**Rich Web Lab 3.**

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**Question 1:**

* Streams are an abstraction used when reading or writing files, or communicating over [network sockets](https://en.wikipedia.org/wiki/Network_socket).
* Streams implement what is known as observer pattern, where data is realised using the subscribe operation.
* Streams are a reactive programming abstraction for modelling asynchronous, infinitely-sized data. It is a powerful technique when processing data when you either don’t know its potential size and/or you don’t know when it will arrive into your application. You do not need to wait for the entire resource to load.

Question 2: