Reactive Programming Overview

Reactive Programlama Nedir?

- Programming paradigm
- Oriented around
  - Data flows
  - Propagation of change
- Async programming
- Needs thread management

Neden Reactive Programlama?

- Improve user experience
- Make app more responsive
- Make heavy work on server, and free mobile devices
  - Need async work for network operations

Rx Three Key Points

- RX=Observable + Observer + Schedulers
- Observable
  - Data streams
  - Emit data periodically, or only once
  - Suppliers, process and supply data to other components
  - SubscribeOn(): define on which thread observable should run

Rx Three Key Points

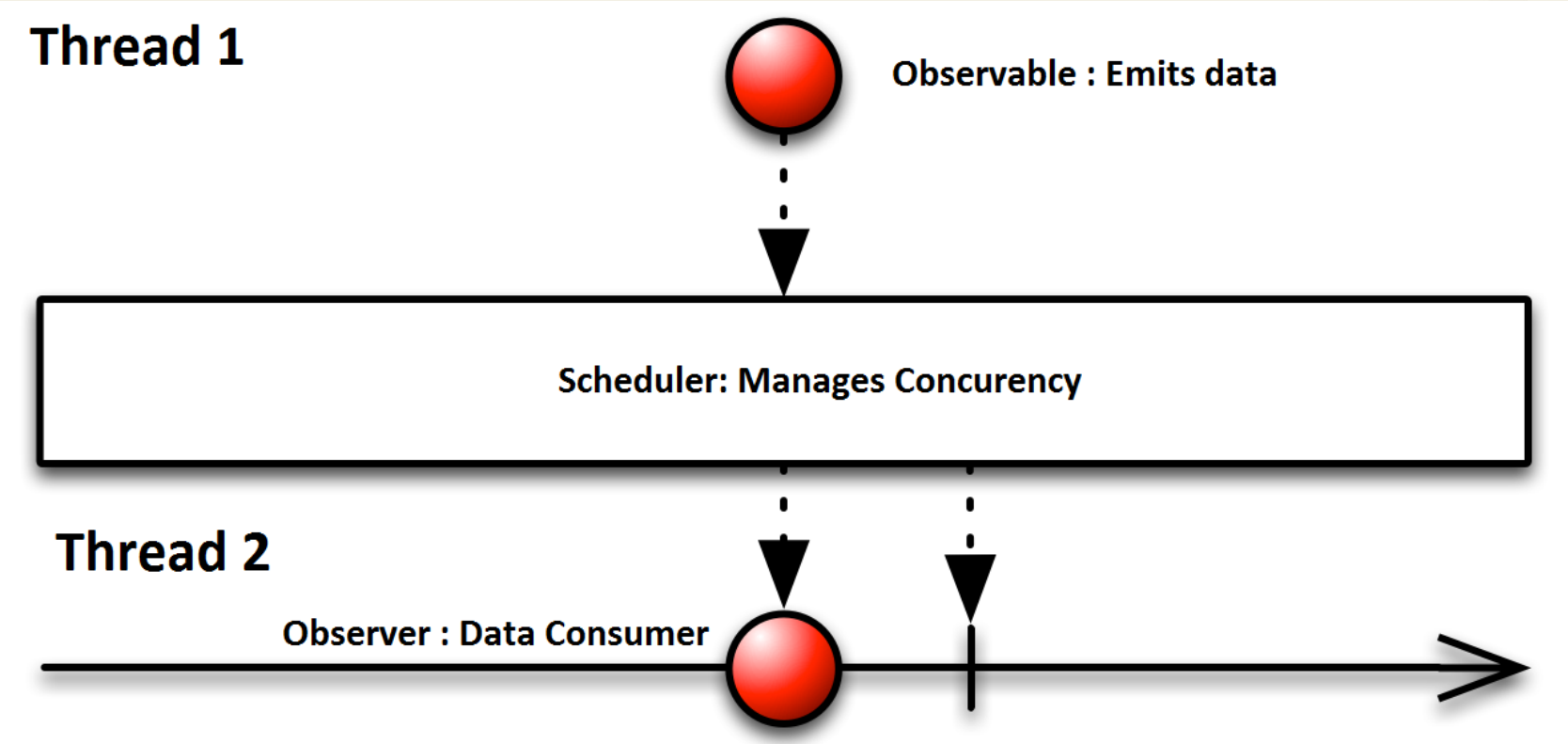
JAVA Eğitimleri

- Observer
  - Consumers
  - Consume data stream emitted by the observable
  - Whenever observable emits data, observer receives data in onNext() callback
  - If there is an error, observer receives it in onError()
  - ObserveOn(): define on which thread observer should run

Rx Three Key Points

- Schedulers
  - Perform thread management
  - They tell observable & observers, on which thread they should run
  - Use observeOn() to tell observers
  - Use scheduleOn() to tell observable
  - RxJava
    - Scheduler.newThread(): creates a background thread
    - Scheduler.io(): execute code on IO thread

Rx Three Key Points



3 Adımda Rx Programlama

- Create observable that emits data
- Create observer that consumes data
- Manage concurrency

İletişim

- Harezmi Bilişim Çözümleri
- Kurumsal Java Eğitimleri
- http://www.java-egitimleri.com
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