Efficient Software Architecture in Web Application with Angular 2 and Reactive Programming
Research Report (Work in progress)

- By Jun Yin
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Abstract
The purpose of this individual research is to find an efficient software architecture design pattern with Angular 2 and Reactive Programming.
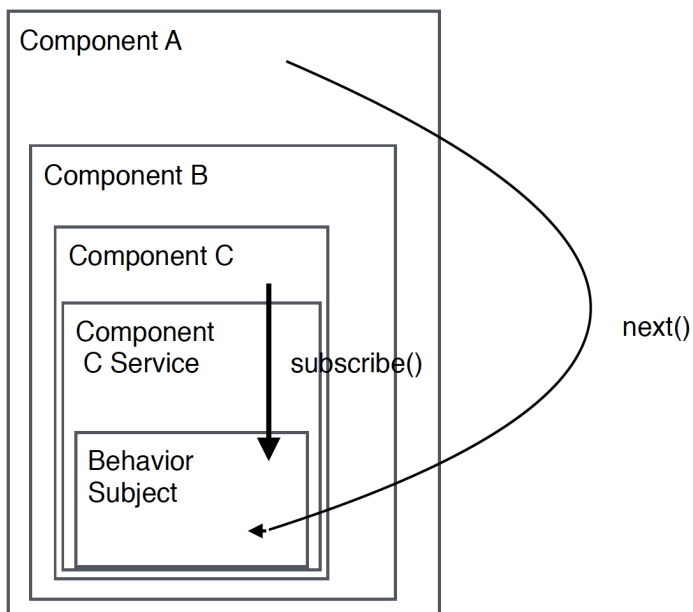
Introduction
Pending

Methods
This research was conducted with the help of multiple tools, including but not limited to:
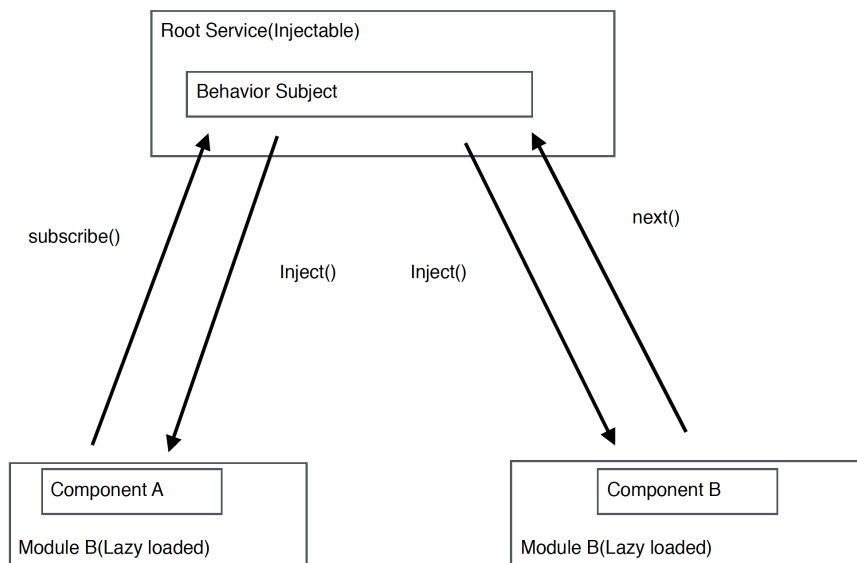1. Angular 2[1]
2. Rxjs[2]
3. Bootstrap 4[3]
4. Immutable[4]
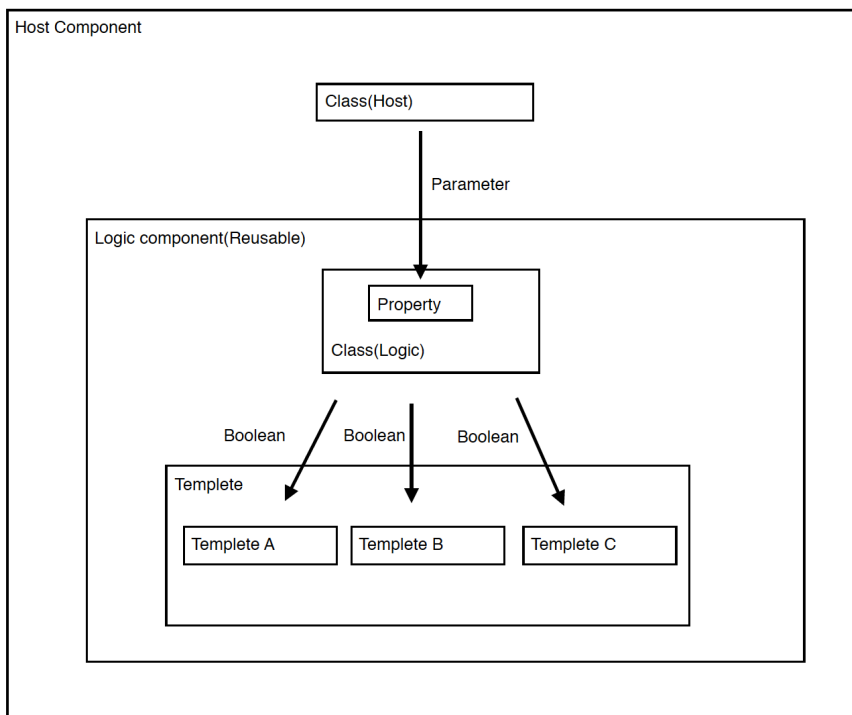
Proposed Software Architecture

1. Parent component and child component indirect communication:

2. Inter-module communication

Root Service(Injectable)

Behavior Subject

subscribe()

Inject() Inject()

next()

Component A

Module B(Lazy loaded)

Component B

Module B(Lazy loaded)

3. Polymorphism behavior

Host Component

Class(Host)

Parameter

Logic component(Reusable)

Property

Class(Logic)

Boolean Boolean Boolean

Templete

Templete A Templete B Templete C

Results
Pending

Conclusion
Pending

References
[1] https://angular.io/docs/ts/latest/
[2] https://github.com/Reactive-Extensions/RxJS
[3] https://v4-alpha.getbootstrap.com/
[4] https://facebook.github.io/immutable-js/