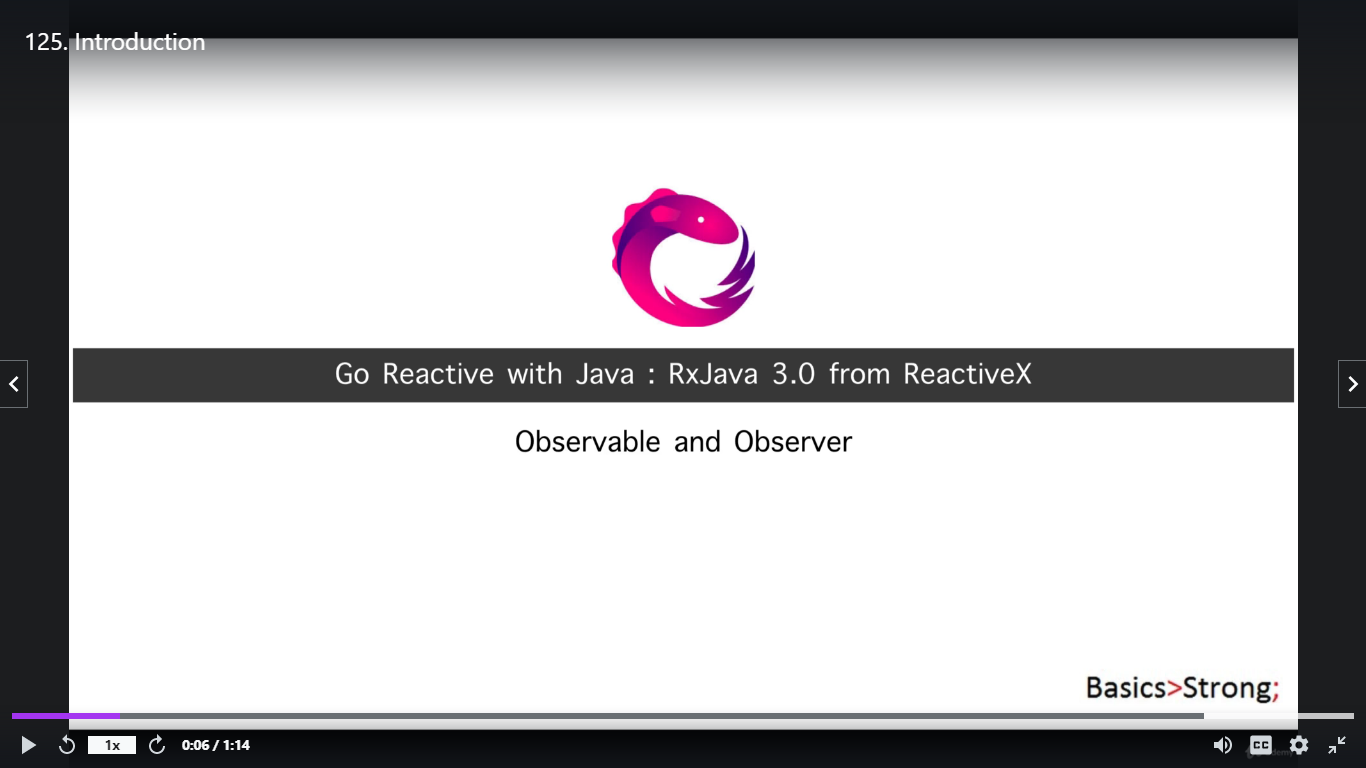
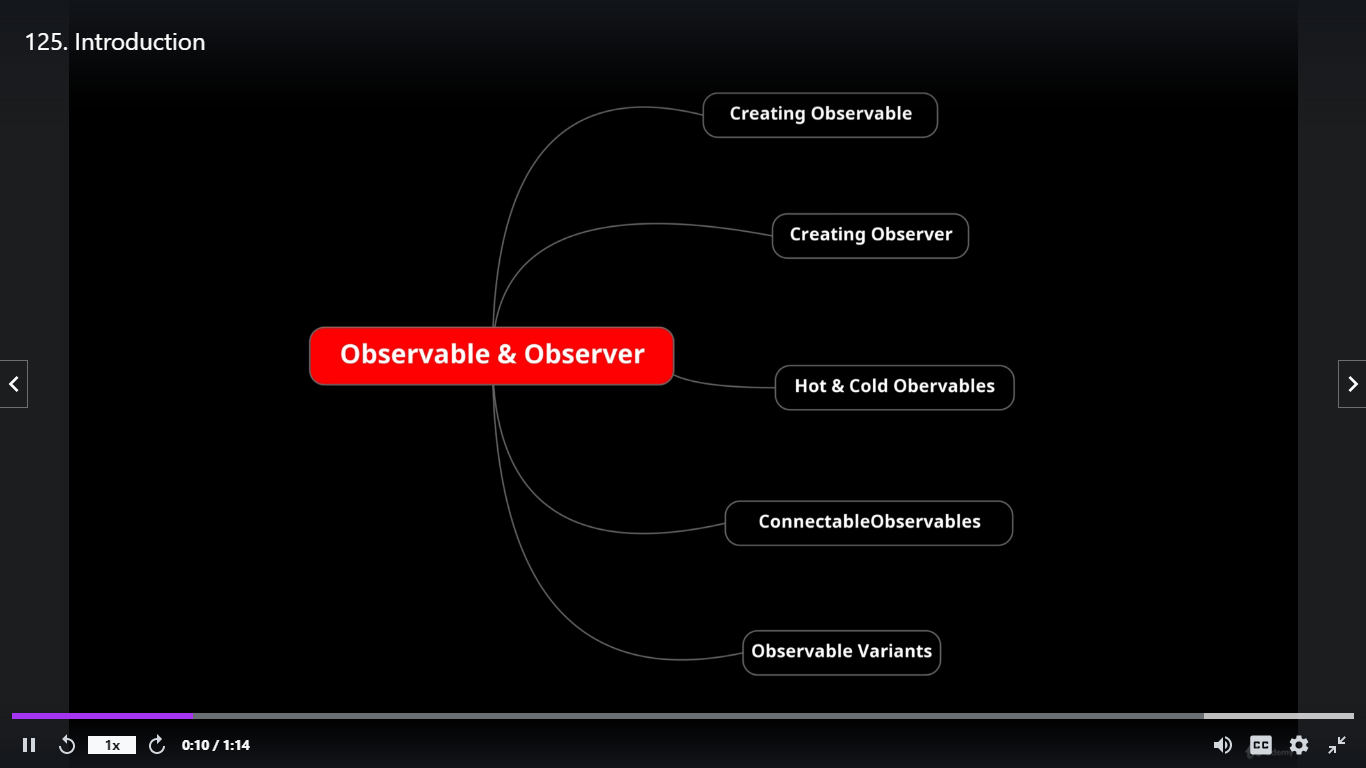
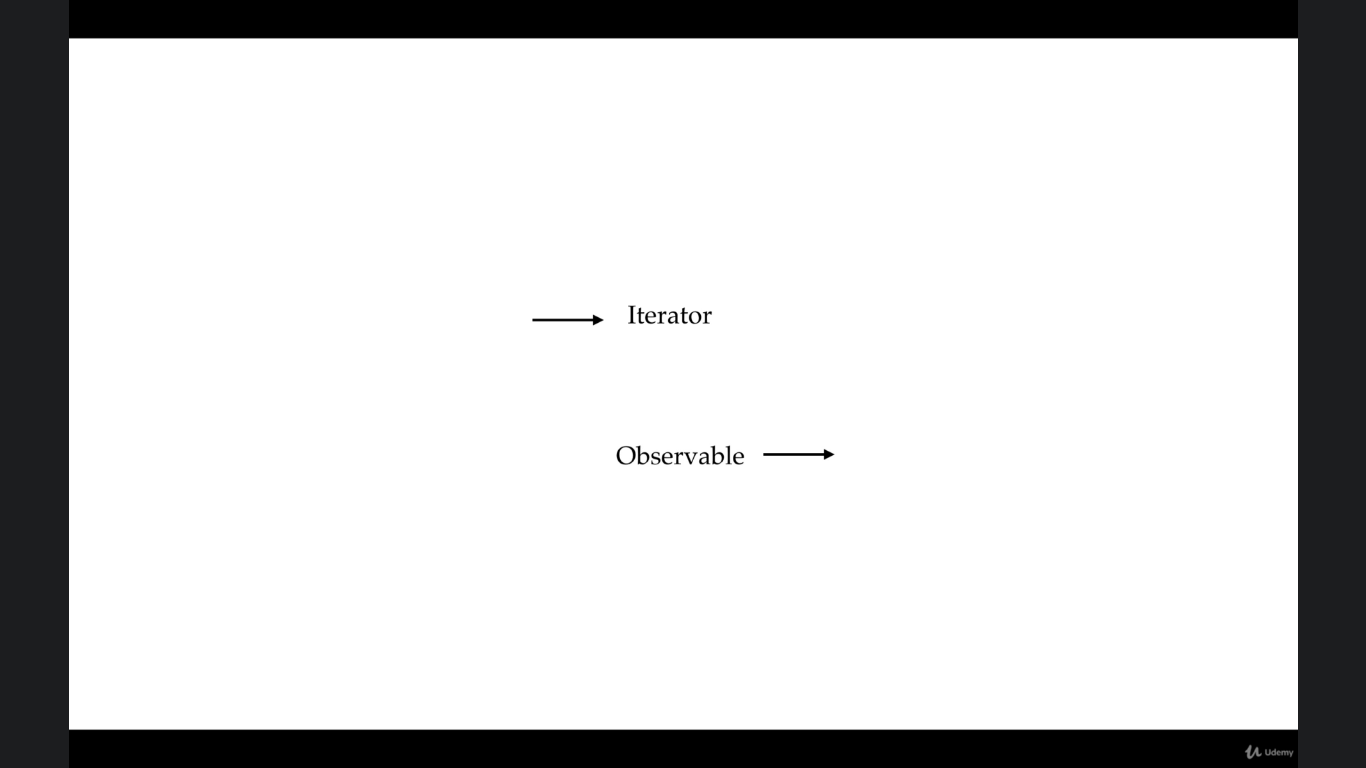
Section 18: The Observable and the Observers

* Introduction
* Observable-Observer
* Creating Observable
* Creating Observer
* Hot and Cold Observables
* Connectable Observables
* Observable Variants
* dispose()
* Summary

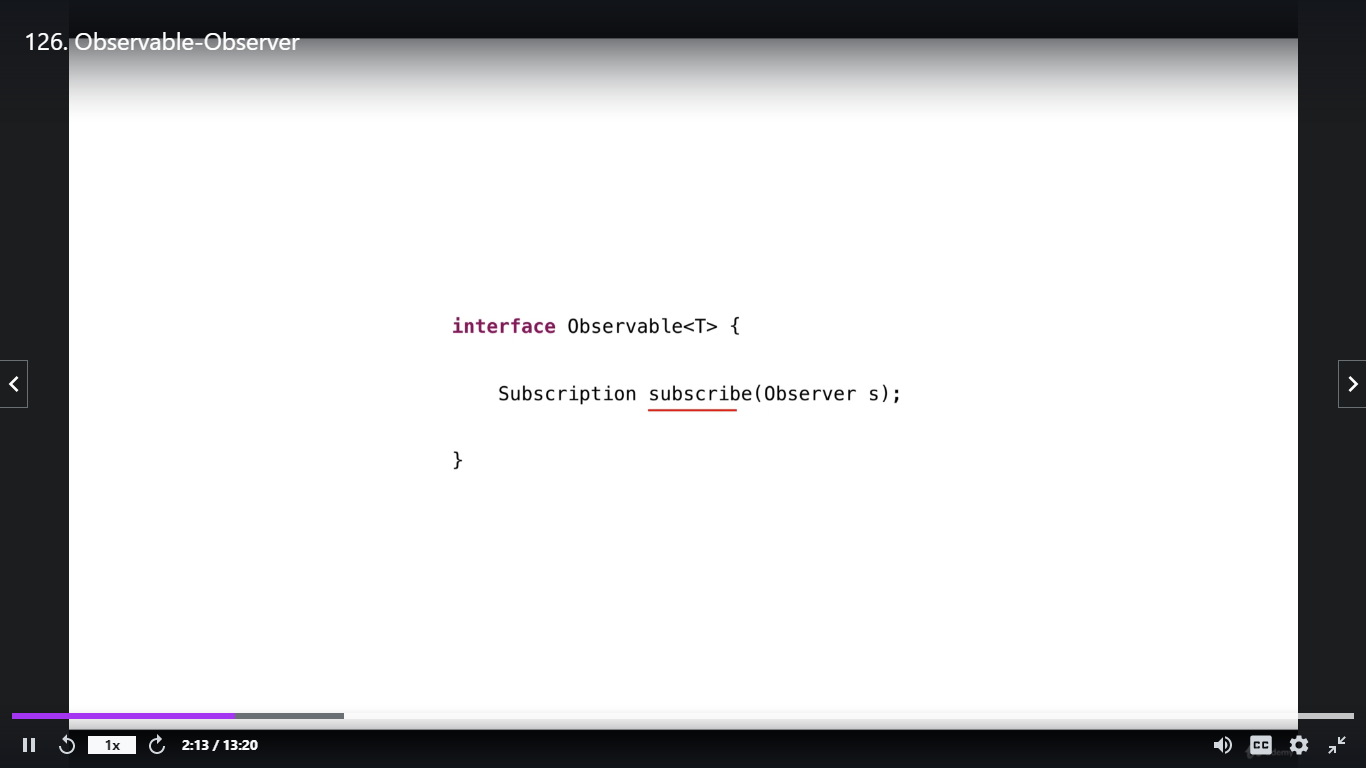


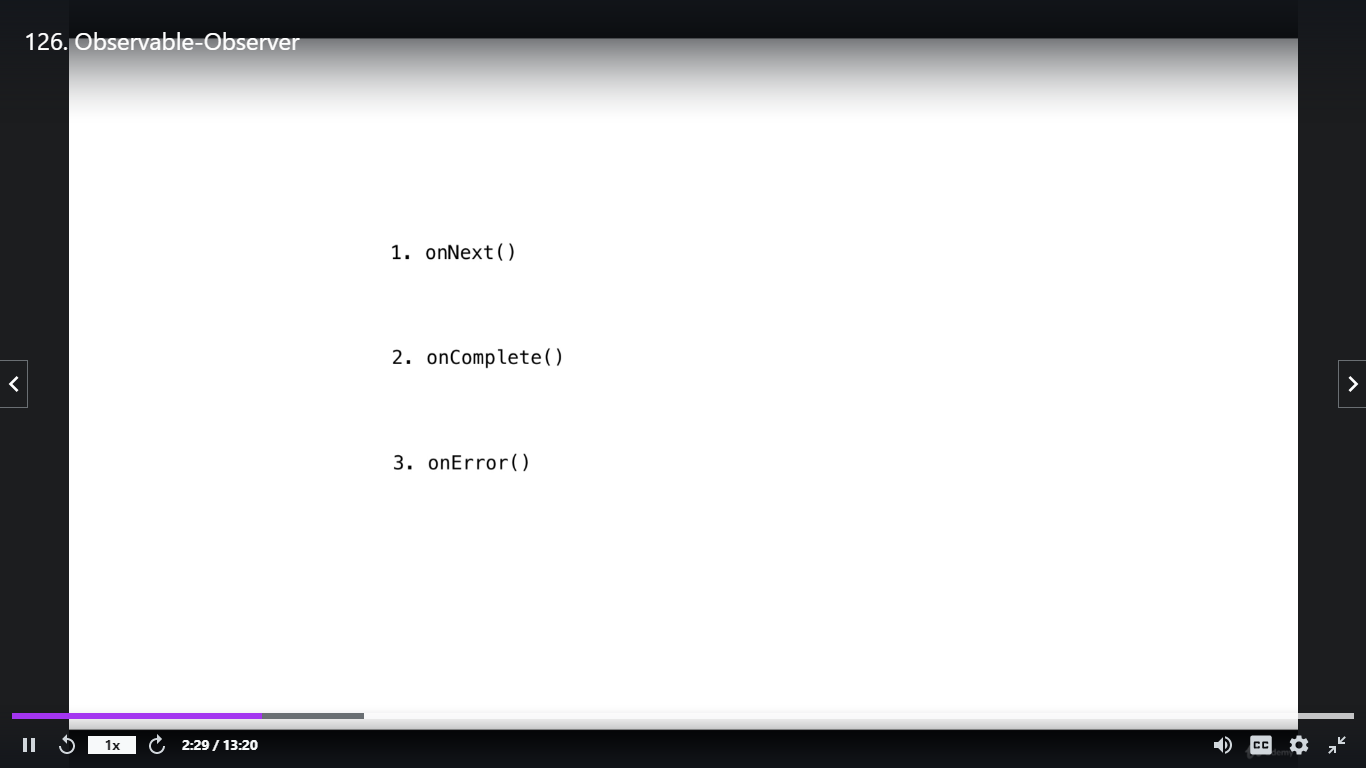












In Reactive programming Errors are treated just as a type of data, it also get propagated as data they are also the first class citizen as others data

