Combine の Publisher を AsyncSequence で置き換えてみよう

Yuta Koshizawa **@koher**

Swift

[Pitch] Observation

■ Evolution   ■ Pitches

Philippe_Hausler   1 🖉   Dec '22

Observation

Introduction

Making apps that are responsive often requires mechanisms to observe changes that are applied from a model to drive changes elsewhere in the presentation of that data. The observer pattern allows a subject to maintain a list of observers and notifies them of specific or general state changes. This has the advantage of not directly coupling objects together; an object that is observed needs no information about the observer other than it is an observer. In addition to the decoupled nature it also has an implicit distribution of the updates across potential multiple observers.

This design pattern is a well traveled path by many languages and Swift has an opportunity to provide a robust, type safe, and performant mechanism for offering this pattern as a low level uniform system. This proposal defines what an observable reference is, what an observer needs to conform to, and the connection between those.

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