Introduction to Rx Observables

first: let's define some convenience methods and values (will use it quite often...):

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```
import rx.{Observer => JObserver, Subscription => JSubscription}
def startOnThread(body: => Unit): Thread = {
 val t = new Thread -
   override def run = body
 t.start
val zeroTime = System.currentTimeMillis
def threadTimeString = {
 val name = Thread.currentThread.getName
 val time = System.currentTimeMillis - zeroTime
 s"current time on $name is: $time."
```

a "simple" example implementation for an Observable serving as a tick source:

```
val ticks: Observable[String] = Observable(observer => {
1
       var cancelled = false
2
       val t = startOnThread {
3
4
            while (!cancelled) {
5
6
                observer.onNext(threadTimeString)
7
                Thread.sleep(100)
9
                case e: java.lang.InterruptedException => //DO NOTHING
10
11
12
            observer.onCompleted()
13
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            case e: Throwable => observer.onError(e)
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17
       Subscription(new JSubscription {
18
         override def unsubscribe() = {
19
            cancelled = true
20
            t.interrupt
21
            t.join
22
23
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```

well, how would we use it? simple:

```
val subscription = ticks.subscribe(println(_))
Thread.sleep(1000)
subscription.unsubscribe
```

which would print something like:

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```
current time on Thread-0 is: 222.
current time on Thread-0 is: 337.
current time on Thread-0 is: 437.
current time on Thread-0 is: 538.
current time on Thread-0 is: 638.
current time on Thread-0 is: 739.
current time on Thread-0 is: 839.
current time on Thread-0 is: 940.
current time on Thread-0 is: 1040.
current time on Thread-0 is: 1141.
```

but if want better control, in case we want to treat errors or execute something when the Ovservable announces completion, we will need to define an Observer

```
val ticksConsumer: Observer[String] = Observer(
  new JObserver[String] {
    def onNext(s: String) = println(s)
    def onError(e: Throwable) = logger.error(e.getMessage)
    def onCompleted() = println("DONE!")
  }
)
```

usage is similar:

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```
val subscription = ticks subscribe(ticksConsumer)
Thread sleep(1000)
subscription unsubscribe
```

and now, the output contains a "DONE!" print:

```
current time on Thread-0 is: 201.
1
     current time on Thread-0 is: 314.
2
     current time on Thread-0 is: 414.
3
     current time on Thread-0 is: 515.
     current time on Thread-0 is: 615.
     current time on Thread-O is: 716.
     current time on Thread-0 is: 816.
7
     current time on Thread-0 is: 917.
     current time on Thread-0 is: 1017.
9
     current time on Thread-0 is: 1118.
10
     DONE!
```

but the shown code has some problems:

- the Observable's code is somewhat boilerplate
- the whole chain of execution is done on a single thread
- ► Schedulers ?

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what would happen if more than one Observer subscribes to this Observable?

let's try to improve our solution.

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20 21 first, consider a very naive implementation of a "ticks source":

```
object TickSource {
  private var callbacks: Map[Int, () => Unit] = Map.empty
 private var counter = 0
 private var cancelled = false
 private val t = startOnThread {
   while (!cancelled)
     Thread.sleep(100)
     callbacks.foreach(_._2())
 def onTick(callback: => Unit): Int = {
   counter = counter + 1
    callbacks = callbacks +(counter, () => callback)
   counter
 def remove(key: Int): Unit = {callbacks = callbacks - key}
 def shutdown = {cancelled = true; t.join}
```

NOTE: the above code is very naive. I kept it short for this toy example. a real implementation though must take care of synchronizing the onTick and remove methods (among other things...).

also, we'll need to define the Observable that will use TickSource as it's source.

```
val ticks: Observable[String] = Observable(observer => {
   val key = TickSource.onTick {
     observer.onNext(threadTimeString)
   }
   Subscription(new JSubscription {
     override def unsubscribe() = TickSource.remove(key)
   })
})
```

so, now we can use it exactly as before:

```
val subscription = ticks subscribe(ticksConsumer)
Thread sleep(1000)
subscription unsubscribe
TickSource.shutdown //just to ensure the process won't hang...
```

NOTE: there is no onCompleted method in this scenario. the source is infinite, and does not "completes"

and we'll get:

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```
current time on Thread-0 is: 271.

current time on Thread-0 is: 385.

current time on Thread-0 is: 485.

current time on Thread-0 is: 586.

current time on Thread-0 is: 686.

current time on Thread-0 is: 787.

current time on Thread-0 is: 887.

current time on Thread-0 is: 988.

current time on Thread-0 is: 1088.

current time on Thread-0 is: 1189.
```

well, that took care of some problems. but it's still not perfect. we would want to sepparate the source work and consume work to be done on different threads. luckily, there's a simple to use API for that: <code>observeOn</code>.

```
val scheduler = rx.lang.scala.concurrency.Schedulers.newThread
val subscription = ticks.observeOn(scheduler).subscribe{s =>
   println(s"$s\n${threadTimeString}")
}
Thread.sleep(1000)
subscription.unsubscribe
```

and the output now looks like:

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```
current time on Thread-0 is: 305.
1
     current time on RxNewThreadScheduler-1 is: 328.
     current time on Thread-0 is: 426.
     current time on RxNewThreadScheduler-1 is: 427.
     current time on Thread-O is: 527.
     current time on RxNewThreadScheduler-1 is: 527.
     current time on Thread-0 is: 627.
     current time on RxNewThreadScheduler-1 is: 628.
     current time on Thread-0 is: 728.
     current time on RxNewThreadScheduler-1 is: 729.
10
     current time on Thread-0 is: 829.
11
     current time on RxNewThreadScheduler-1 is: 829.
12
     current time on Thread-0 is: 929.
13
     current time on RxNewThreadScheduler-1 is: 930.
14
     current time on Thread-0 is: 1030.
15
     current time on RxNewThreadScheduler-1 is: 1030.
16
     current time on Thread-0 is: 1130.
17
     current time on RxNewThreadScheduler-1 is: 1131.
18
```

since a "NewThread" Schduler is usually not what we want, when in doubt, you can use this Schduler instead:

```
import rx.lang.scala.concurrency.Schedulers.executor
import scala.concurrent.ExecutionContext.Implicits.global
val scheduler = executor(global)
```

cool stuff:

```
def actOn(ss: Seq[String]) = {
1
       val t = threadTimeString
2
       val s = ss.mkString("\n")
3
       println(s"$t\n${t.map(_ => '*')}\n$s\n")
4
5
6
     val multipleTicksConsumer = Observer(new JObserver[Seq[String]]{
7
       def onNext(ss: Seq[String]) = actOn(ss)
       def onError(e: Throwable) = logger.error(e.getMessage)
9
       def onCompleted() = println("DONE!")
10
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12
     val scheduler2 = rx.lang.scala.concurrency.Schedulers.newThread
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     val ticks1 = Observable.interval(100 millis, scheduler)
16
     val ticks2 = ticks1.map(_ => threadTimeString)
17
     val ticks3 = ticks2.observeOn(scheduler2)
18
     val ticks4 = ticks3.buffer(500 milliseconds, 4)
19
20
     val subscription = ticks4.subscribe(multipleTicksConsumer)
21
     Thread.sleep(1000)
22
     subscription.unsubscribe
23
```

and the output:

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name	type	runs on
ticks1	Observable[Long]	ForkJoinPool-1-worker-N
ticks2	Observable[String]	ForkJoinPool-1-worker-N
ticks3	Observable[String]	R×NewThreadScheduler-1
ticks4	Observable[Seq[String]]	R×NewThreadScheduler-1

APPENDIX

How to write an Observable the "scala way" with no TickSource, and a "built in" Scheduler:

```
val ticks: Observable[String] = Observable(observer => {
    scheduler.scheduleRec(self => {
        observer.onNext(threadTimeString)
        Thread.sleep(100)
        self
    })
})
```