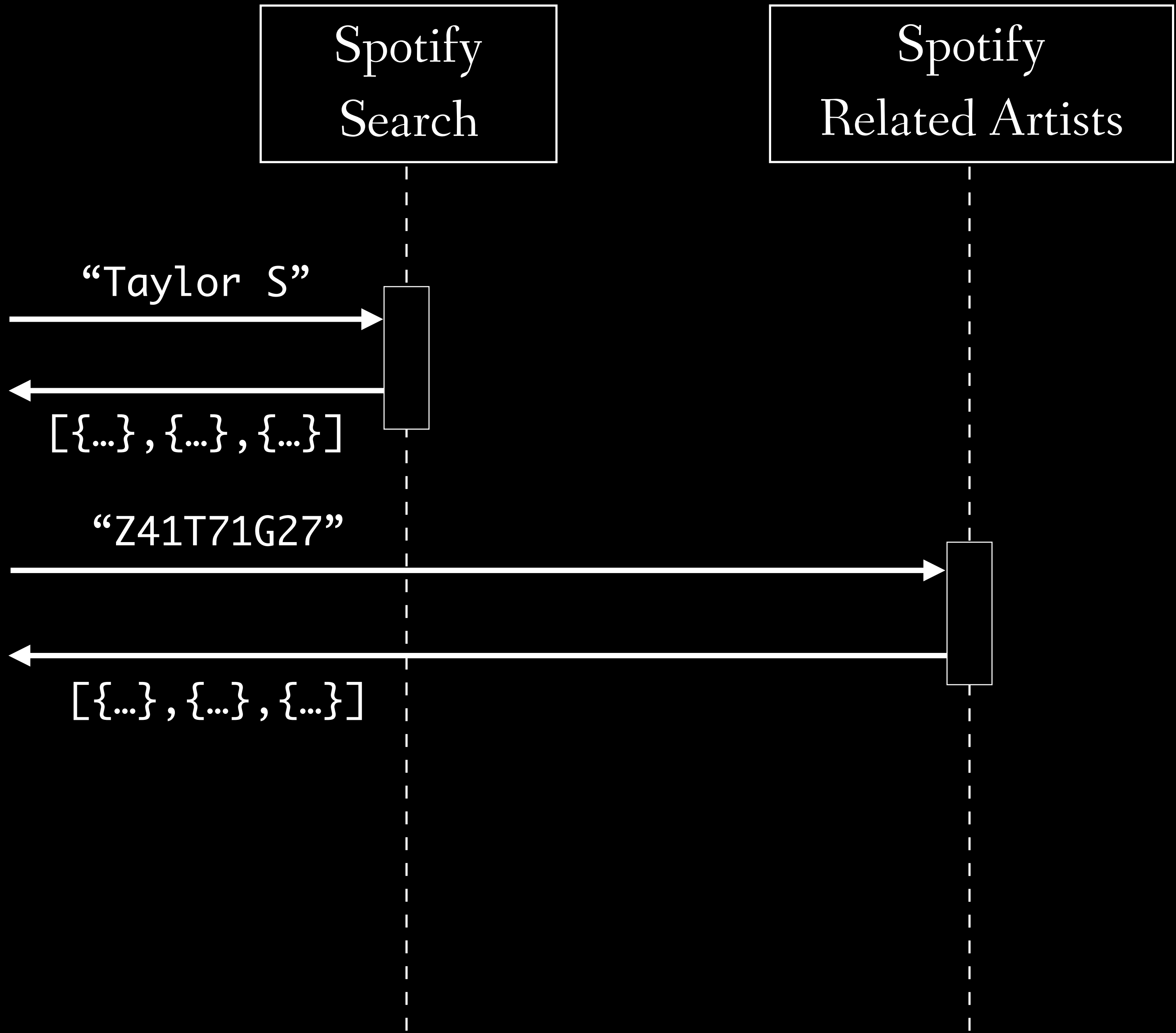
related artists:

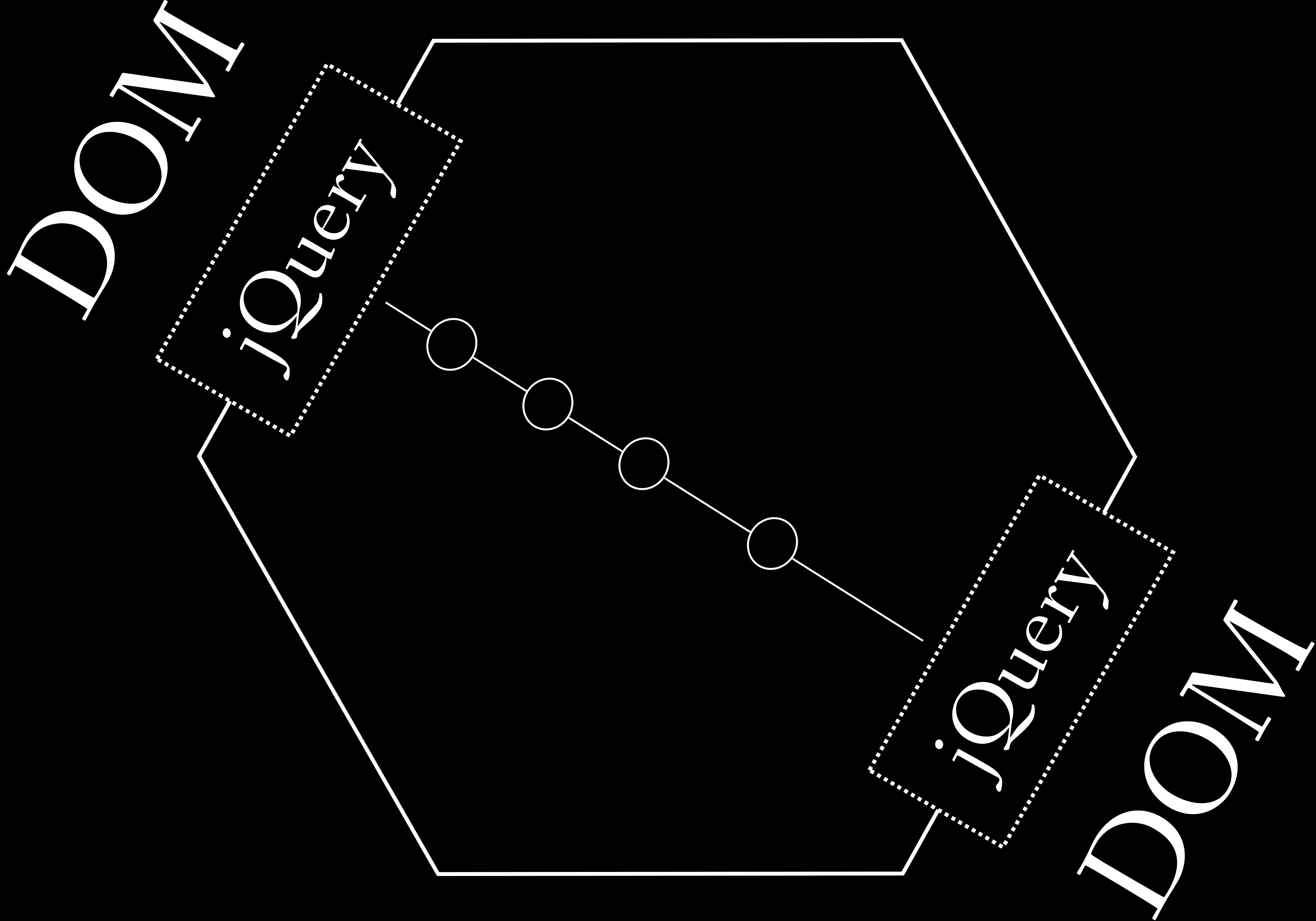
Miley Cyrus

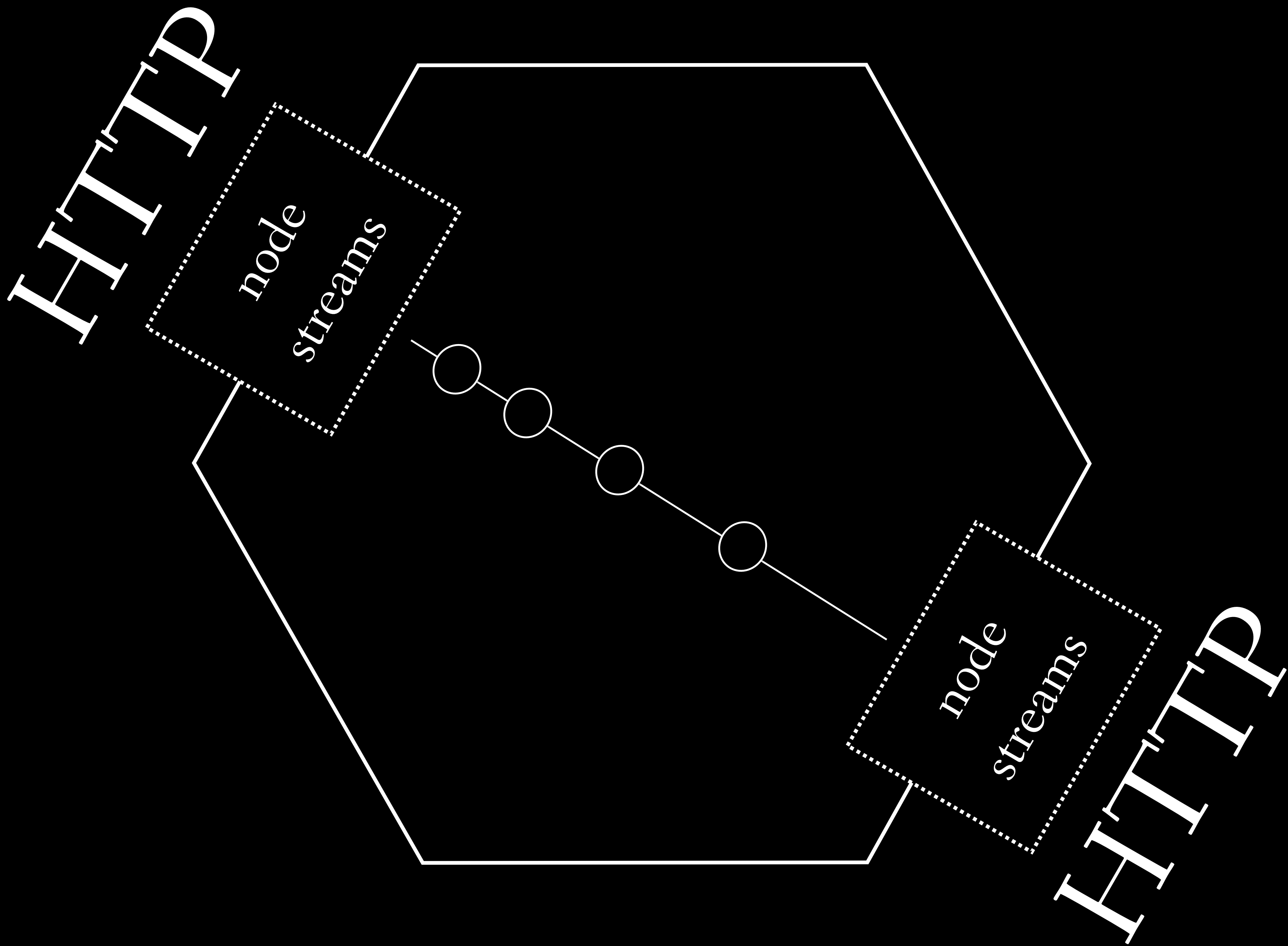
Katie Perry

etc...







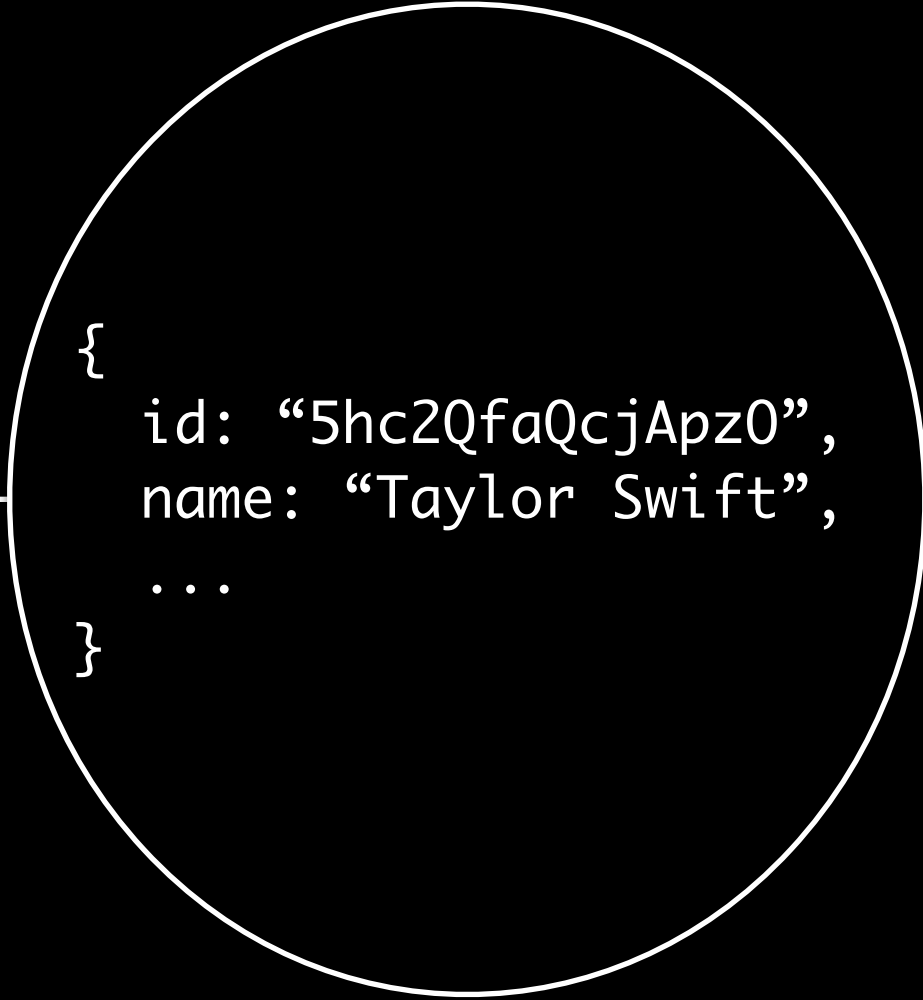


searchForArtist("Taylor")

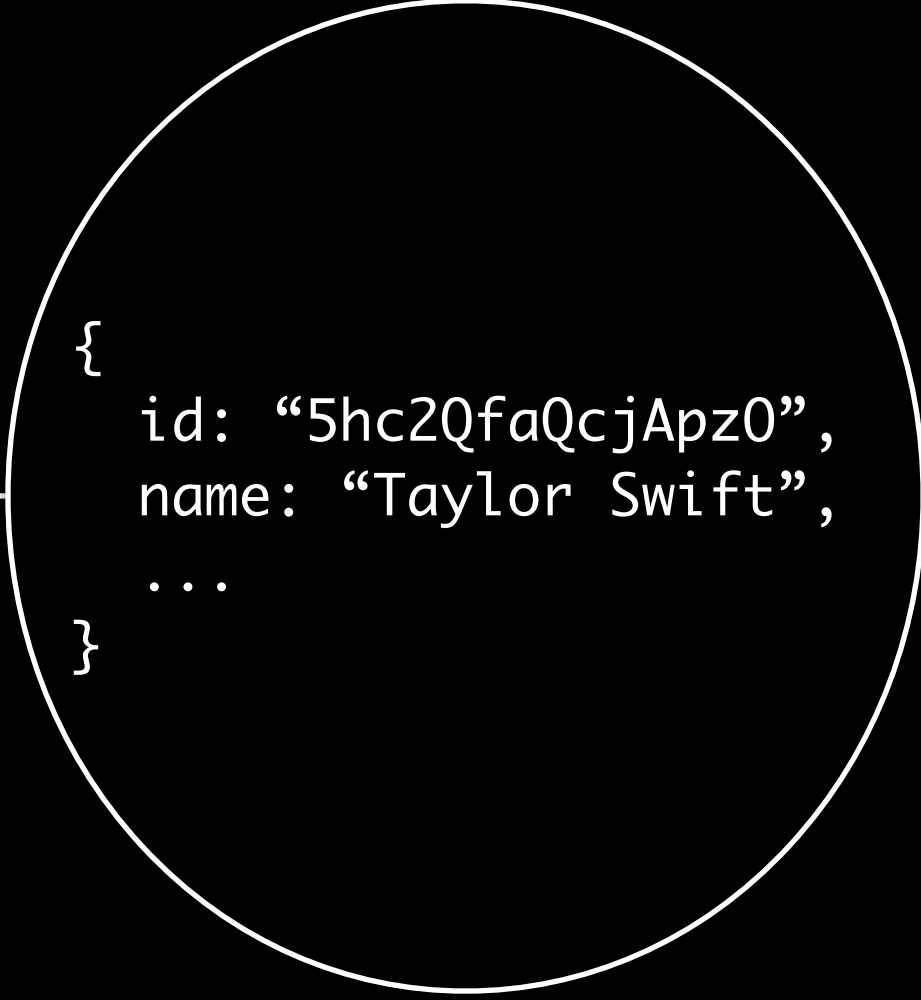
```
{  
  id: "0vnm2817Yf1P",  
  name: "James Taylor",  
  ...  
}
```

```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Taylor Swift",  
  ...  
}
```

searchForArtist("Taylor")



.take(1)



.take(1)

```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Taylor Swift",  
  ...  
}
```

`.take(1)`

```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Taylor Swift",  
  ...  
}
```

`.map(relatedArtists)`

`{...}`

`{...}`

`.take(1)`

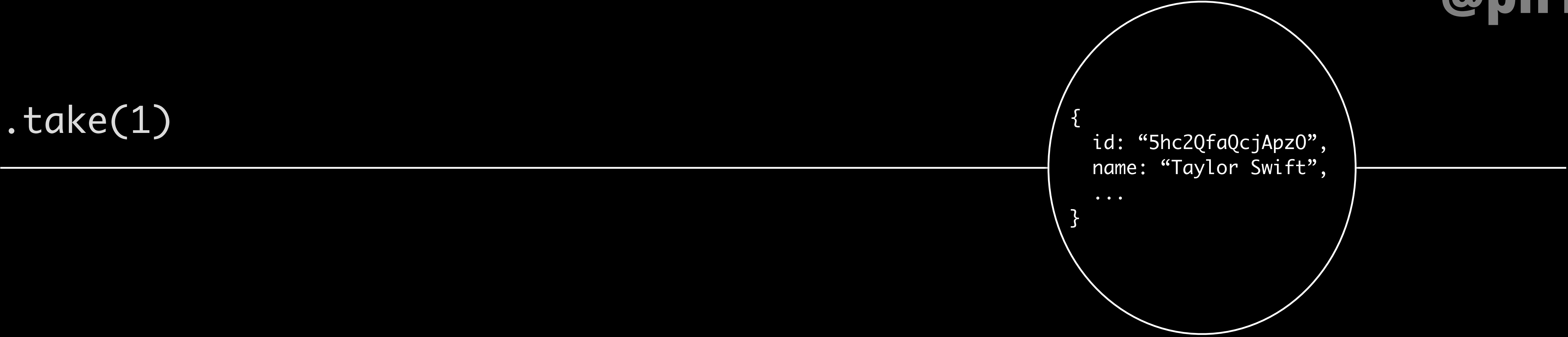
```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Taylor Swift",  
  ...  
}
```

`.map(relatedArtists)`

{...}

{...}

`.take(1)`



```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Taylor Swift",  
  ...  
}
```

`.flatMap(relatedArtists)`



`{...}`

`{...}`

relatedArtists

```
{  
  id: "0vnm2817Yf1P",  
  name: "Miley Cyrus",  
  ...  
}
```

```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Kelly Clarkson",  
  ...  
}
```

`relatedArtists`

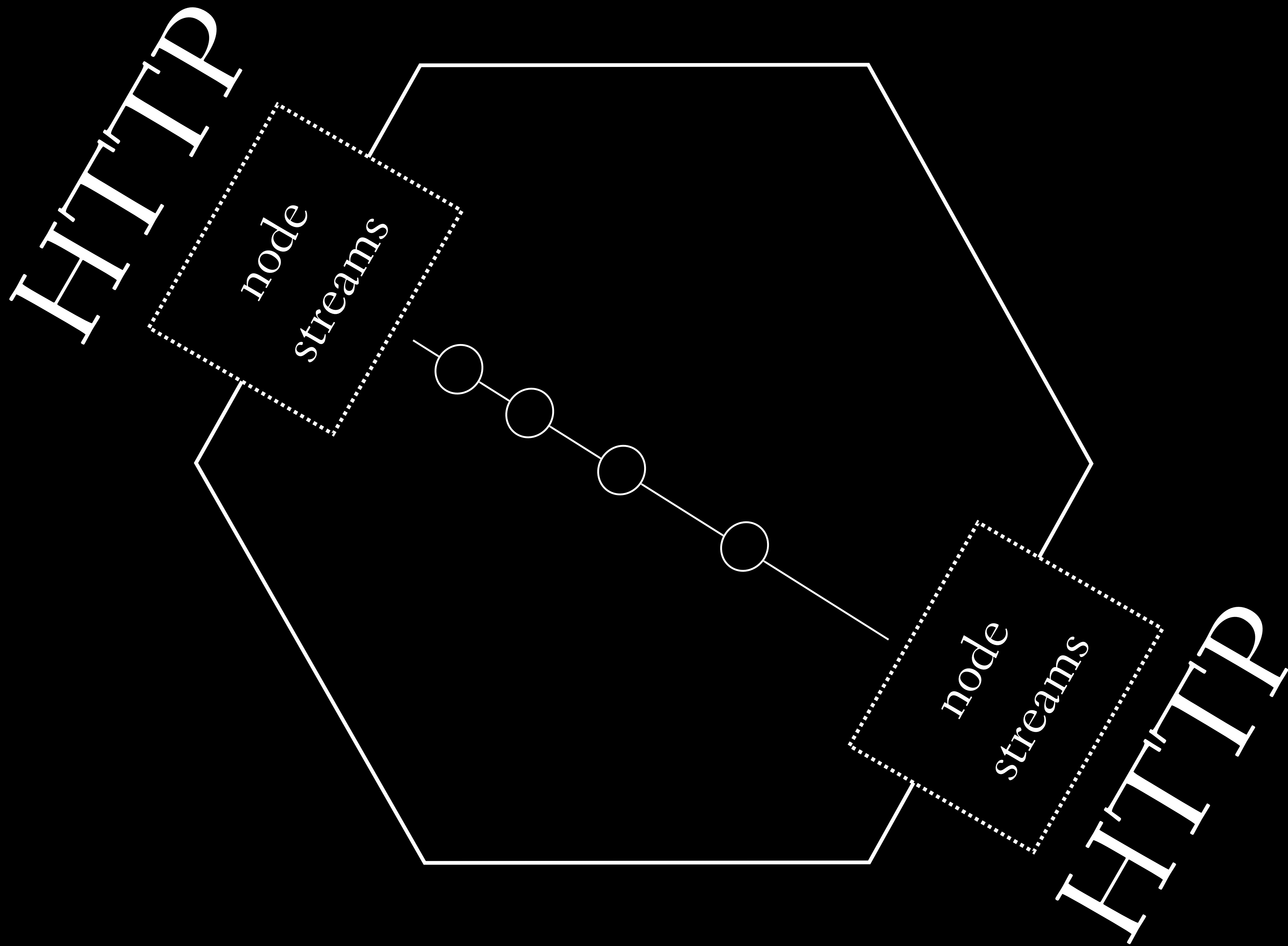
```
{  
  id: "0vnm2817Yf1P",  
  name: "Miley Cyrus",  
  ...  
}
```

```
{  
  id: "5hc2QfaQcjApz0",  
  name: "Kelly Clarkson",  
  ...  
}
```

`.map(renderFn)`

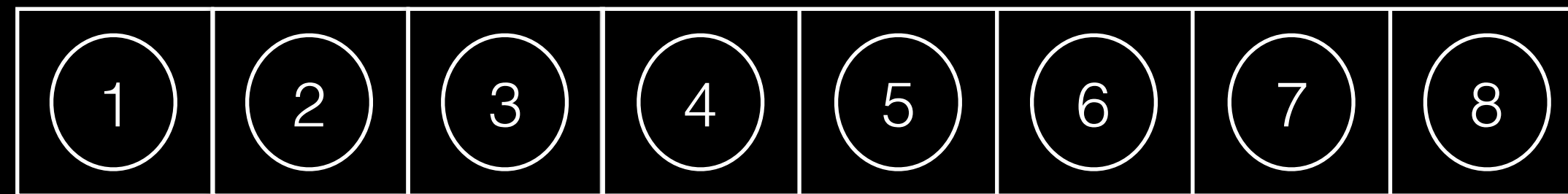
```
<li>  
  Miley Cyrus  
</li>
```

```
<li>  
  Kelly Clarkson  
</li>
```



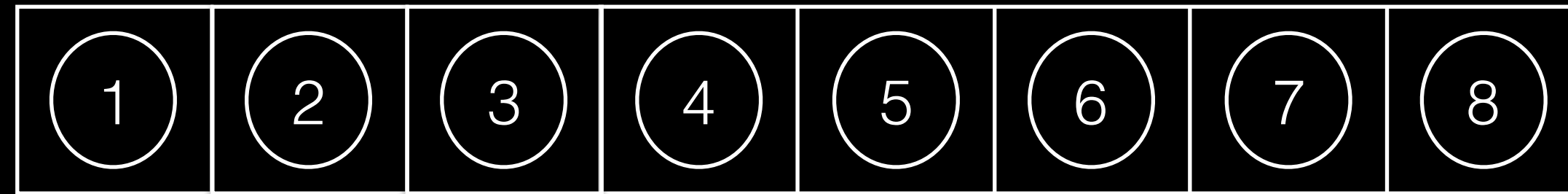
reduce (aka *fold*)

summing an array



reduce (aka *fold*)

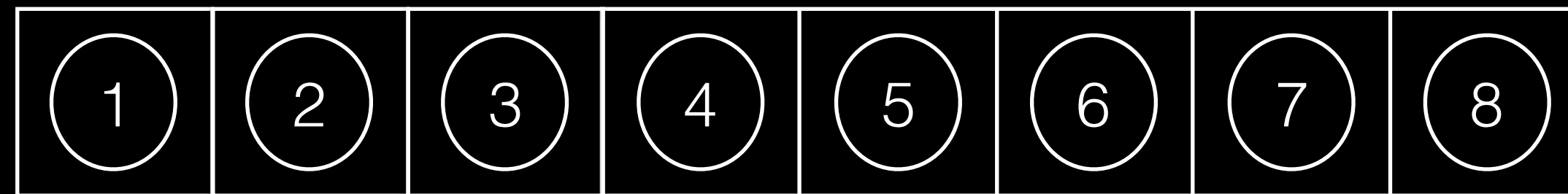
summing an array



$$1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 = \underline{36}$$

reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$



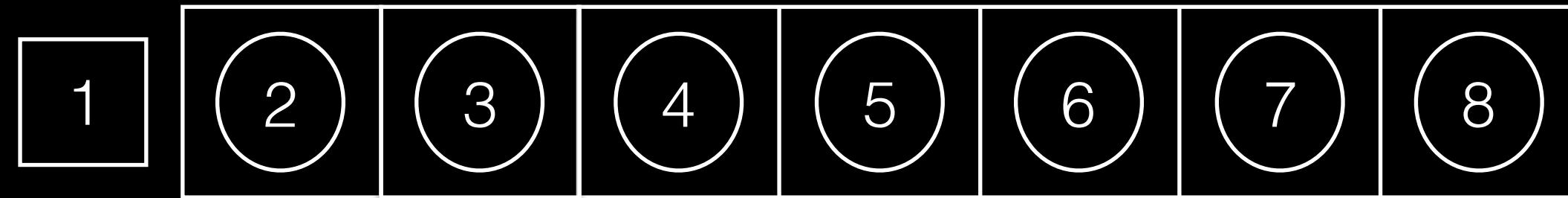
reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$



reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$



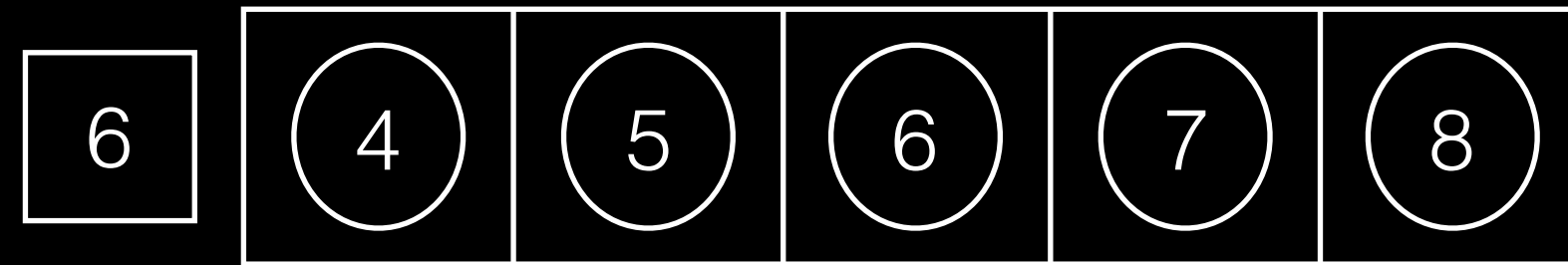
reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$



reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$



reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$

reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$

0

numbers

reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$

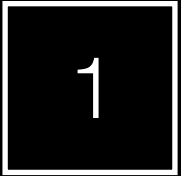
0

numbers

1

reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$



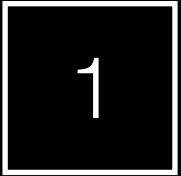
numbers



reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$

numbers



reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$

3

numbers



reduce (aka *fold*)

$$(a,b) \Rightarrow a+b$$

numbers



scan

0

numbers

summed numbers

scan

0

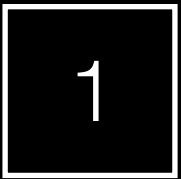
numbers

1

summed numbers

scan

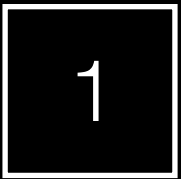
numbers



summed numbers

scan

numbers



summed numbers



scan

1

numbers

1

summed numbers

1

scan

numbers

1

1

2

summed numbers

1

scan

numbers

3

1

2

summed numbers

1

scan

numbers

3

1

2

summed numbers

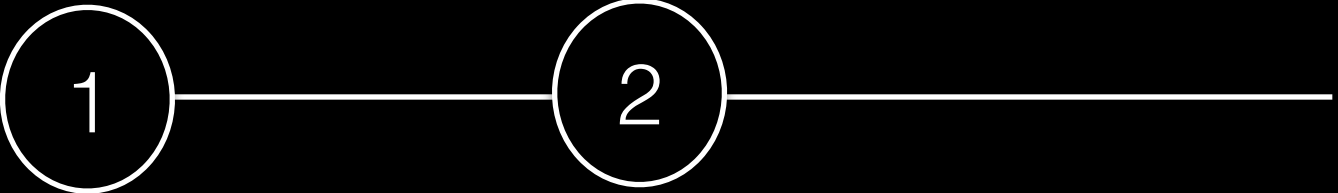
1

3

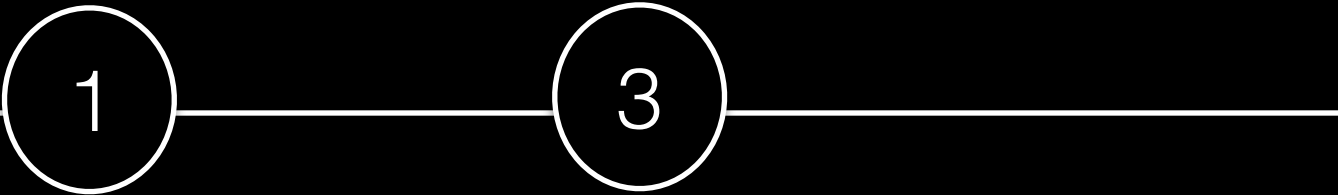
scan

numbers

3

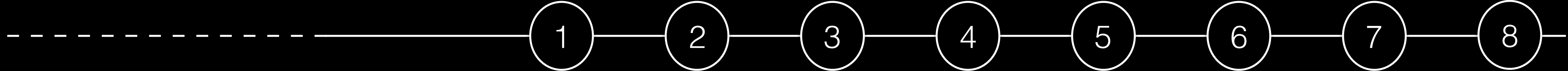


summed numbers

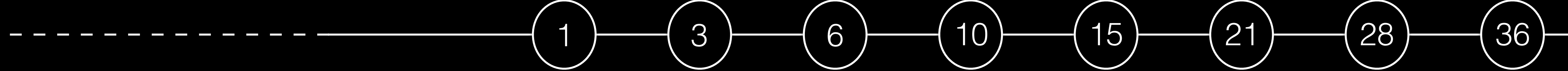


scan

numbers



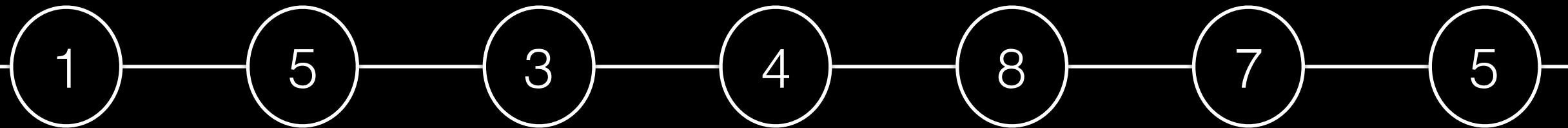
summed numbers



scan

$(a,b) \Rightarrow \text{Math.max}(a,b)$

numbers



highest number



what is FRP?

what is FRP?

a powerful, framework-agnostic way to work with
event streams

a unifying universal abstraction

a declarative way to model relationships between
values in our programs

shared mutable state



thanks!

