



REACTIVE PROGRAMMING IN JAVA

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Spring
WebFlux



Important
methods



Design



Consuming
API

References



SPRING WEBFLUX

- The reactive-stack web framework, **Spring WebFlux**, has been added Spring 5.0. It is fully non-blocking, supports [reactive streams](#) back pressure, and runs on such servers as Netty, Undertow, and Servlet 3.1+ containers. In this [spring webflux tutorial](#), we will learn the basic concepts behind reactive programming, webflux apis and a fully functional hello world example. [1]

IMPORTANT METHODS

- Some methods[2] are important to know such as:
 - map
 - fromIterable
 - just
 - take
 - takeUntil
 - interval
 - log

DESIGN

- The design is quite simple, instead of returning a List or other custom object use Flux or Mono.
- Flux returns 0..N elements
- Mono returns 0..1 elements

CONSUMING API

- To make the things easy. let's consume the API through the browser.
- The more suitable for it is Google Chrome.
- The following endpoints are available
 - `/api/example/stream` – returns one message by second
 - `/api/example/stream/{id}` – returns one message
 - `/api/example/stream/error` – try to create 3 messages and return them
 - `/api/example/all` – returns all messages stored

REFERENCES

- [0] GitHub -
<https://github.com/luizgustavocosta/spring-reactive>
- [1] <https://howtodoinjava.com/spring-webflux/spring-webflux-tutorial/>
- [2] <https://projectreactor.io/docs/core/release/api/reactor/core/publisher/Flux.html>

IT'S OVER



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