1. A new family of reactive objects

reactive

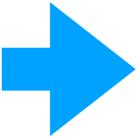
metaReactive
metaReactive2

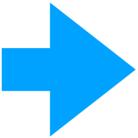
observe

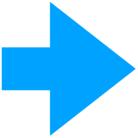
metaObserve metaObserve2

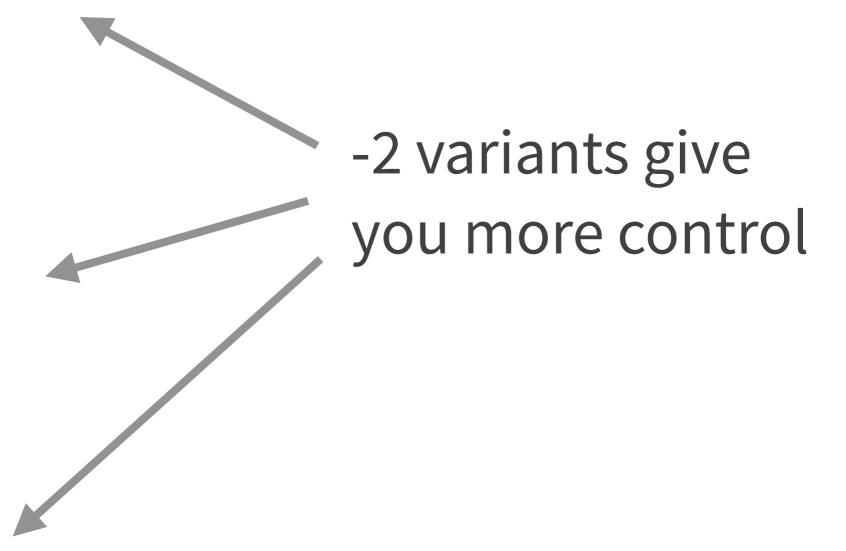
renderXXX

metaRender metaRender2

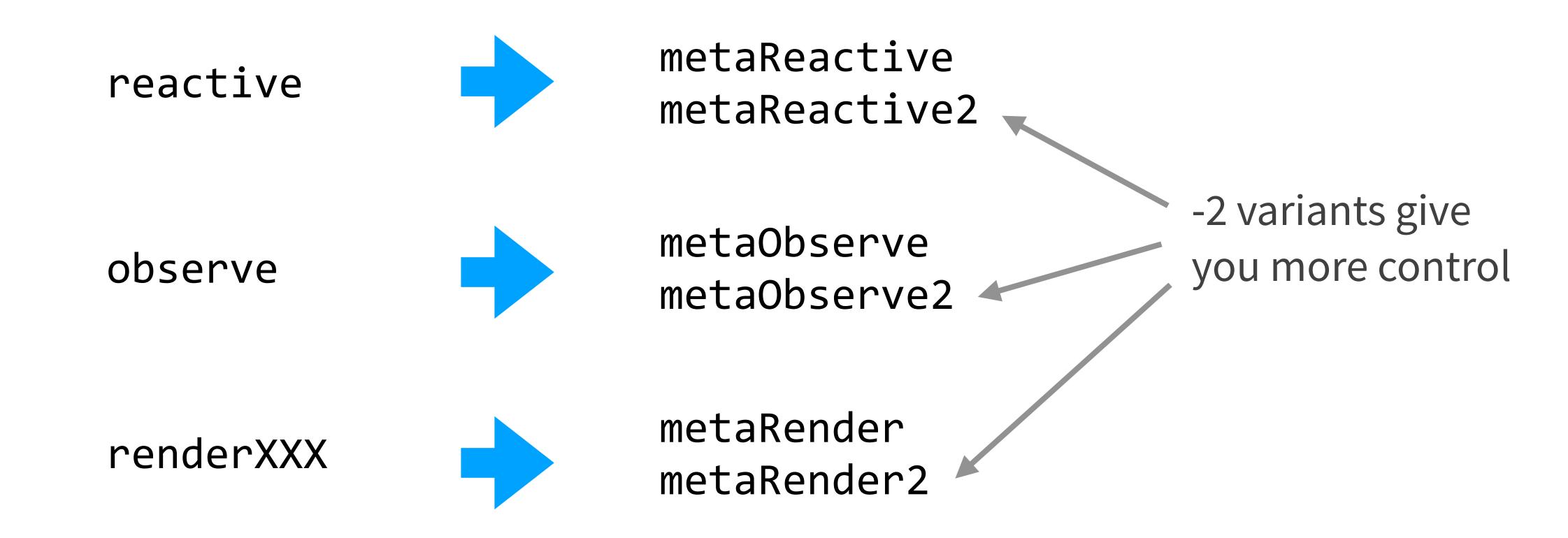








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Sometimes metaReactive is too coarse-grained to separate our domain logic from the Shiny stuff: