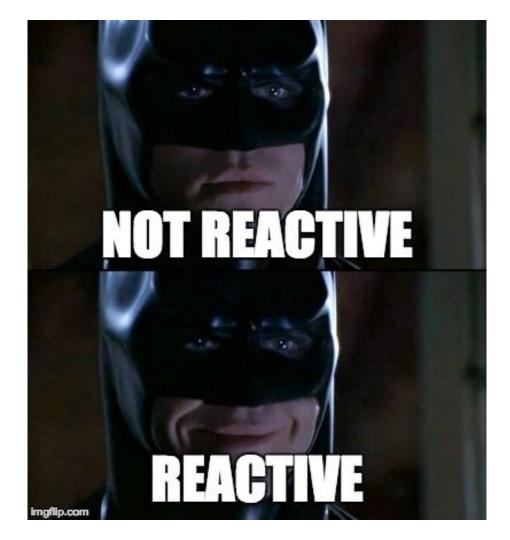
#### **RxSwift**

Introduction to reactive programming



## Imperative programming

- Saved state
- Order of execution
- Side effects

In computing, reactive programming is a programming paradigm oriented around data flows and the propagation of change.

Wikipedia

Reactive programming is programming with

asynchronous data streams

## Reactive programming

- Asynchronous
- No saved state
- Functional
- Responsive

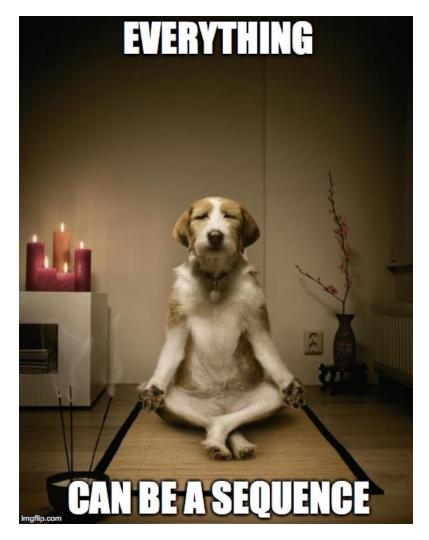
#### ReactiveX

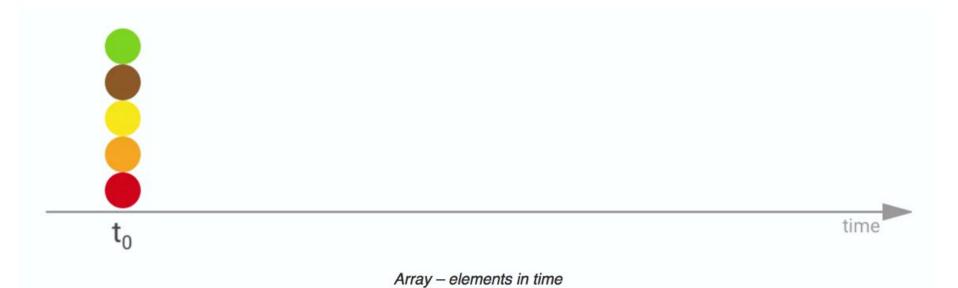
An API for asynchronous programming with observable streams.

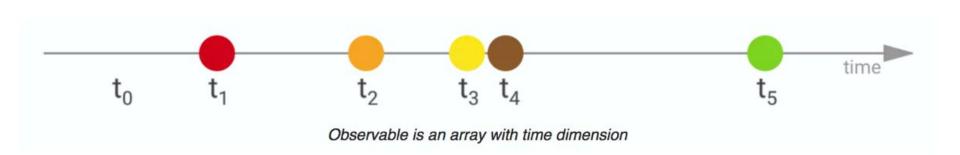
- Microsoft (Rx.NET) 2009
- Many languages
- RxSwift 2015

#### Rx components

- Observable
- Observers
- Schedulers







#### Observables

Next

Completed

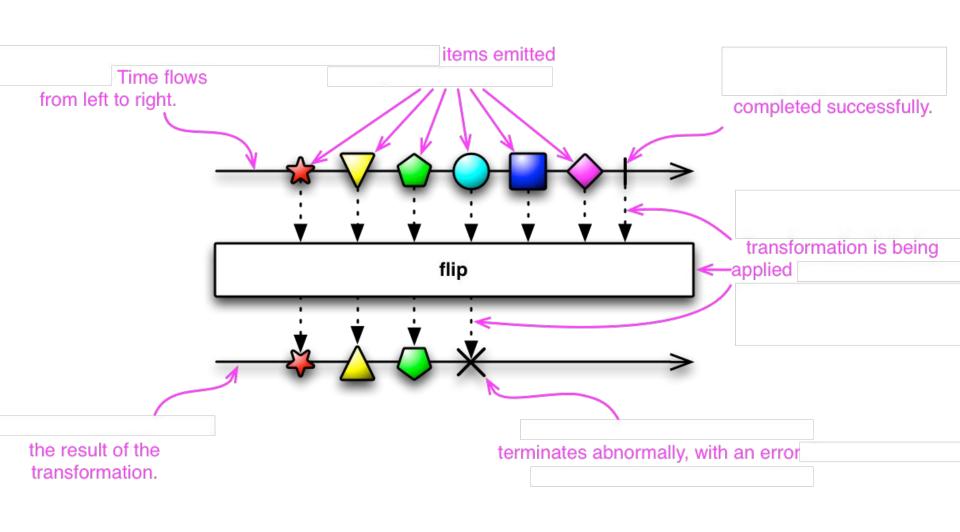
Error

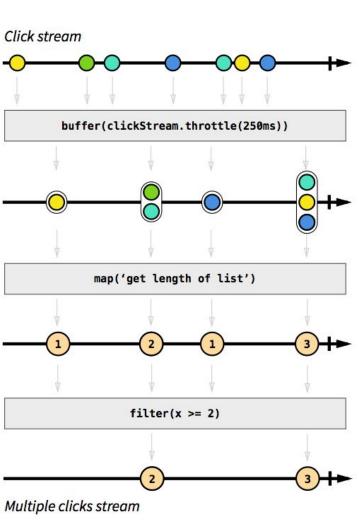
#### Operators

Filtering

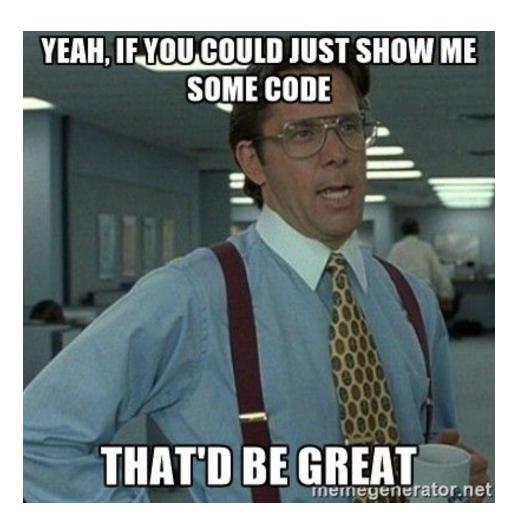
Transforming

Combining





#### **RxMarbles**



### UI bindings

RxCocoa

Next Up

David G.

Mary W.

Robbie J.

Sarah W.

Brandon J.

Robert B.

Charles M.

Daniel W.

Paul J. H

Qminder

#### Rx extensions

Almost for everything

Agile and reusable code

Thread safety

Eliminate state from code

Testing

Well tested, with large community and extensions

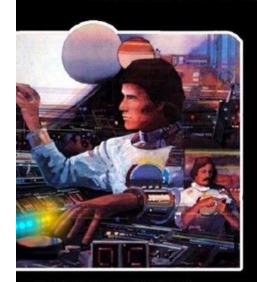
Steep learning curve

Change previous practices

Debugging

Over-reactive

## THE TWO STATES OF EVERY PROGRAMMER



I AM A GOD.



I HAVE NO IDEA WHAT I'M DOING.

# THANK YOU FOR YOUR ATTENTION!

AND GOOD LUCK!