

Observable & Rxjs

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Callback

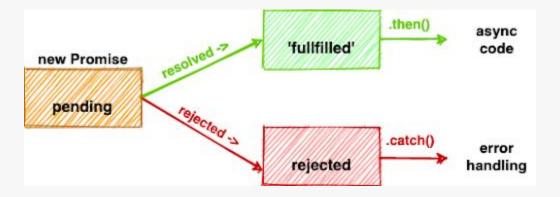
```
getUsers(function (err, users) {
    if (!!err) {
})
```



Callback Hell

```
function hell(win) {
// for listener purpose
return function() {
  loadLink(win, REMOTE_SRC+'/assets/css/style.css', function() {
    loadLink(win, REMOTE_SRC+'/lib/async.js', function() {
      loadLink(win, REMOTE_SRC+'/lib/easyXDM.js', function() {
        loadLink(win, REMOTE_SRC+'/lib/json2.js', function() {
          loadLink(win, REMOTE_SRC+'/lib/underscode.min.js', function() {
            loadLink(win, REMOTE_SRC+'/lib/backbone.min.js', function() (
              loadLink(win, REMOTE_SRC+'/dev/base_dev.js', function() {
                 loadLink(win, REMOTE_SRC+'/assets/js/deps.js', function() {
                  loadLink(win, REMOTE_SRC+'/src/' + win.loader_path + '/loader.js', function() {
                    async.eachSeries(SCRIPTS, function(src, callback) {
                       loadScript(win, BASE_URL+src, callback);
```

Promises



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Promises - Hell

```
getUserRole() {
        return connectToDatabase()
            .then(db => {
               return getUsers(db)
                    .then(users => {
                        return getUsersRoles(db, users)
                            .then(usersRoles => {
                                return usersRoles;
                            })
                    })
            })
```

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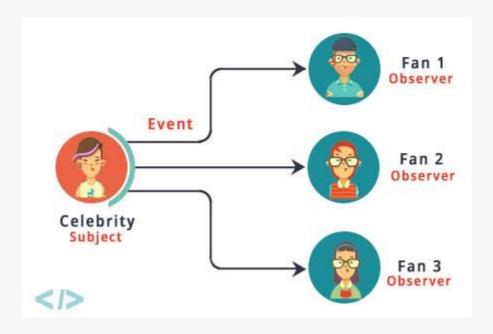




Promises - How to solve?

```
getUserRole() {
      const db = await connectToDatabase();
      const users = await getUsers(db);
      return await getUsersRoles(db, users);
```

Observer pattern



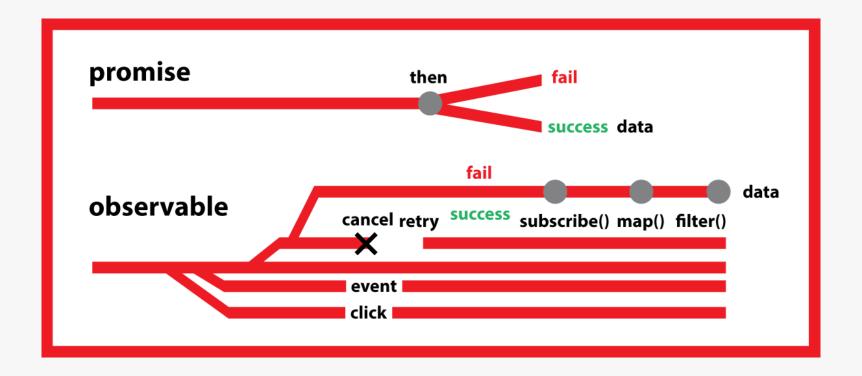
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Promise Vs Observable

- emette un singolo evento alla volta.
- non permette la cancellazione.
- non fornisce nessun operatore sui dati.
- Non è Lazy. Il servizio viene eseguito immediatamente dopo la creazione.

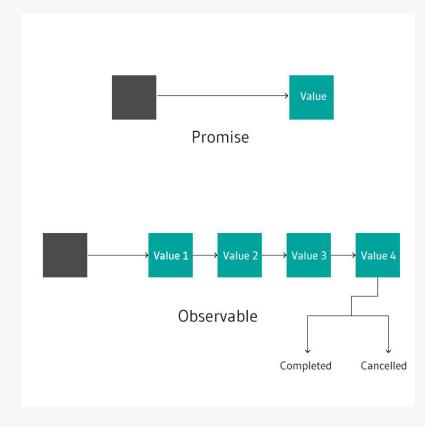
- emette più valori in un periodo di tempo.
- può essere facilmente cancellato.
- fornisce operatori come map, filter, reduce etc..
- Lazy. Non emette valori finchè qualcuno non si sottoscrive.

Promise Vs Observable





Promise Vs Observable

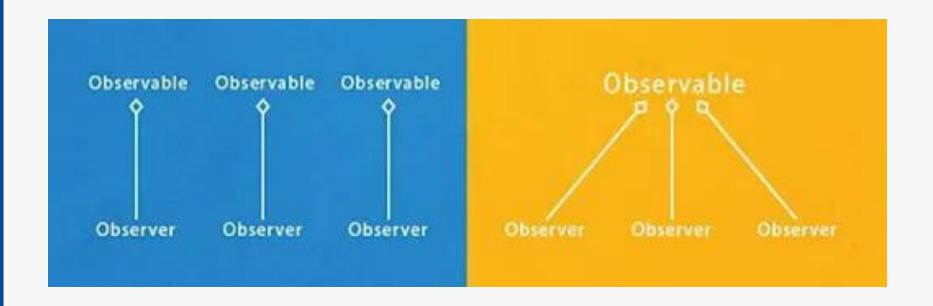


Cold Vs Hot

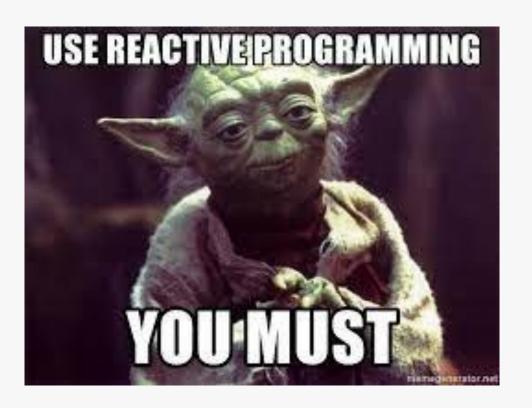
- completamente lazy
- unicast
- emette solo se ci sono ricevitori sottoscritti
- ogni sottoscrittore riceve una copia dello stream, quindi gli eventi sono sono indipendenti.
- api request, read file etc

- multicast
- emette che ci siano sottoscritti che non.
- tutti i ricevitori si sottoscrivono allo stesso stream e ricevono lo stesso evento.
- mouse / keyboard / system events

Cold Vs Hot



RxJs



RxJs - Subject

Observables	Subject	Replay Subject	Behavioral Subject
Cold	Hot	Hot	Hot
Creates copy of data	Shares data	Shares data	Shares data
Uni-directionall	bi-directional	bi-directional	bi-directional
-	-	Replay the message stream	Replay the message stream
-	-	-	You can set initial value



RxJs - Operators

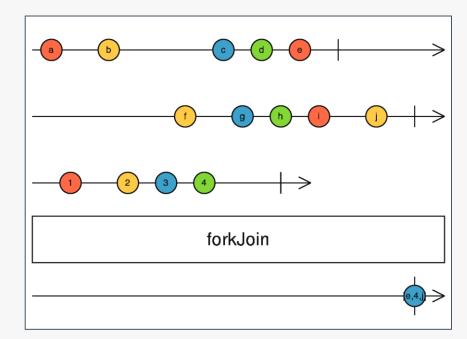
Creation	from, fromEvent, of		
Combination	combineLatest, concat, merge, startWith, withLatestFrom, zip		
Filtering	debounceTime, distinctUntilChanged, filter, take, takeUntil		
Transformation	bufferTime, concatMap, map, mergeMap, scan, switchMap		
Utility	tap		
Multicasting	share		

RxJs - Creations

```
const source = fromEvent(document, 'click');
source.subscribe(res => alert("cliccato!"))
```

RxJs - Combination

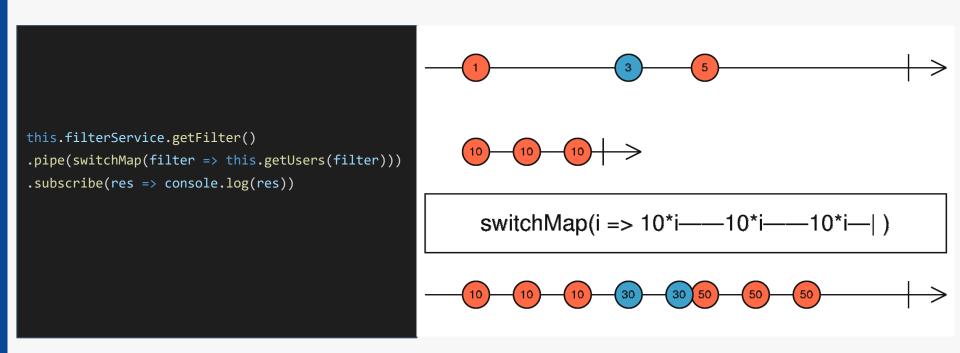
```
forkJoin([
            this.customerService.getDetail(1),
     this.customerService.getPreference(1)
])
 .subscribe(([userDetail, userPreference]) => {
            this.customerDetail = userDetail;
      this.customerDetail.preference = userPreference;
})
```



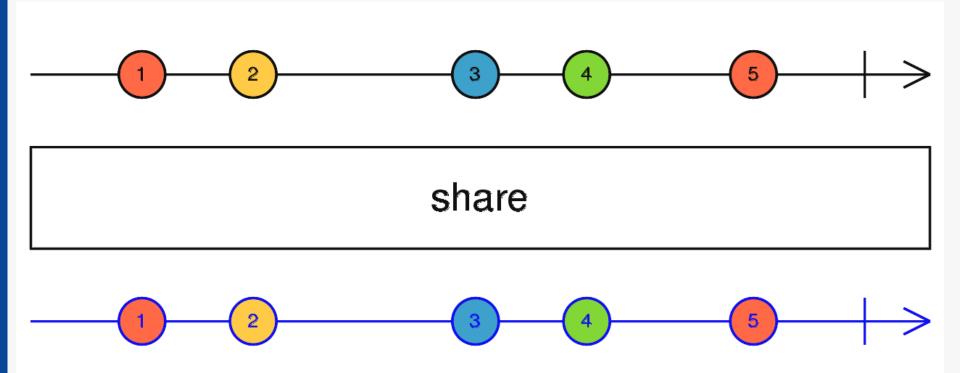
RxJs - Filtering

```
funzione(): void {
  const source = interval(1000);
  const timer$ = timer(5000);
  const example = source.pipe(takeUntil(timer$));
  example.subscribe(val => console.log(val));
                                                                               takeUntil
```

RxJs - Transformation

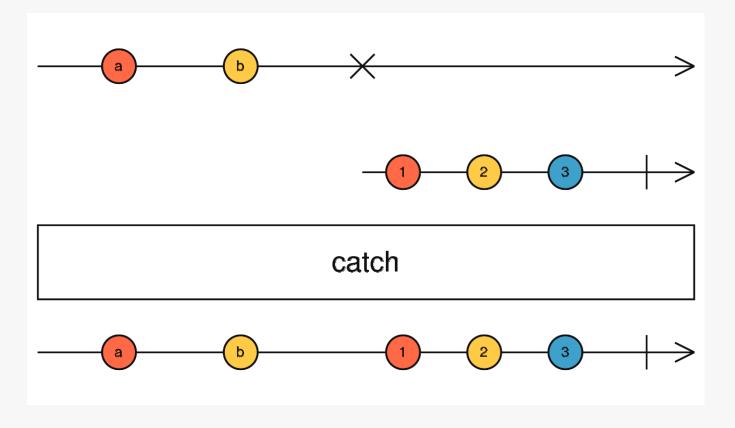


RxJs - Multicasting



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RxJs - Error Handling



DEMO



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