

Triggers



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Specify when a window function will be executed

- can run multiple times on the same window
- has nothing do with the window, i.e. event grouping

```
val shoppingCartEvents: DataStream[String] = env
  .addSource(new ShoppingCartEventsGenerator(500, 2)) // 2 events/second
  .windowAll(TumblingProcessingTimeWindows.of(Time.seconds(5))) // 10 events/window
  .trigger(CountTrigger.of[TimeWindow](5)) // the window function runs every 5 elements
  .process(new CountByWindowAll)
```

Purging trigger: clear the contents of the window after trigger fires

- wraps another trigger

```
.trigger(PurgingTrigger.of(CountTrigger.of[TimeWindow](5)))
```

Other triggers: event time/processing time (automatic), custom

Flink rocks

