

Creating Streams

Module Objectives

In this module, you will look at:

- Creating Streams
 - Naming conventions for Streams
 - Display of Stream and their details in the Dashboard
-

Creating Streams

Streams are the primary means for bringing data from external systems into the Reactor in realtime

They can be created two different ways:

- Within your Application's definition
- Using a command line tool and the REST API

Data written to a Stream can be consumed by *Flows* and processed in real-time

Stream Names

- Streams are shared between applications, so they require a **unique name**
 - Names used for Streams need to be unique across the Reactor instance
 - Stream names should only contain ASCII letters, digits and hyphens
-

Creating a Stream Programmatically

You specify a Stream in your Application's metadata:

```
.withStreams()  
  .add(new Stream("myStream")) ...
```

specifies a new Stream named *myStream*

Creating a Stream Through the REST API

A Stream can be created with an HTTP PUT method to the URL:

```
PUT <base-url>/streams/<new-stream-id>
```

Parameter

<new-stream-id>

Description

Name of the Stream to be created

HTTP Responses

Status Code

200 OK

Description

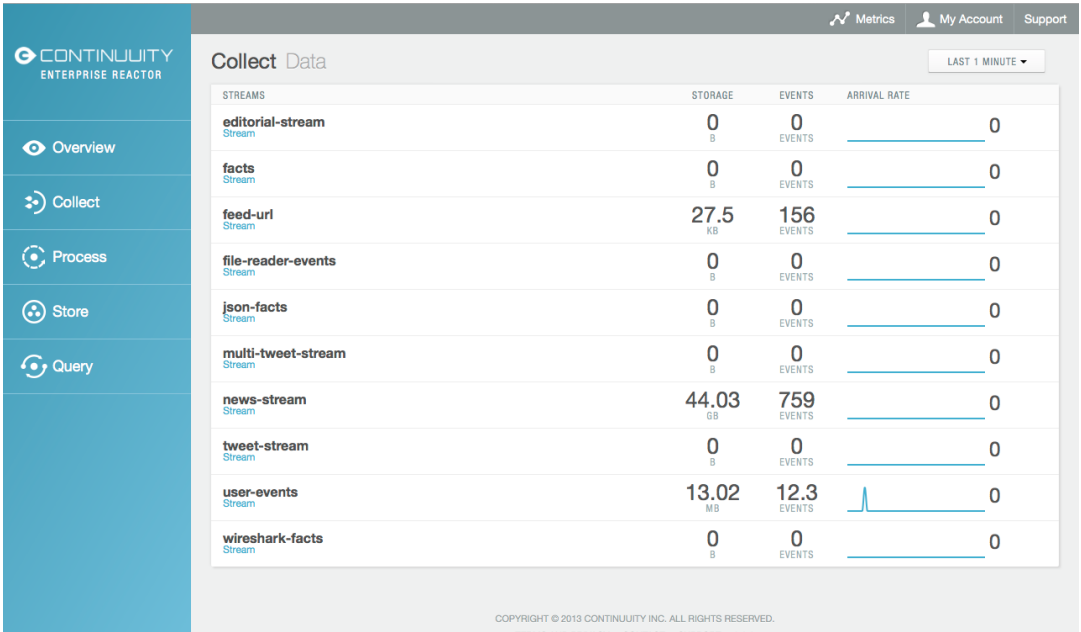
The event either successfully created a Stream or the Stream already exists

Creating a Stream: Example

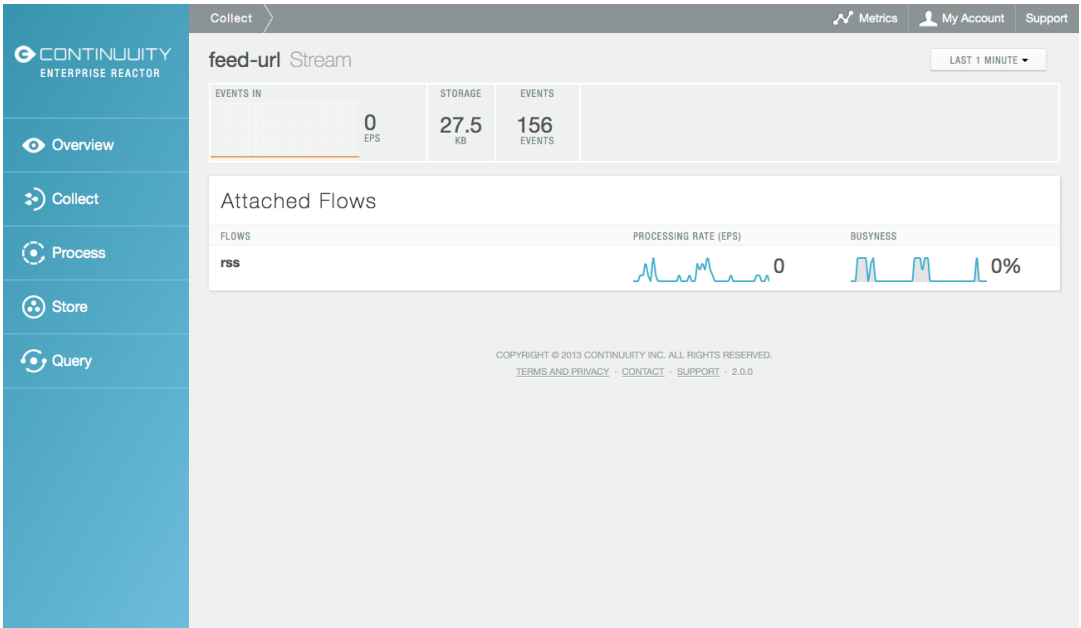
```
PUT <base-url>/streams/mystream
```

- If the Stream already exists, no error is returned, and the existing Stream remains in place
-

Streams Displayed in the Dashboard



Stream Details Displayed in the Dashboard



Module Summary

You should be able describe:

- The two methods for creating Streams
- Naming conventions for Streams

You should now be able to find:

- The display of Streams in the Dashboard
 - The display of any particular Stream in the Dashboard
-

Module Completed

[Chapter Index](#)