

O'REILLY®



RXJava Daniel Hinojosa
@dhinojosa

About Me...

Programmer, Consultant,
Trainer, Author:

Testing in Scala (Book)

Beginning Scala Programming (Video)

Scala Beyond the Basics (O'Reilly Class)

TDD in Java (O'Reilly Class)



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Workshop Project Available@

<https://github.com/dhinojosa/rxjavaworkshop>



ReactiveX

An API for asynchronous programming
with observable streams

Choose your platform





Reactive Extensions for Async Programming





RX

for Async Programming





RX Java



Definition

A library for composing asynchronous and event-based programs by using observable sequences.



Reactive Programming

Reacting to changes in data or events using functional abstractions



Reactive Programming

Responding to:

Mouse Clicks, Keyboard Events, Temperature Sensors, Stock Trades, Website Clicks, GPS Signals, HTTP Responses, MQ Messages, Kafka Messages, etc.

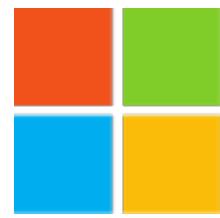


Unbiased

The source for any Observable/Flowable
can from anywhere. Convert your arrays,
futures, threads, into Observables/
Flowable



formerly of....



Microsoft

“Mouse is a database”



Reactive Programming



- Push Model (Reactive)
- Pull Model (Interactive,
Subscription Based)

Lazy

Synchronous/
Asynchronous

Synchronous by
Default

Observer/ Iterator



Where can you use it?

Anywhere. It is a processing asynchronous glue in applications.



What pains does
RXJava
alleviate?

Callback Hell



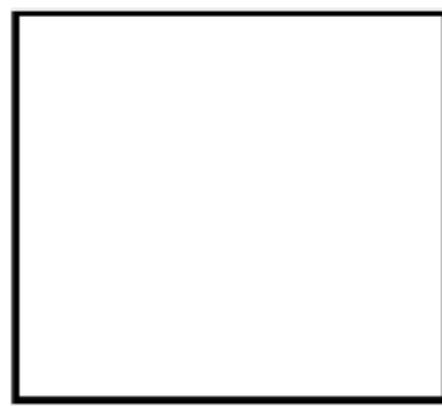
Retaining a Source



Backpressure Remedies



	One	Many
Sync	T	Iterator<T>
Asynchronous	Future<T>	Observable<T> Flowable<T>



Observable<String>



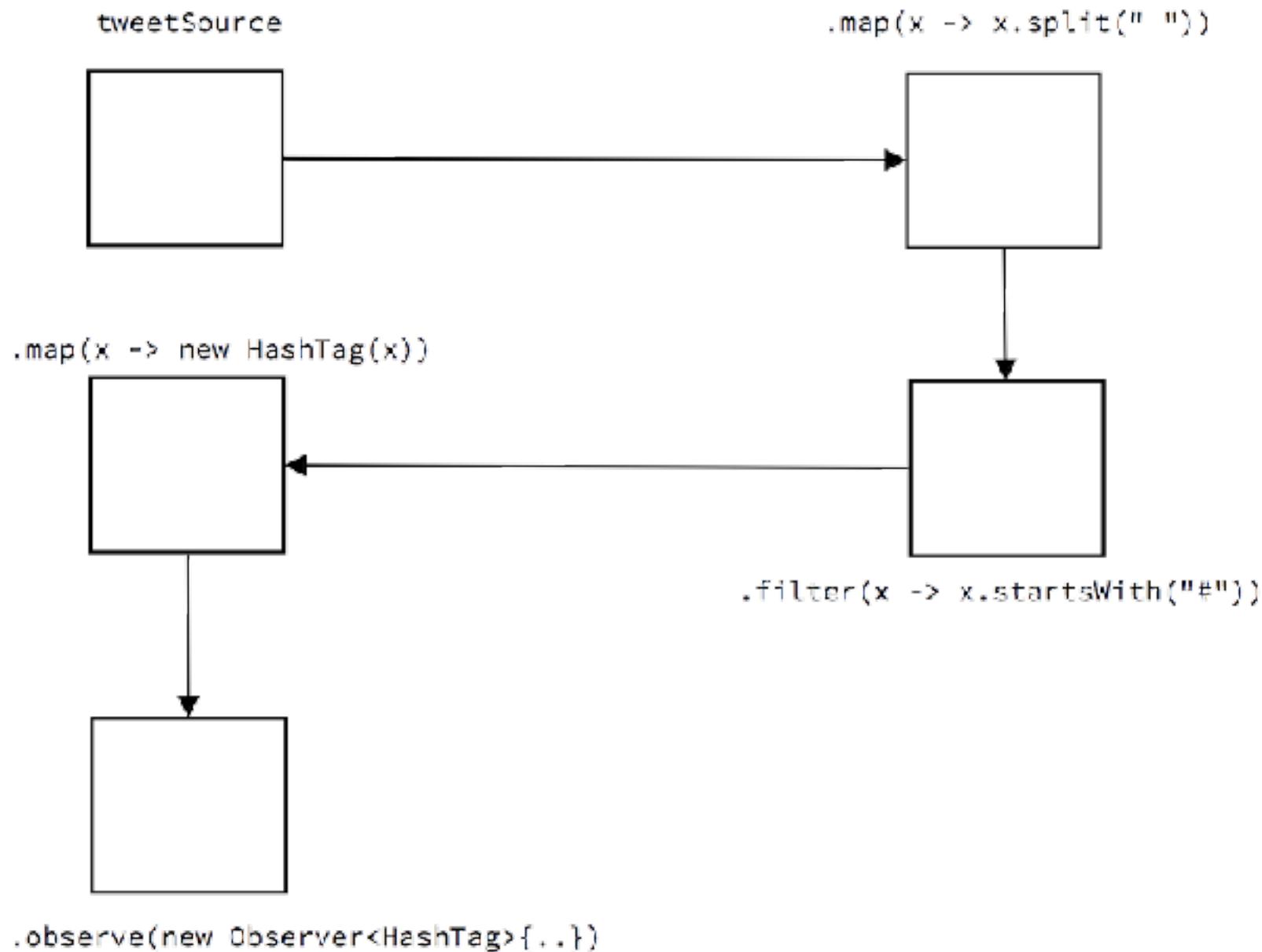
Observer<String>

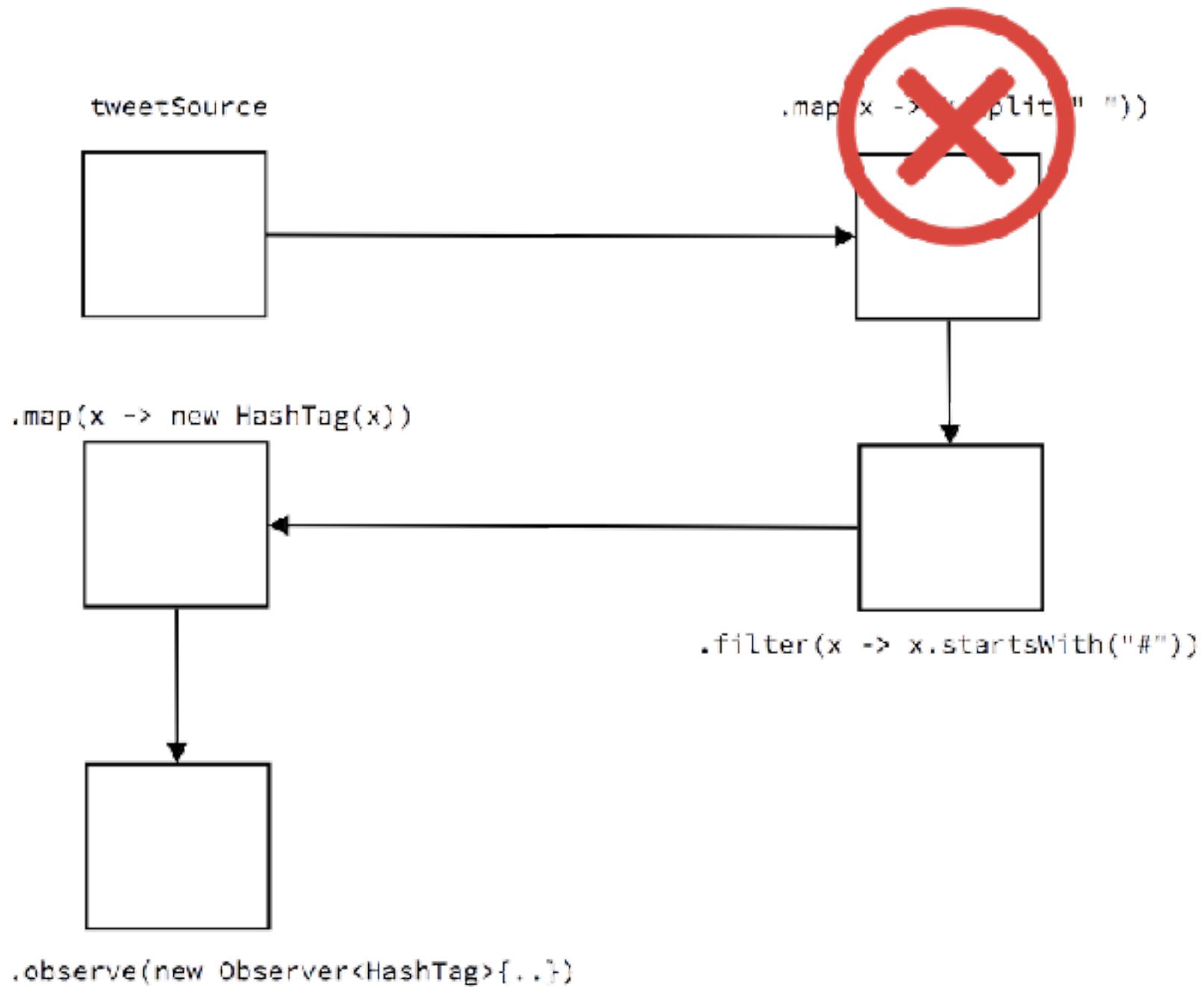


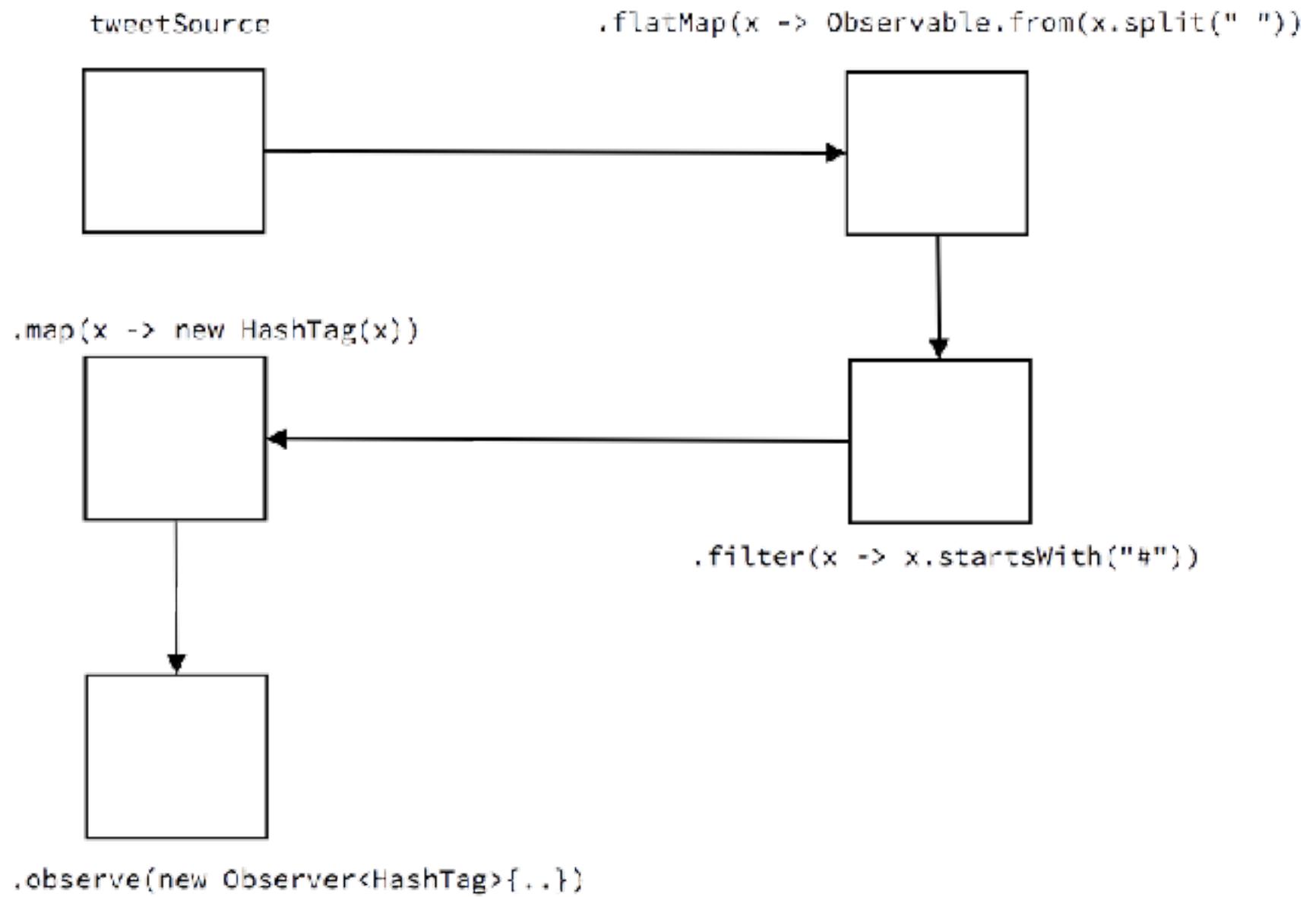


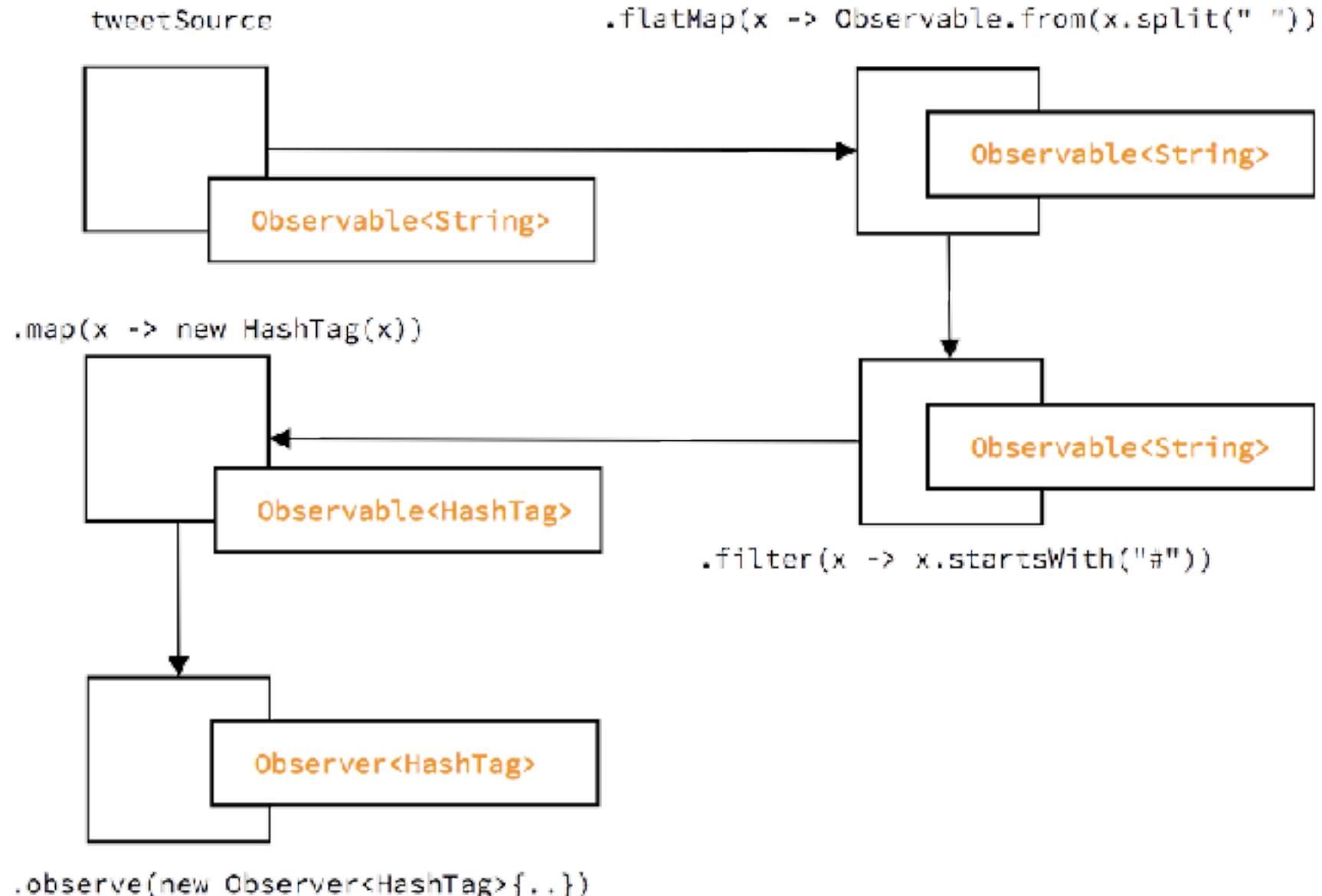
tweetSource

```
.observe(new Observer<String>() {...})
```







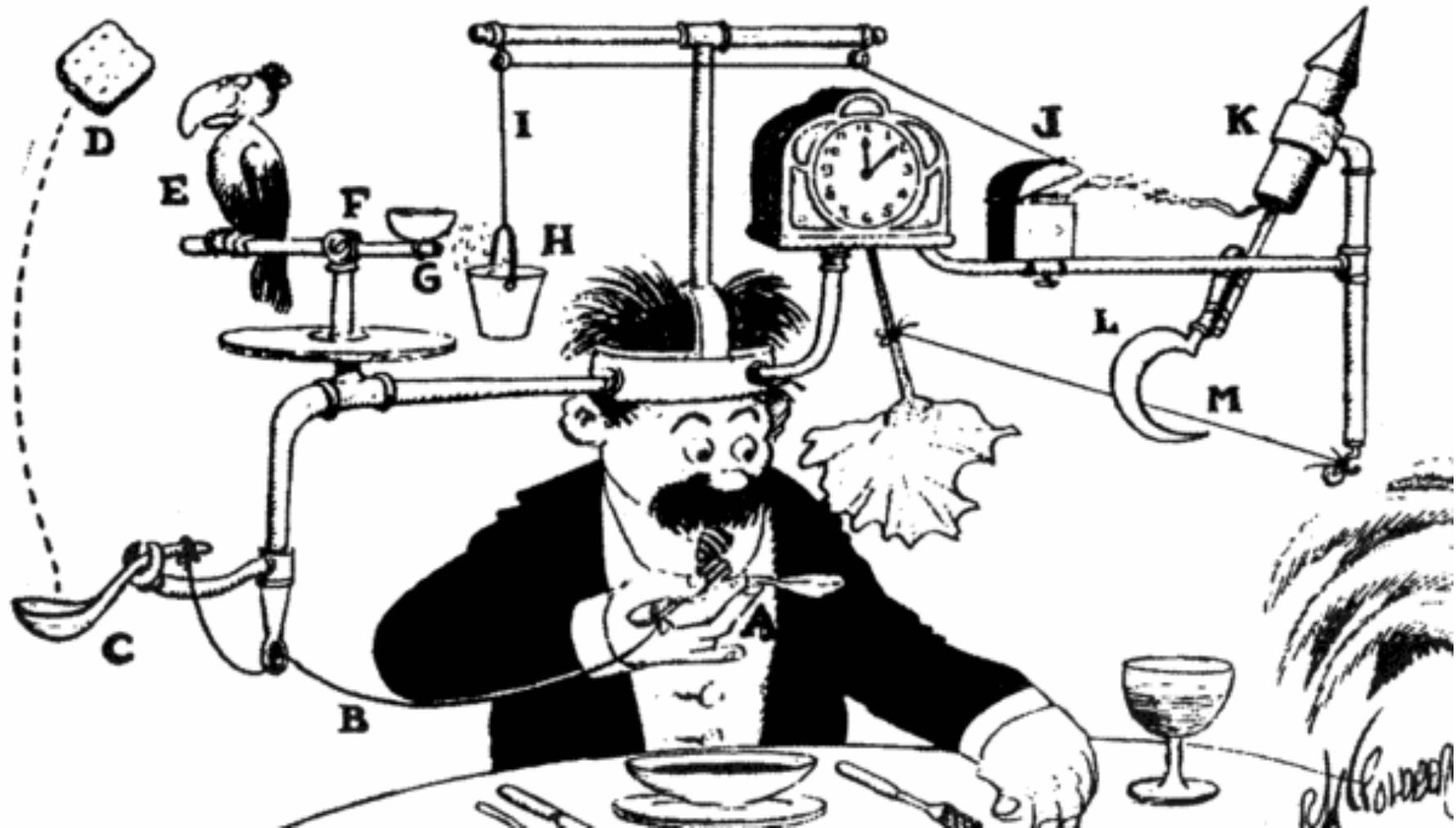


A photograph of a large industrial facility, likely a power plant or chemical processing plant. The scene is dominated by a network of massive pipes in various colors, including blue, green, and white. These pipes are supported by a complex system of metal scaffolding and brackets. A prominent blue valve is visible in the lower-left foreground. In the center, a large green pipe has a sign attached to it that reads "TK45 11m + 940°C". The ceiling is made of concrete, and several bright lights are mounted on the ceiling, illuminating the space. The floor is made of concrete and shows signs of heavy use. The overall atmosphere is one of a large, functional industrial environment.

Thinking of Observables as Pipes

A large, bright lightning bolt strikes the ground from a dark, stormy cloud. The bolt is highly branched and luminous against the dark background.

**Thinking of
Observables as
Lightning!**



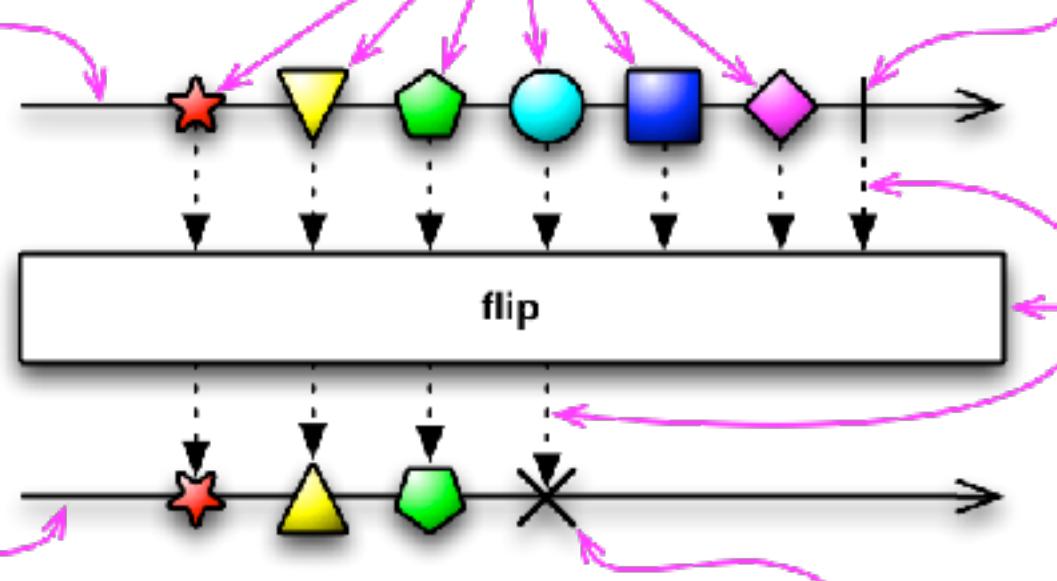
Thinking of Observables as Rube Goldberg machines!

Marble Diagrams

This is the timeline of the Observable. Time flows from left to right.

These are items emitted by the Observable.

This vertical line indicates that the Observable has completed successfully.



This Observable is the result of the transformation.

If for some reason the Observable terminates abnormally, with an error, the vertical line is replaced by an X.





Find all your favorite operators at:

<http://reactivex.io/documentation/operators>



Java 8

Streams?

Reusing Streams



I'd like to duplicate a Java 8 stream so that I can deal with it twice. I can `collect` as a list and get new streams from that;

31



```
// doSomething() returns a stream
List<A> thing = doSomething().collect(toList());
thing.stream()... // do stuff
thing.stream()... // do other stuff
```



2

but I kind of think there should be a more efficient/elegant way. **Is there a way to copy the stream without turning it into a collection?**

Reusing Streams



38

I think your assumption about efficiency is kind of backwards. You get this huge efficiency payback if you're only going to use the data once, because you don't have to store it, and streams give you powerful "loop fusion" optimizations that let you flow the whole data efficiently through the pipeline.



If you want to re-use the same data, then by definition you either have to generate it twice (deterministically) or store it. If it already happens to be in a collection, great; then iterating it twice is cheap.

We did experiment in the design with "forked streams". What we found was that supporting this had real costs; it burdened the common case (use once) at the expense of the uncommon case. The big problem was dealing with "what happens when the two pipelines don't consume data at the same rate." Now you're back to buffering anyway. This was a feature that clearly didn't carry its weight.

If you want to operate on the same data repeatedly, either store it, or structure your operations as Consumers and do the following:

```
stream()...stuff...forEach(e -> { consumerA(e); consumerB(e); });
```

You might also look into the RxJava library, as its processing model lends itself better to this kind of "stream forking".

[share](#) [edit](#) [flag](#)

edited May 26 '14 at 4:44

answered May 26 '14 at 0:00



Brian Goetz

25.5k ● 7 ● 53 ● 71



What's the difference
between 1.x and 2.x



Different Typed Streams

Observables is non-backpressured.

New type Flowable is backpressured.

New Single type for emitting a single item

New Maybe type for 0 or 1 items

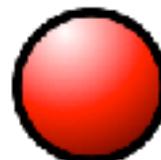
New Completable for no return types

	None	One	Many
Sync	void doAction()	T	Iterator<T>
Asynchronous	Completable<T>	Single<T>	Observable<T> Flowable<T>

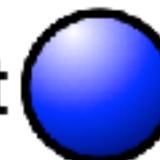


Creation of Observables & Flowables

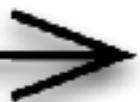
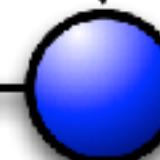
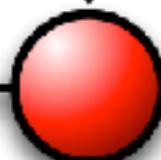
```
create { onNext(
```

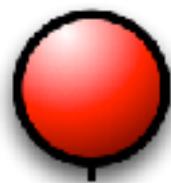


```
; onNext(
```

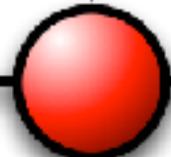
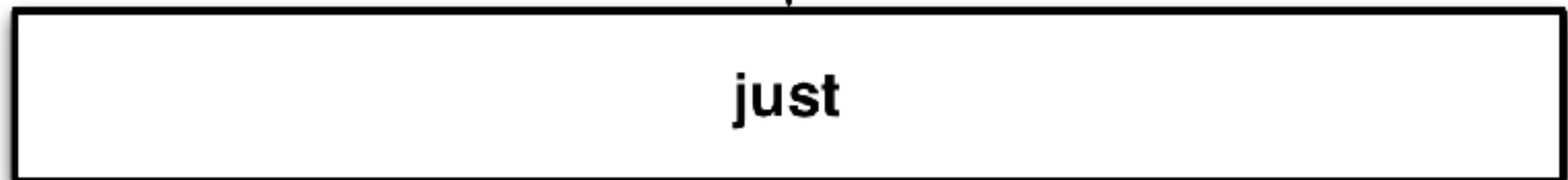


```
; onComplete ) }
```





just



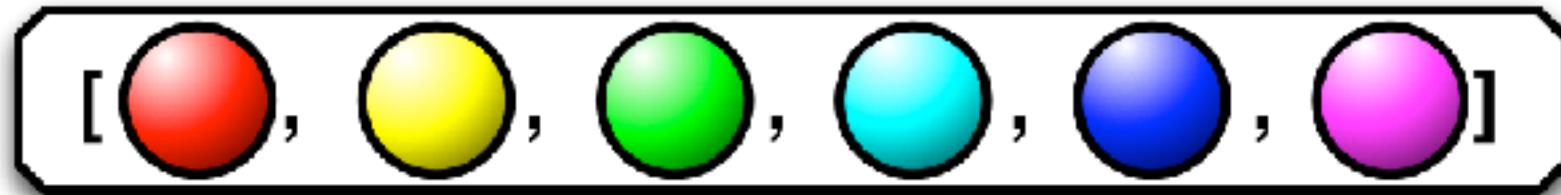
Future<  >

get()

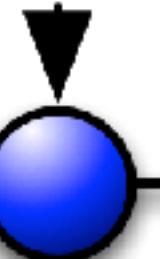
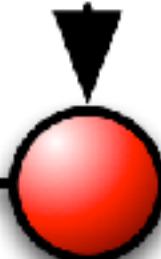
return

from





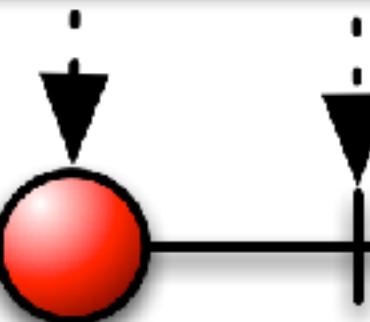
from

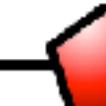


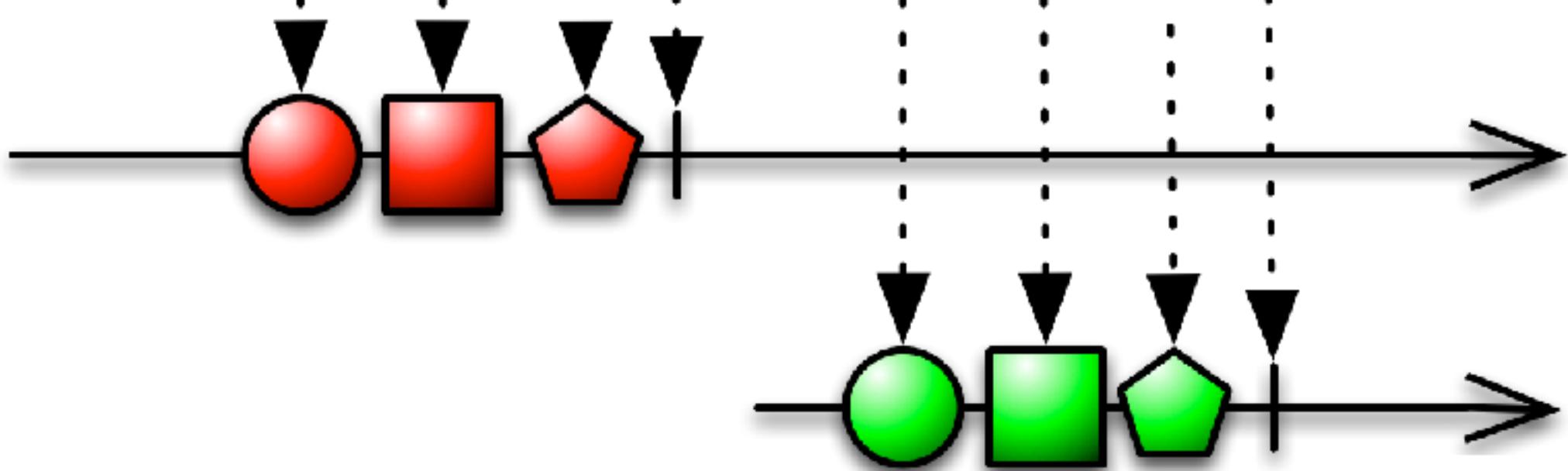
Callable = { }



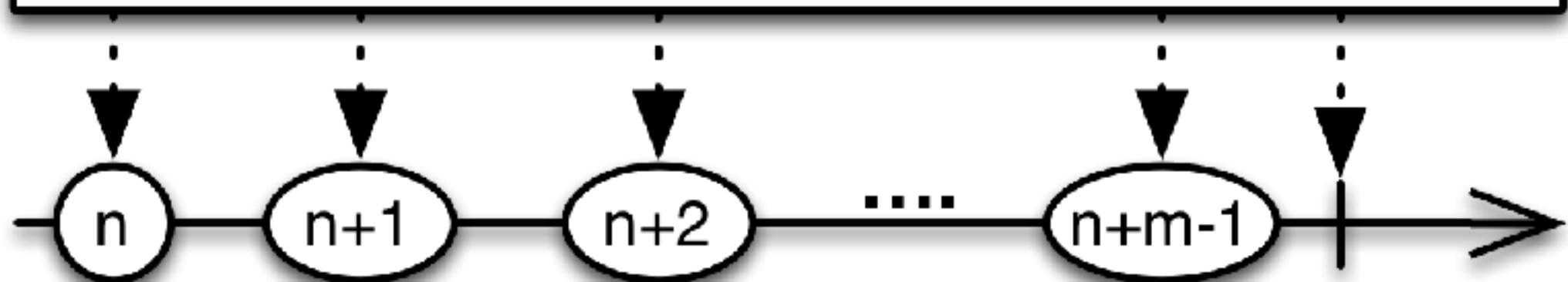
fromCallable



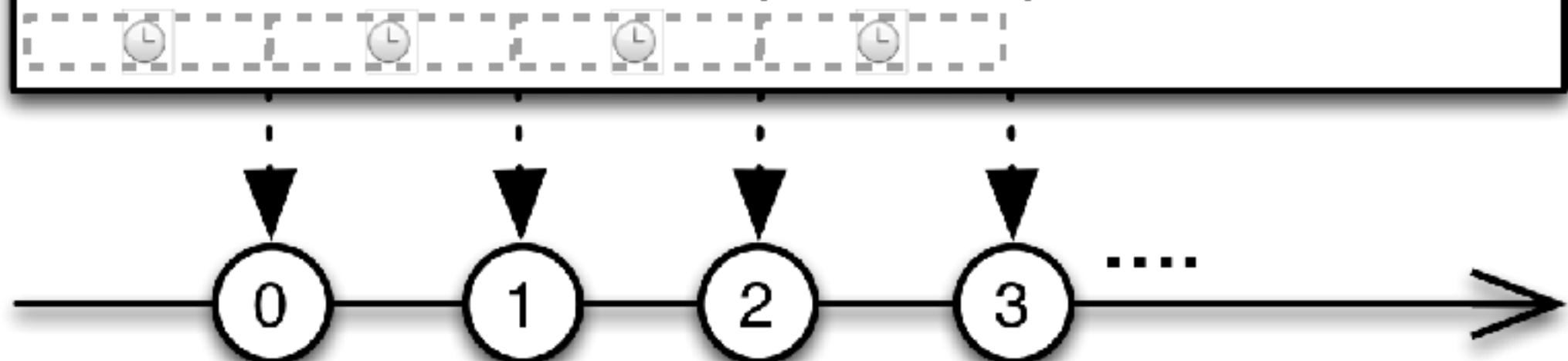
Defer(-    **)**  ,    **)**  , ...)



Range(n, m)



Interval([])





Creation of Observables

Observables can be created from an
Iterables, Futures, or Functions.



The RXJava Contract



The RXJava Contract

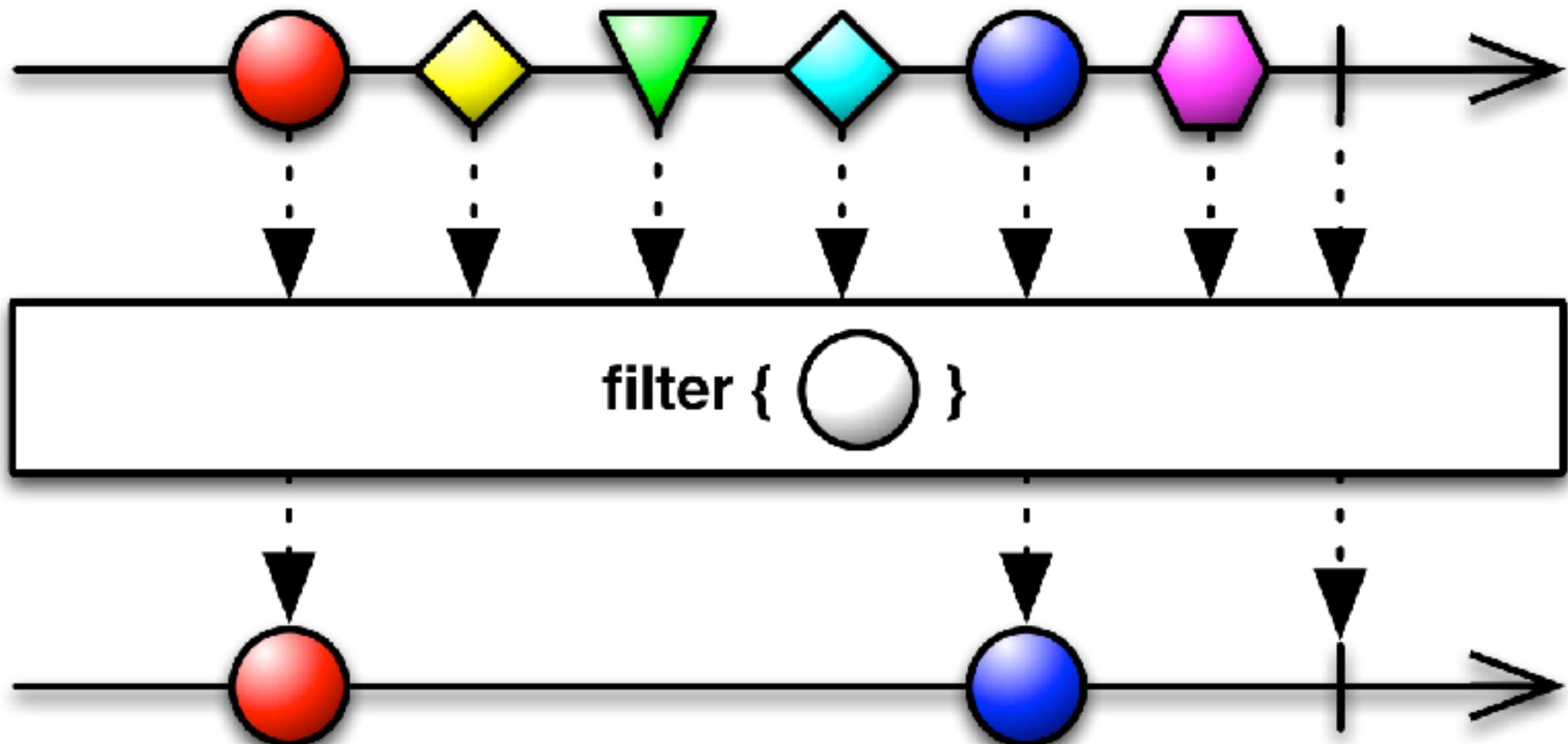
The events (`onNext()`, `onCompleted()`,
`onError()`) can never be emitted
concurrently

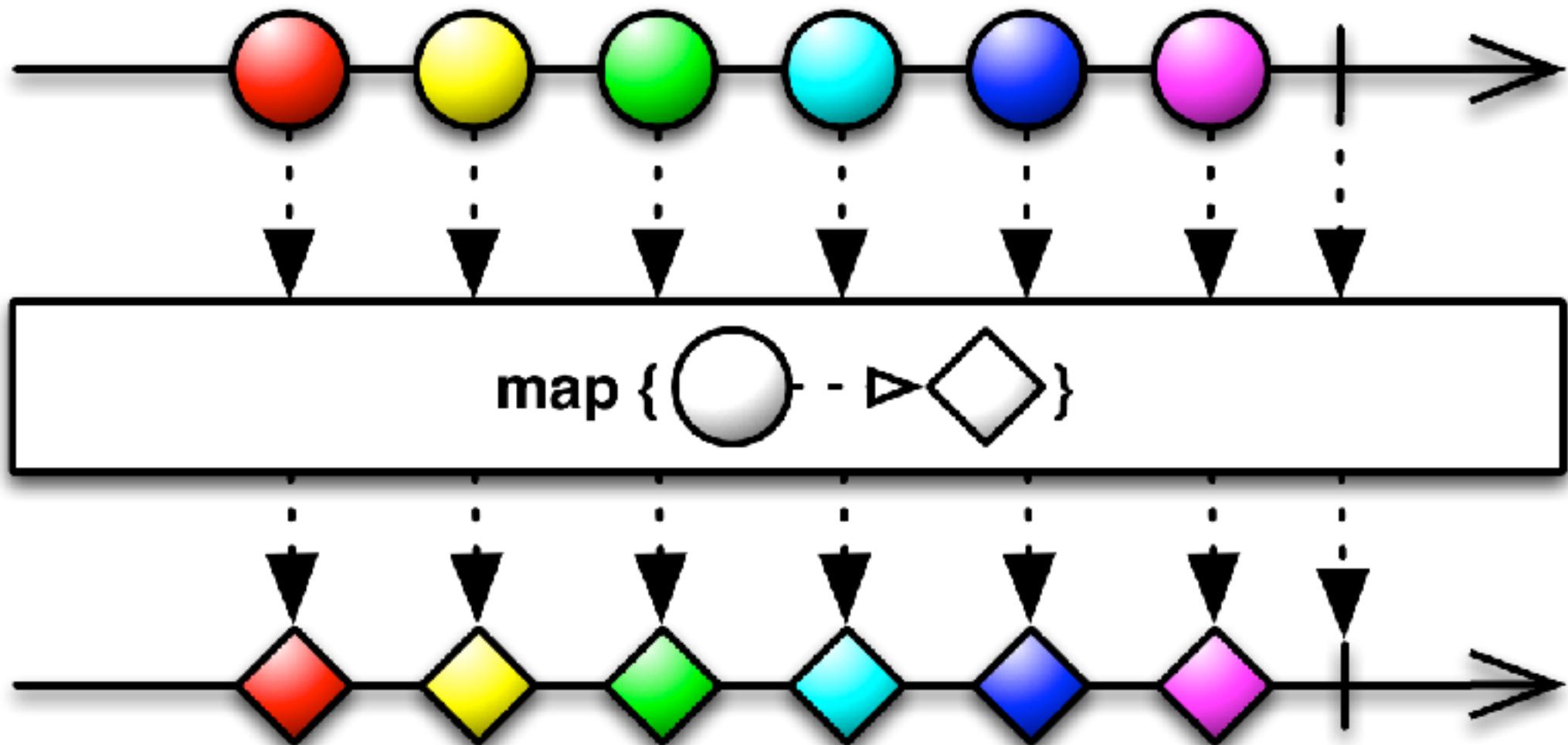


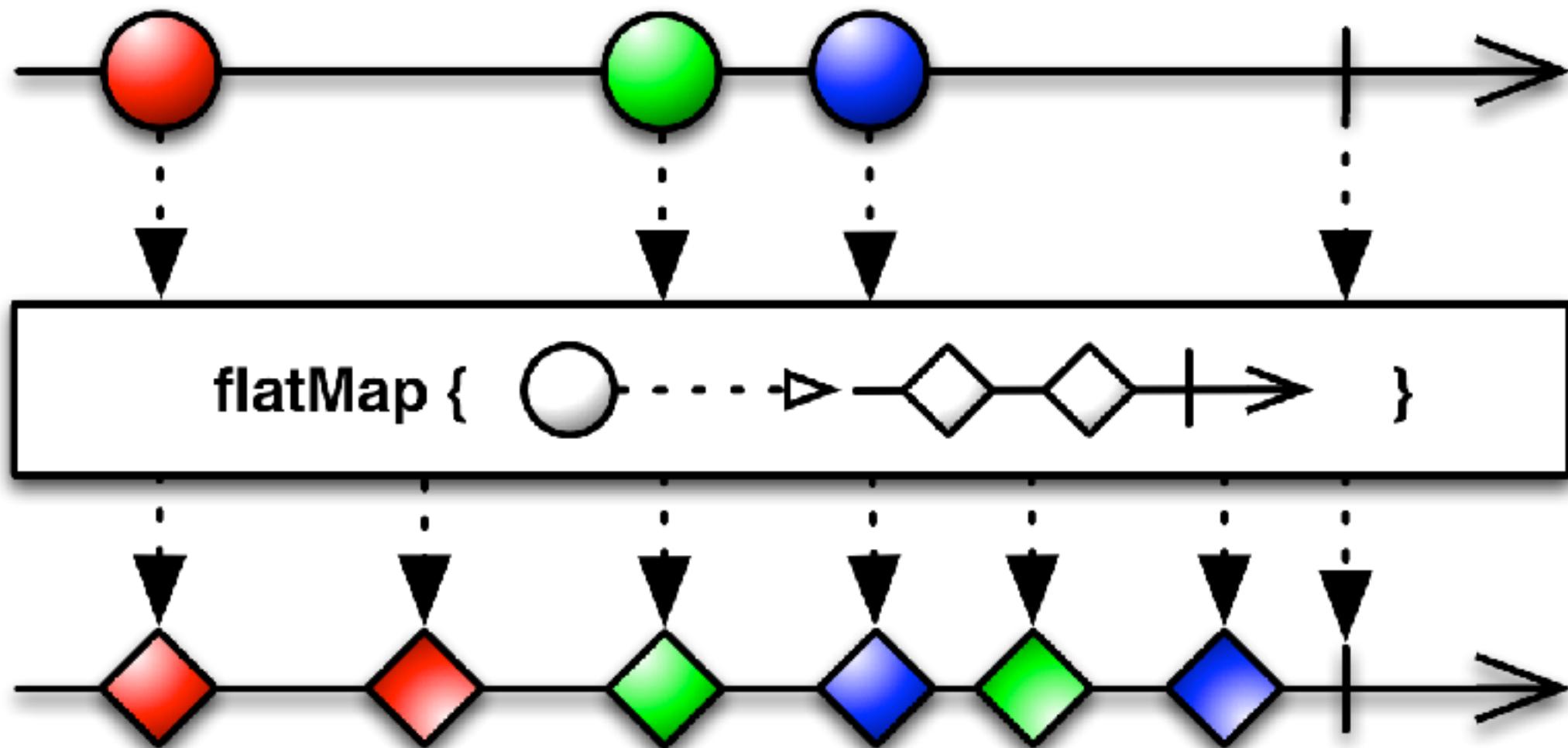
Lab: Creation of Observables

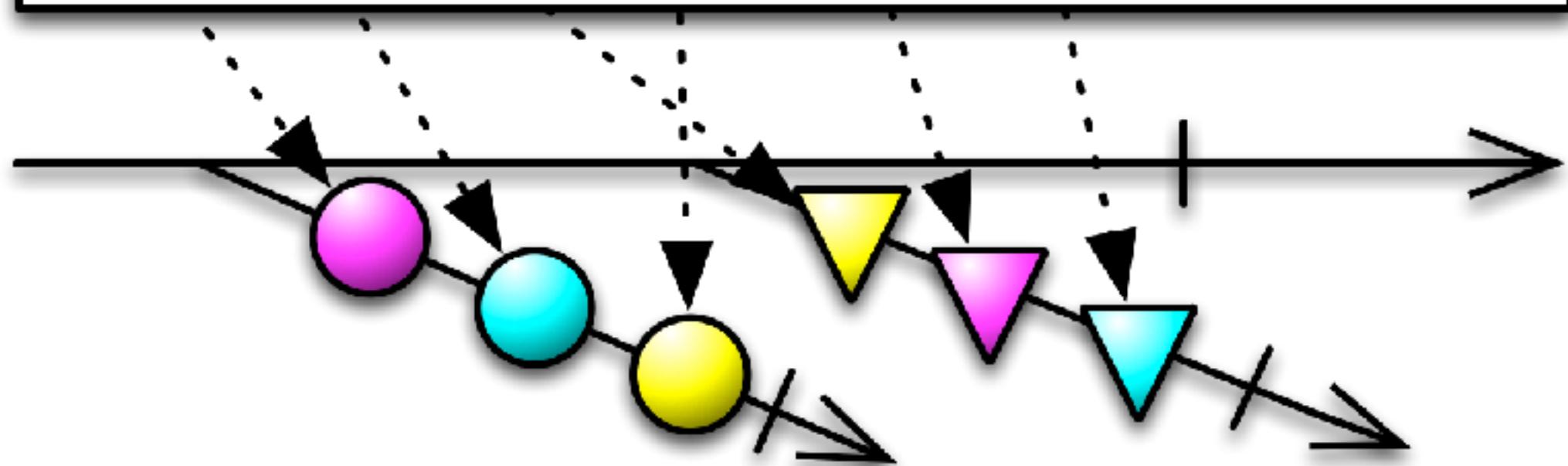
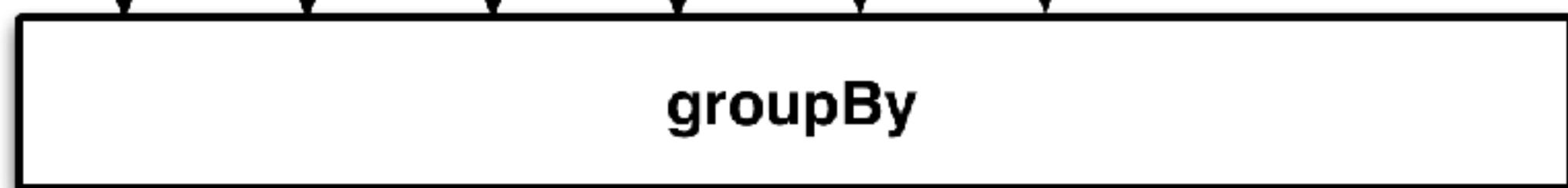
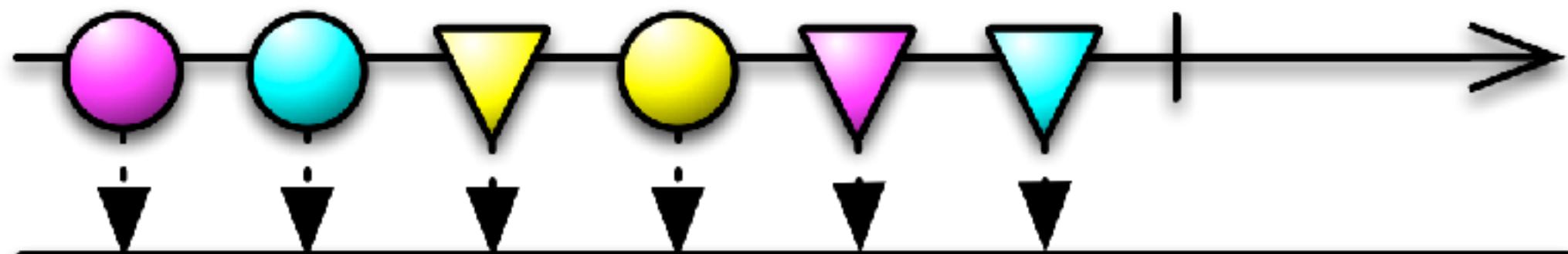


Standard Functional Operators







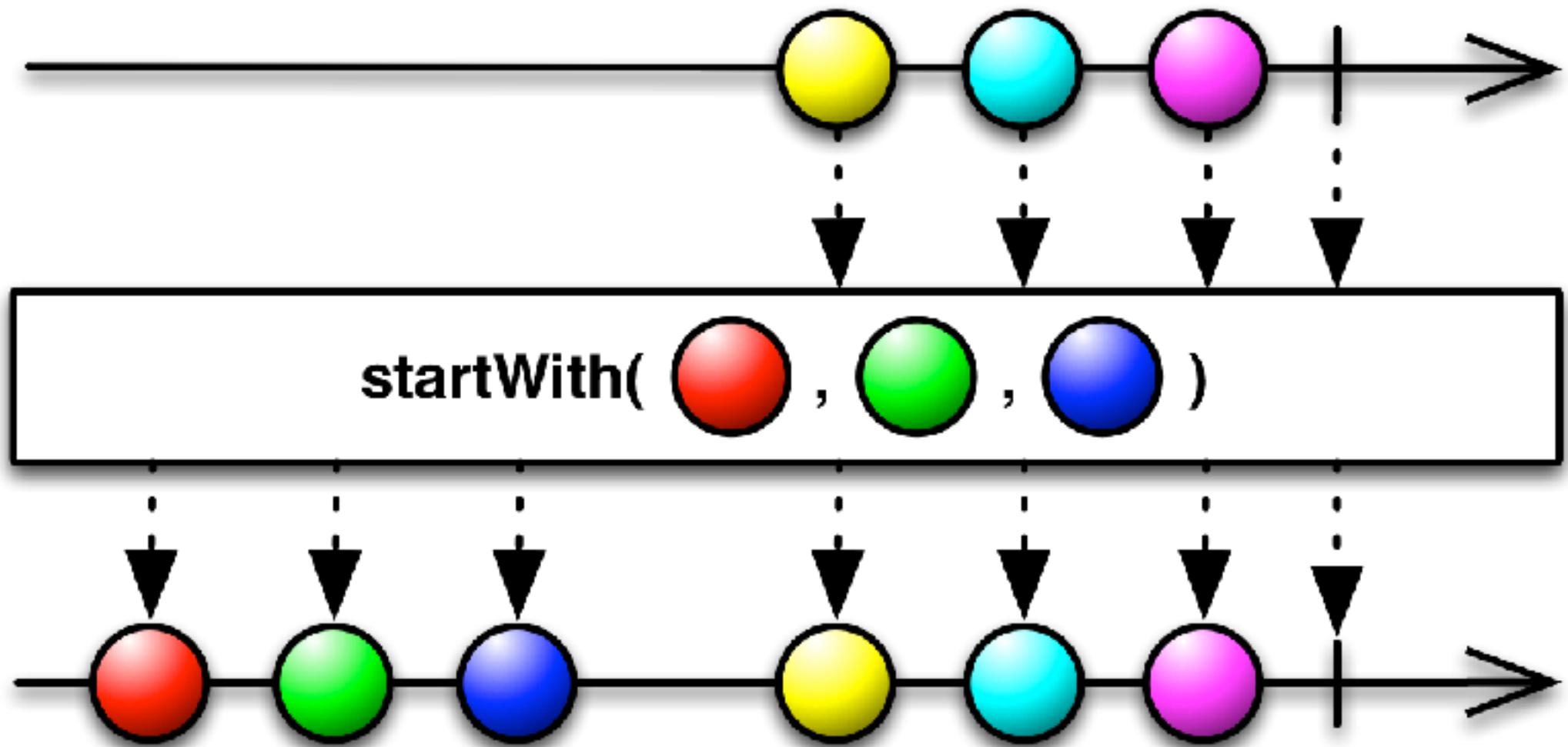


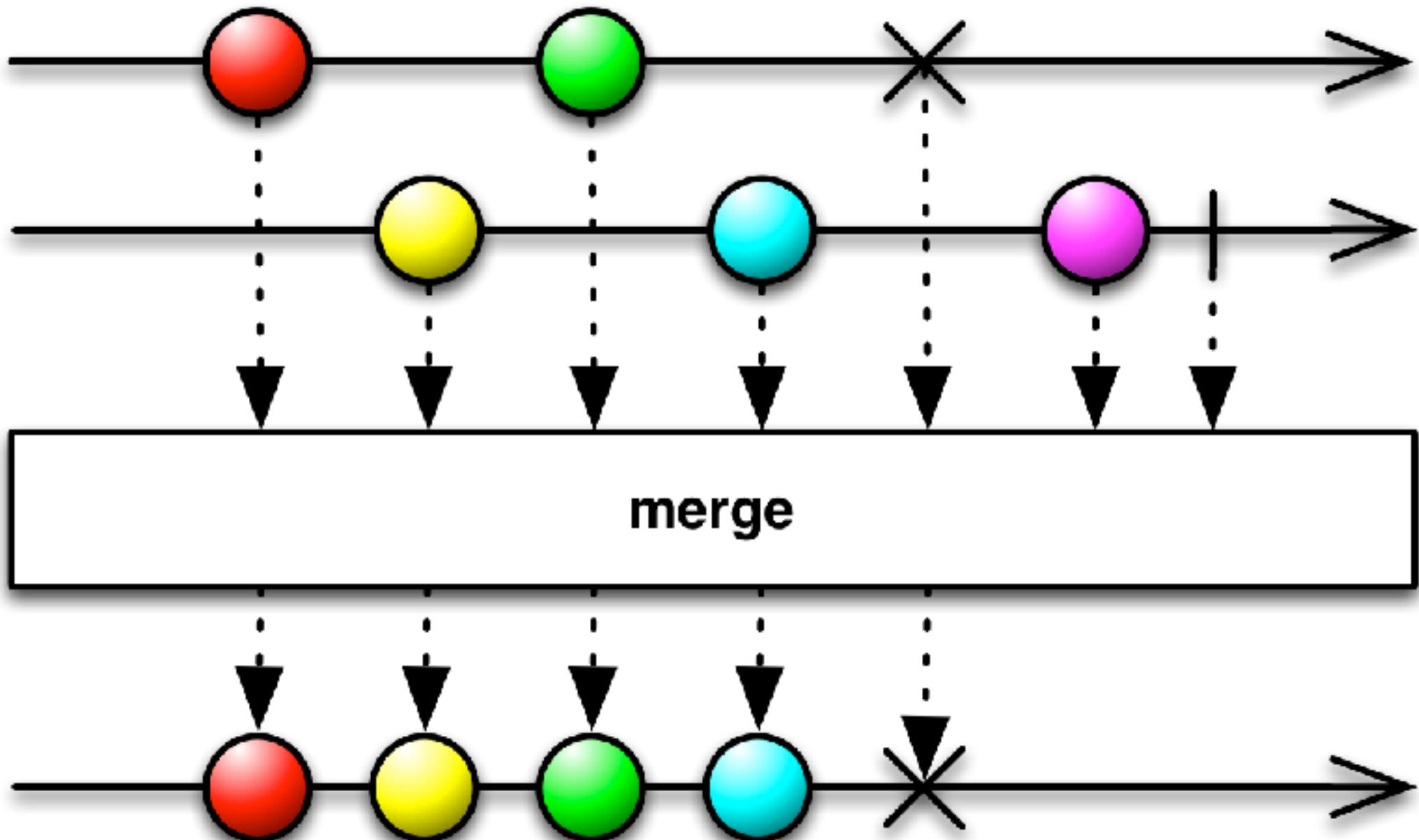


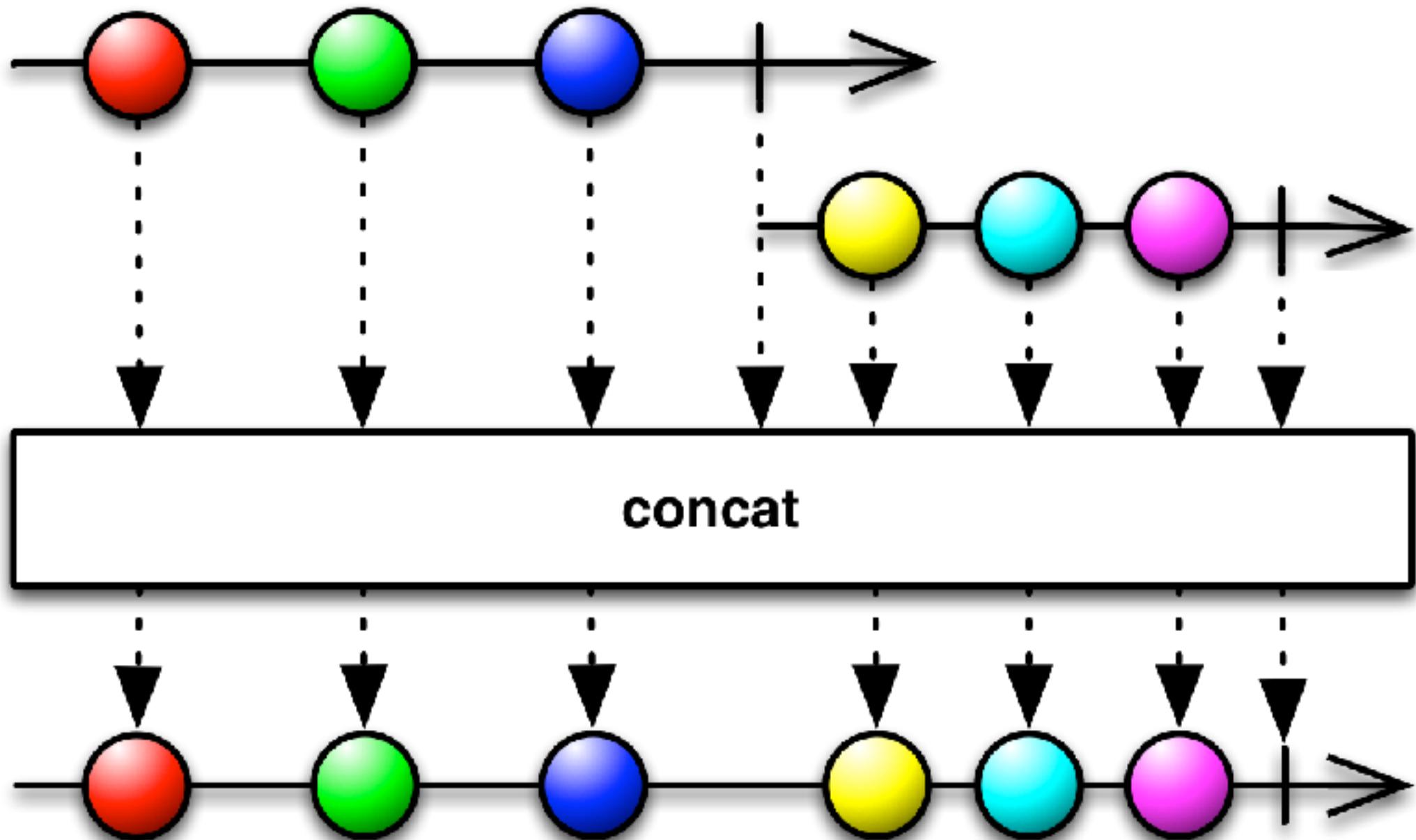
Lab: Standard Functional Operators

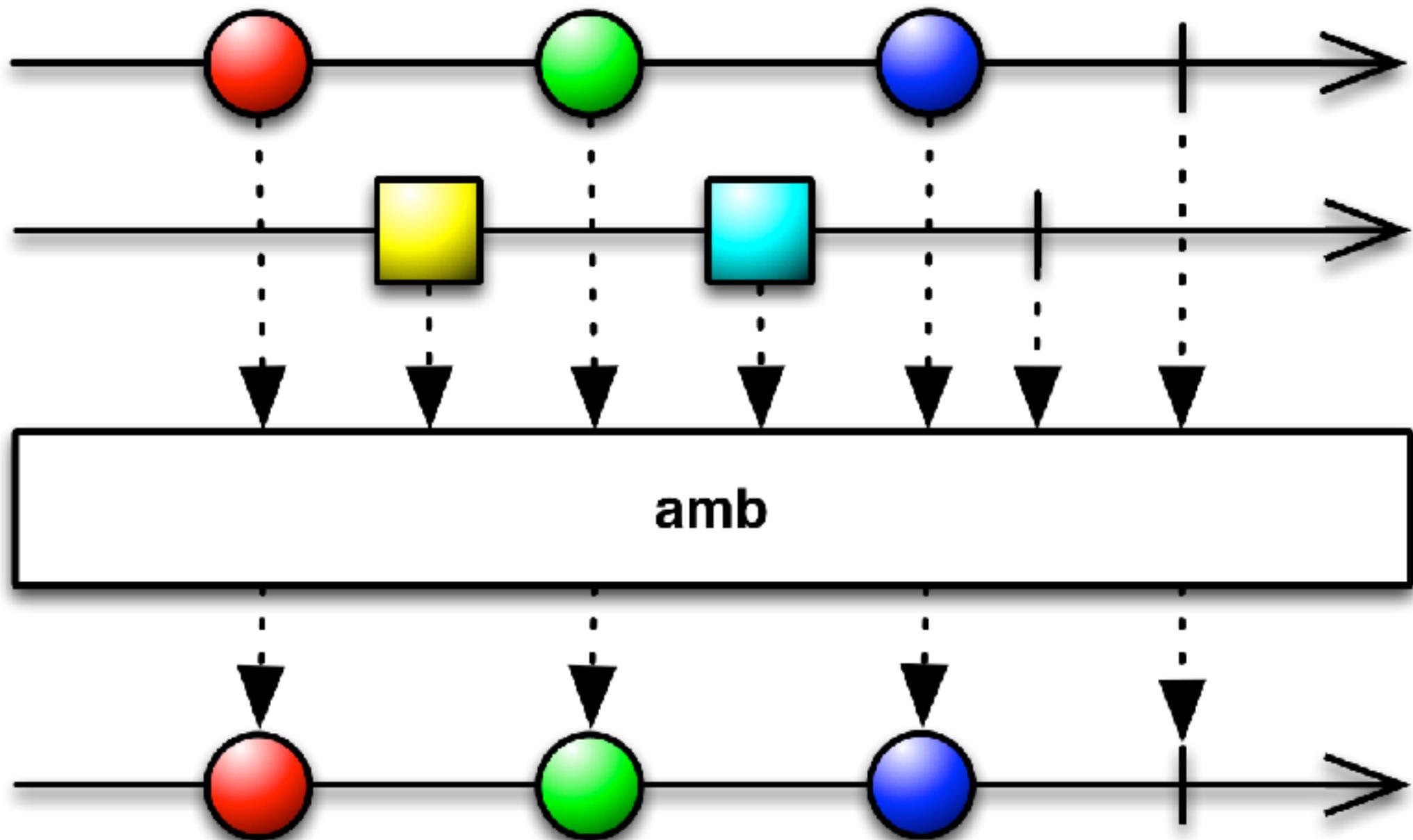


Combining Observable Operators







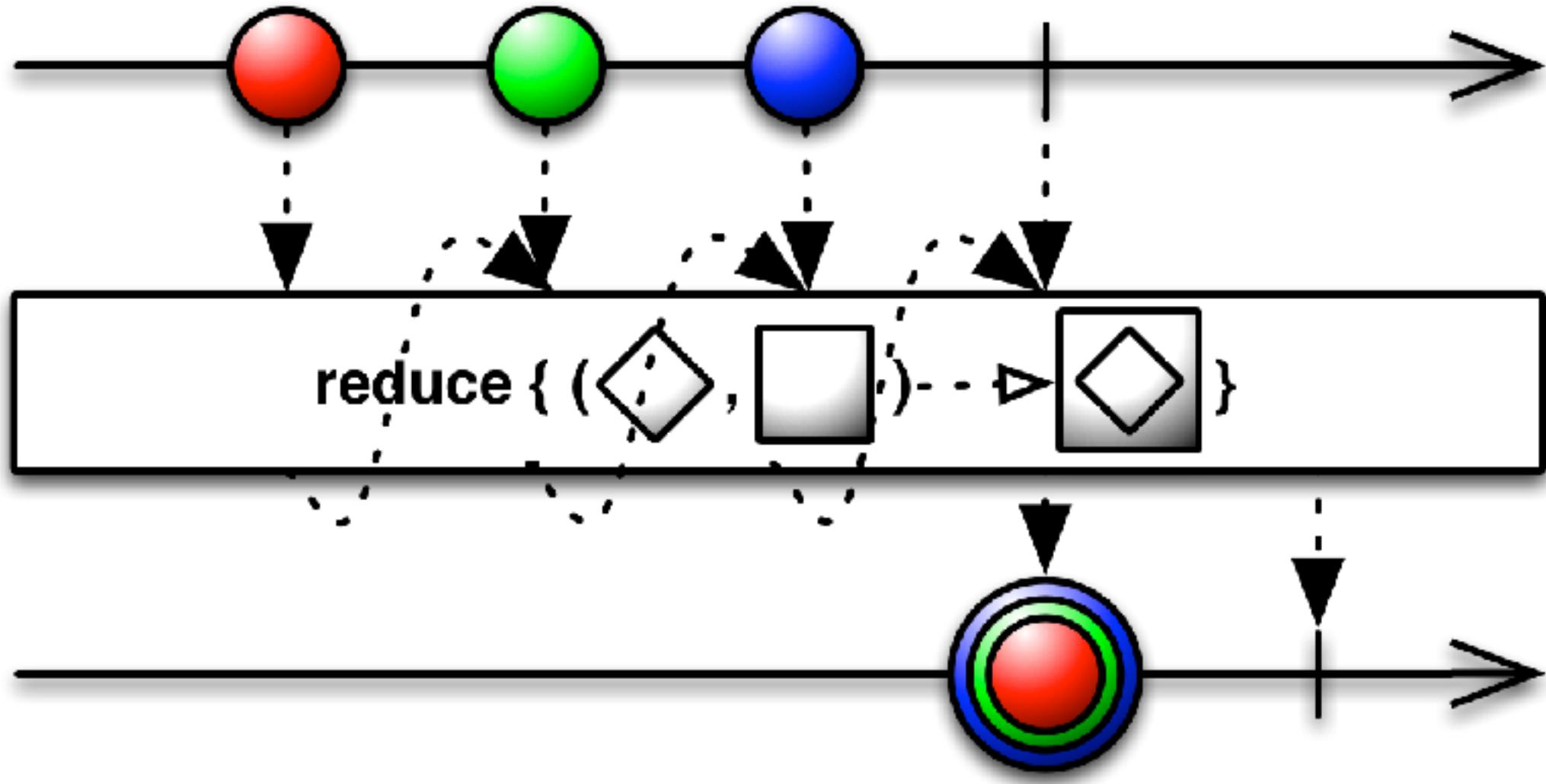


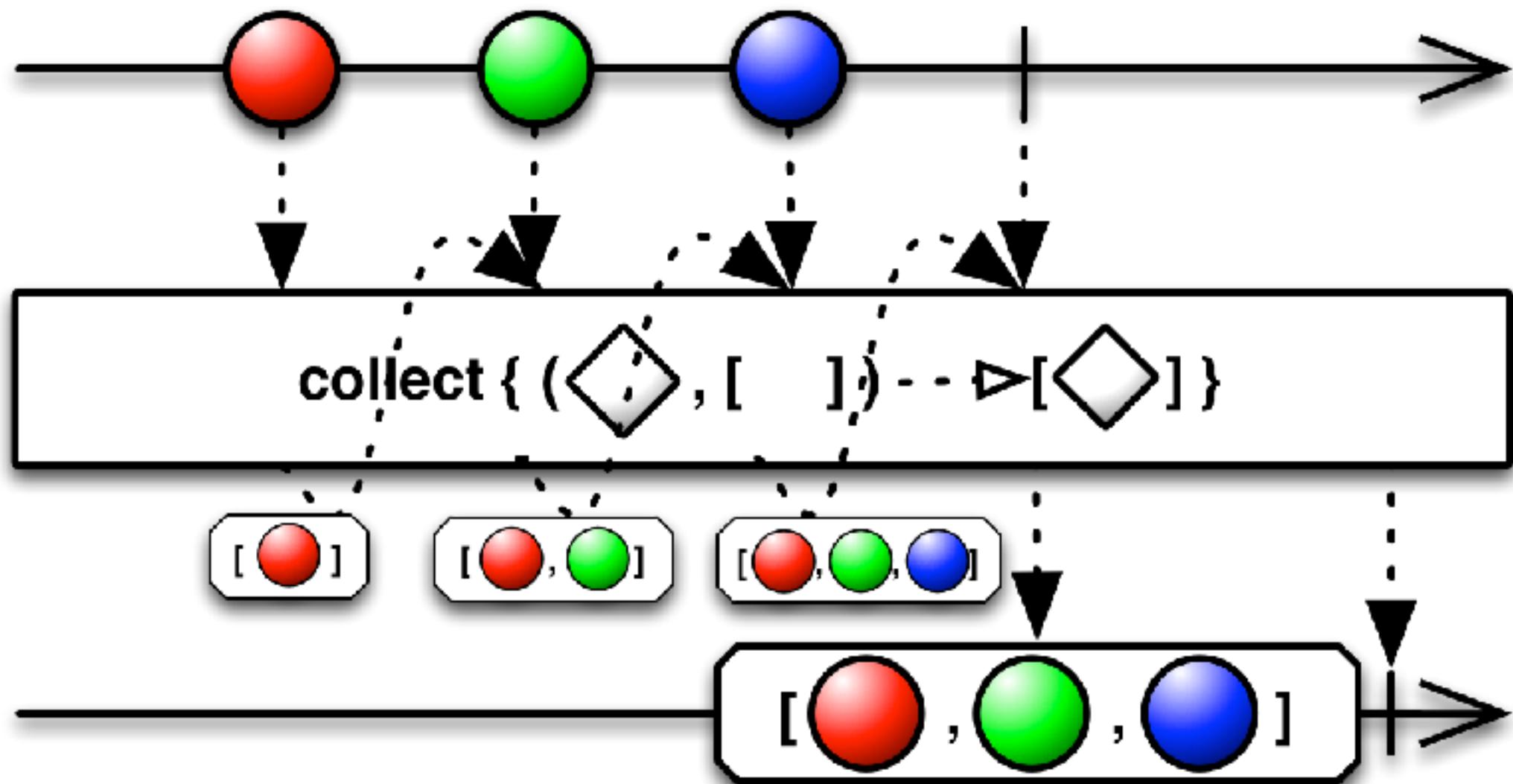


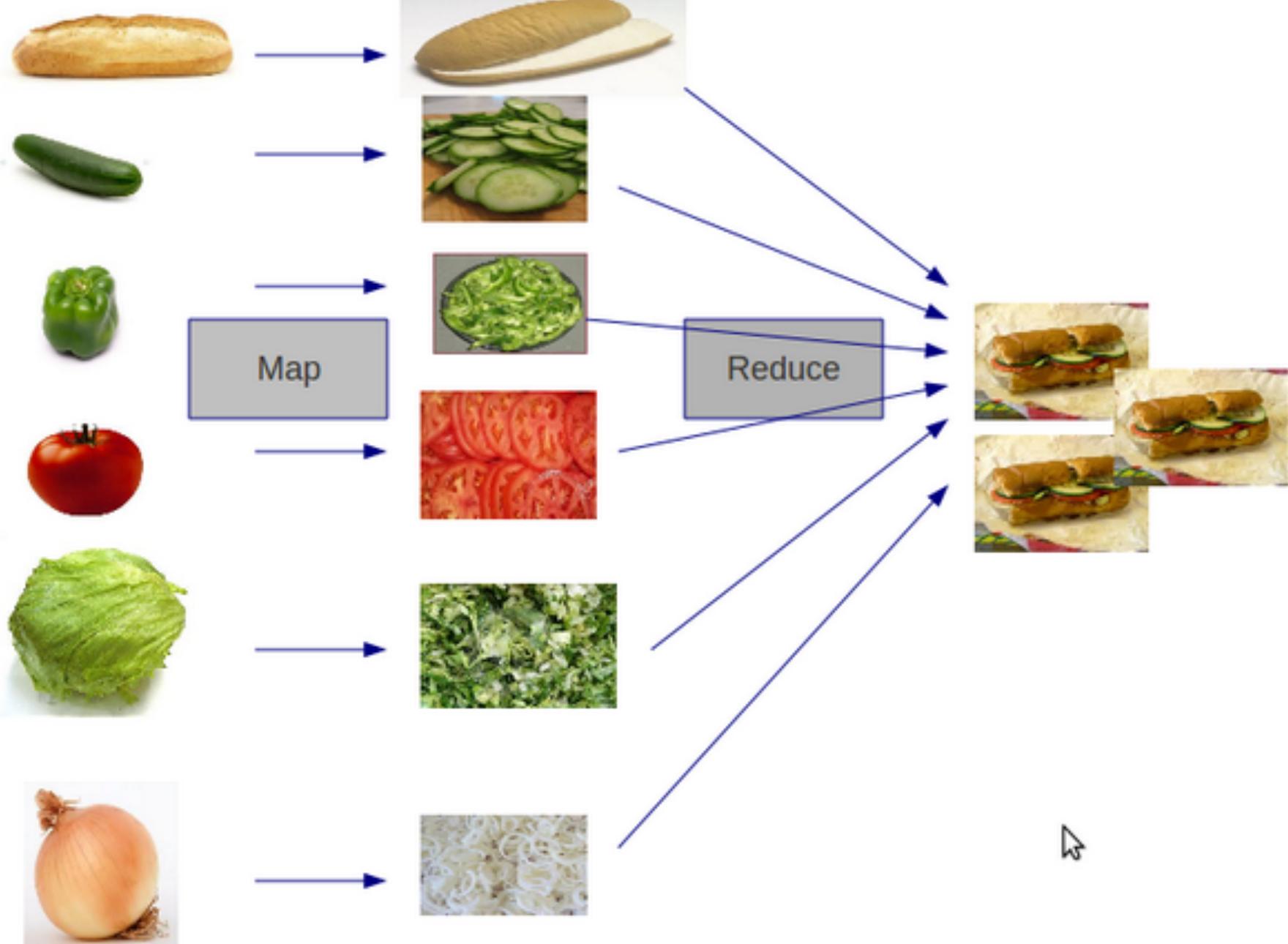
Lab: Combining Observable Operators



Aggregates & Reductions





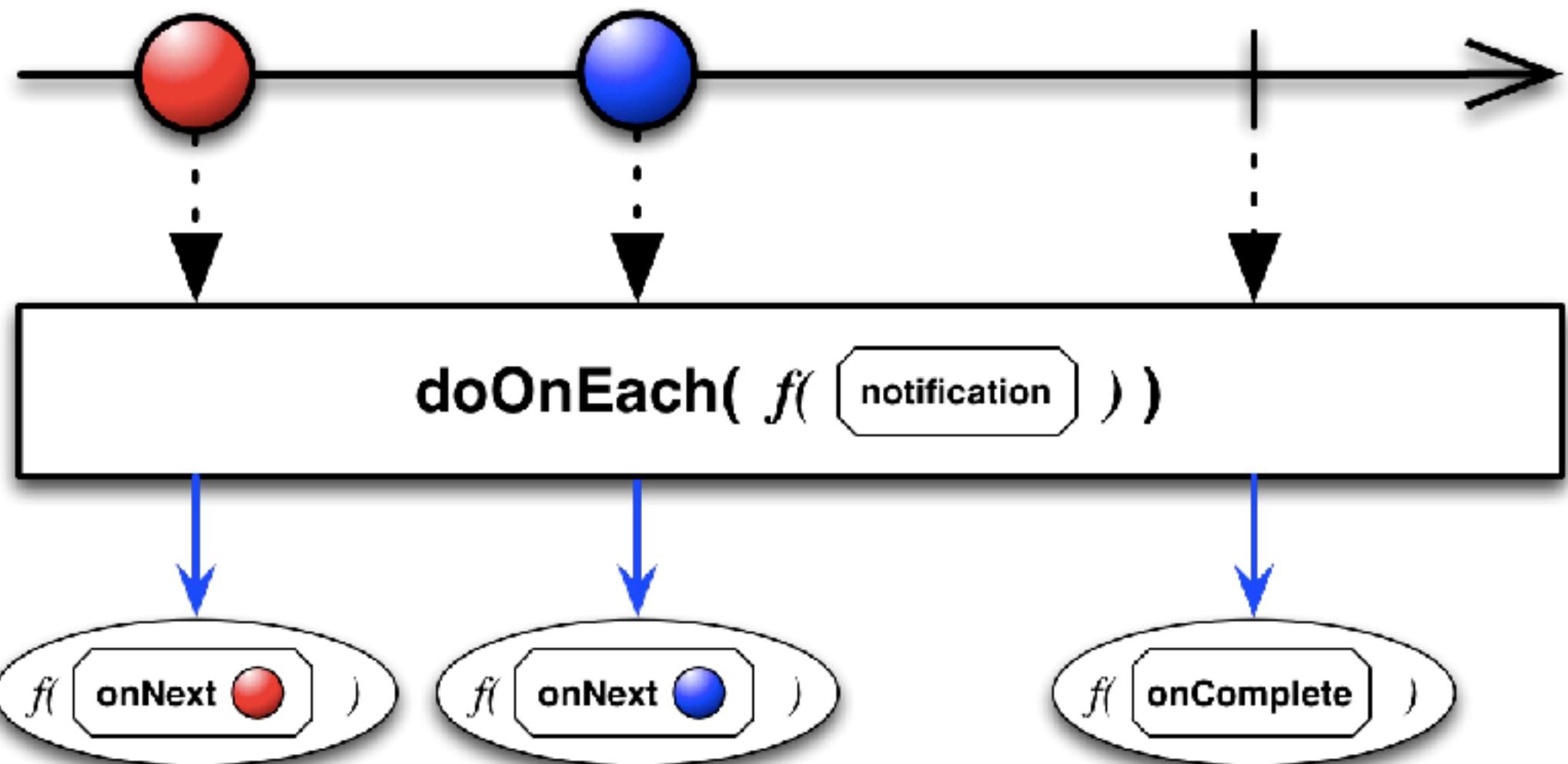


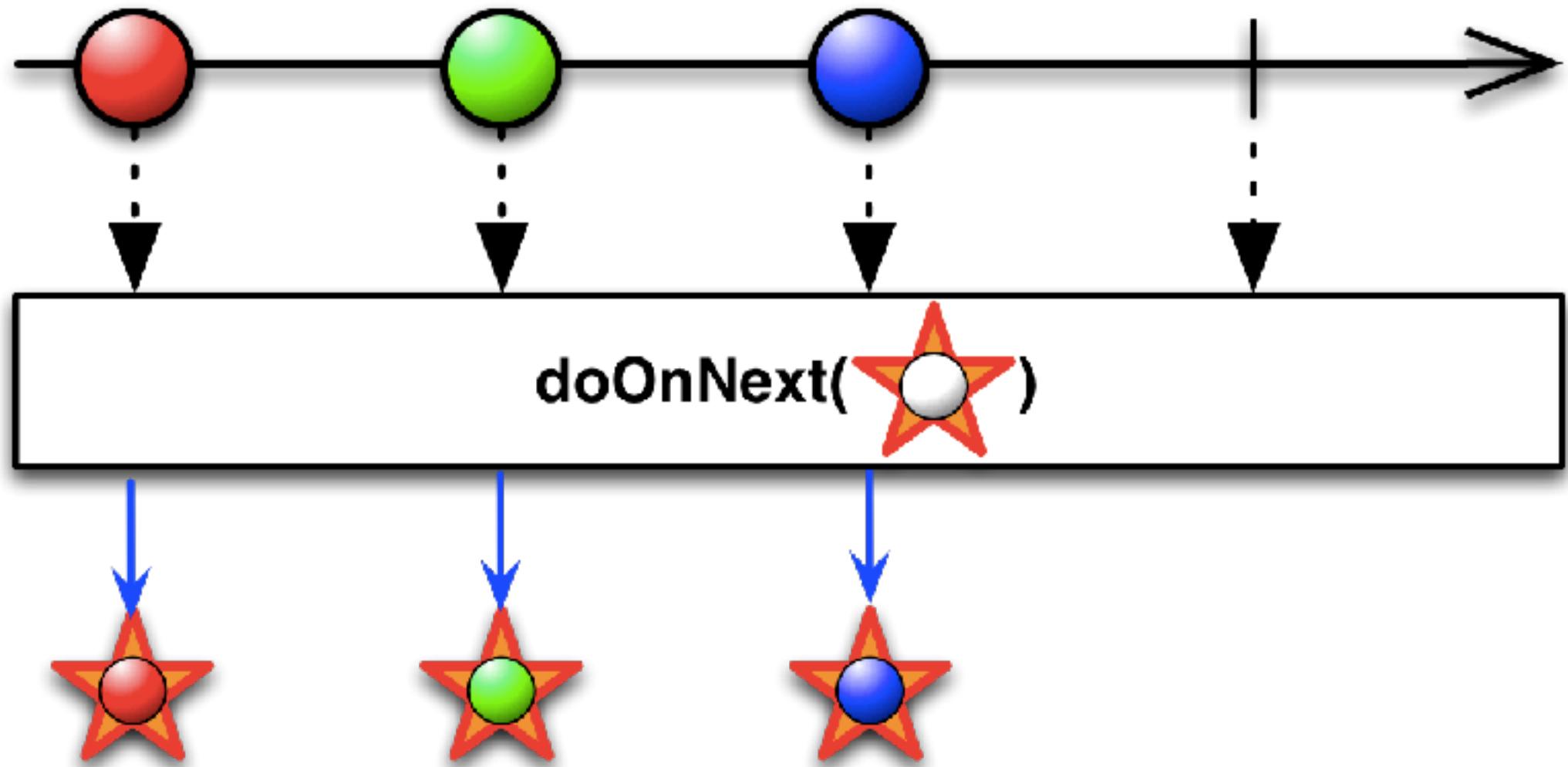


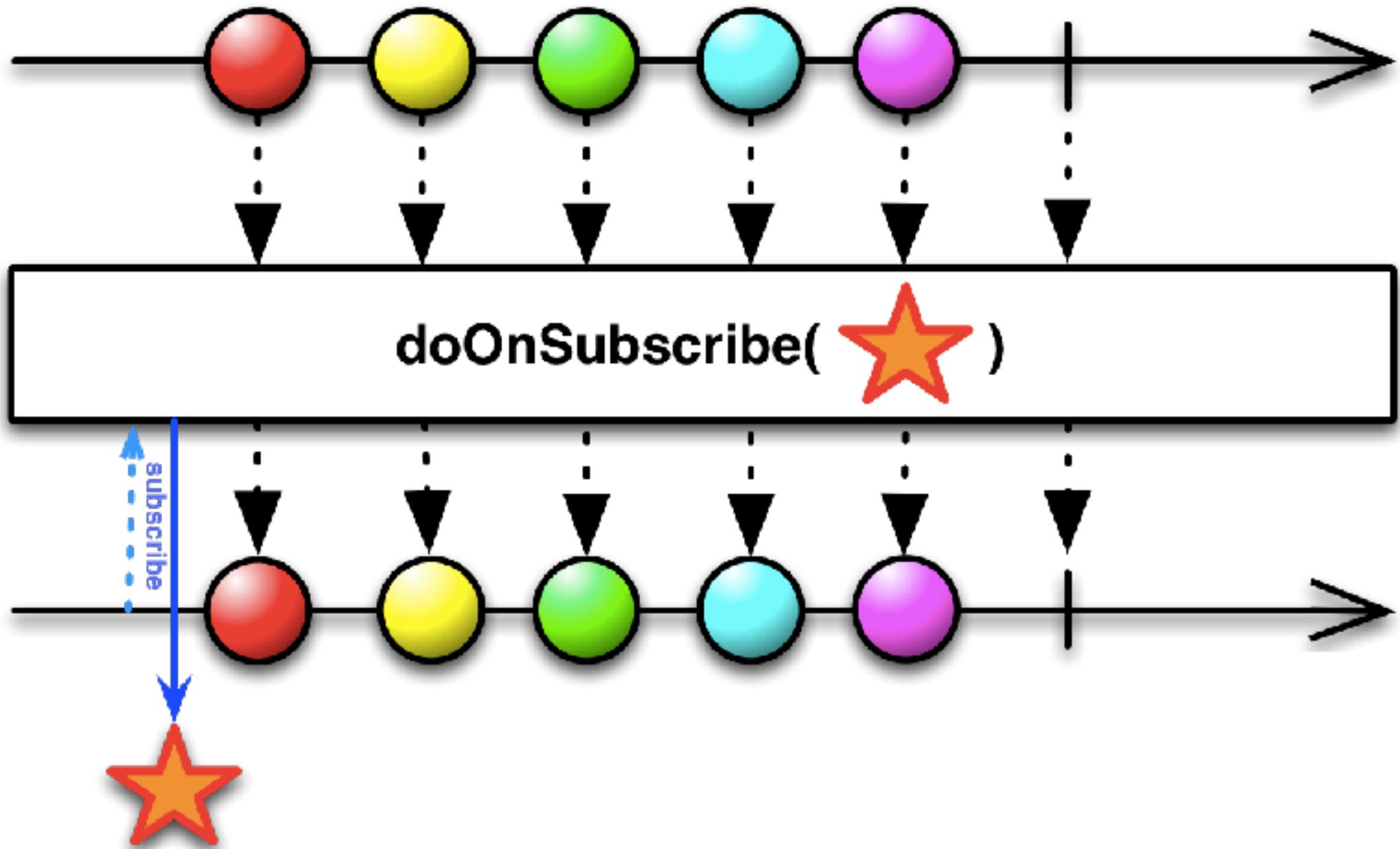
Lab: Aggregates & Reductions

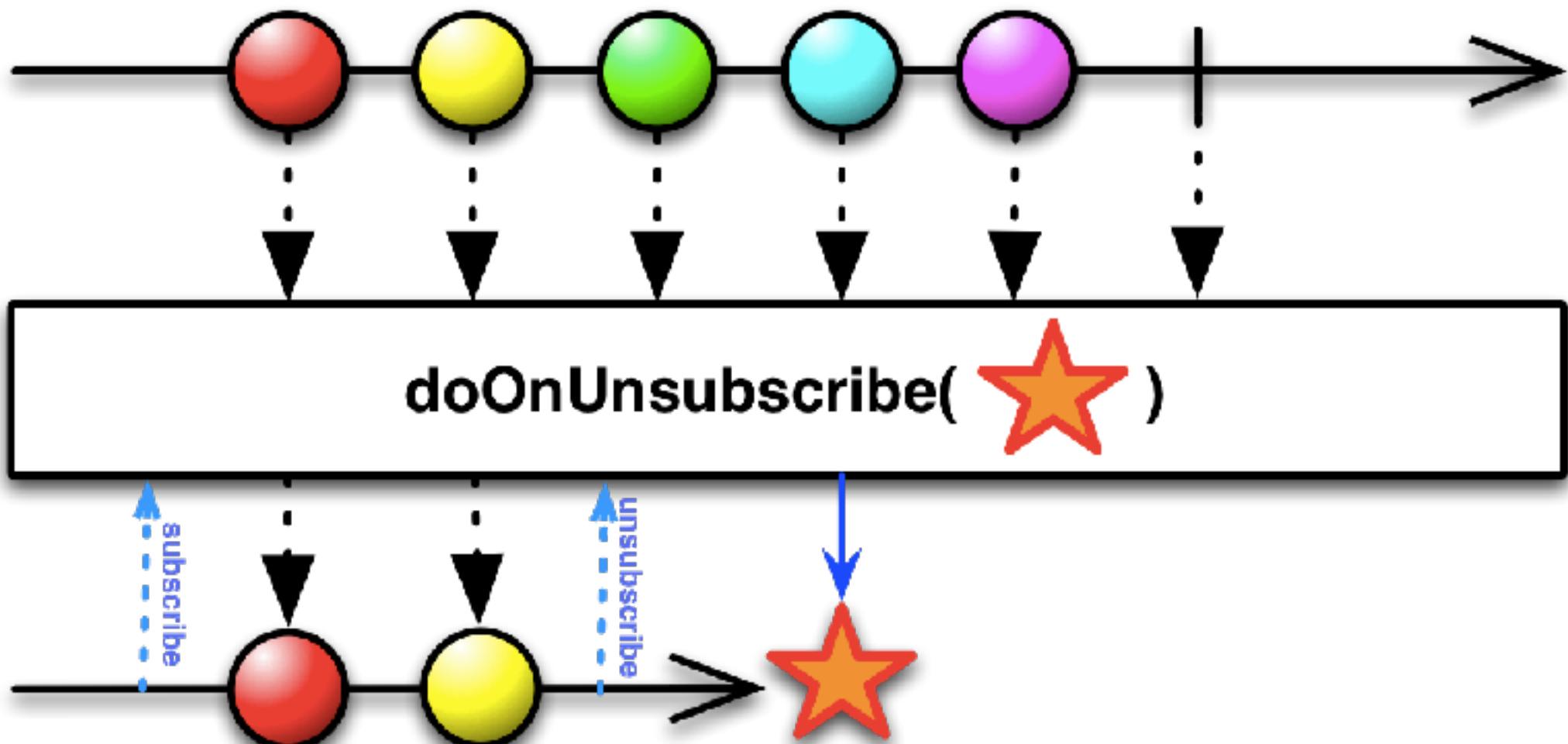


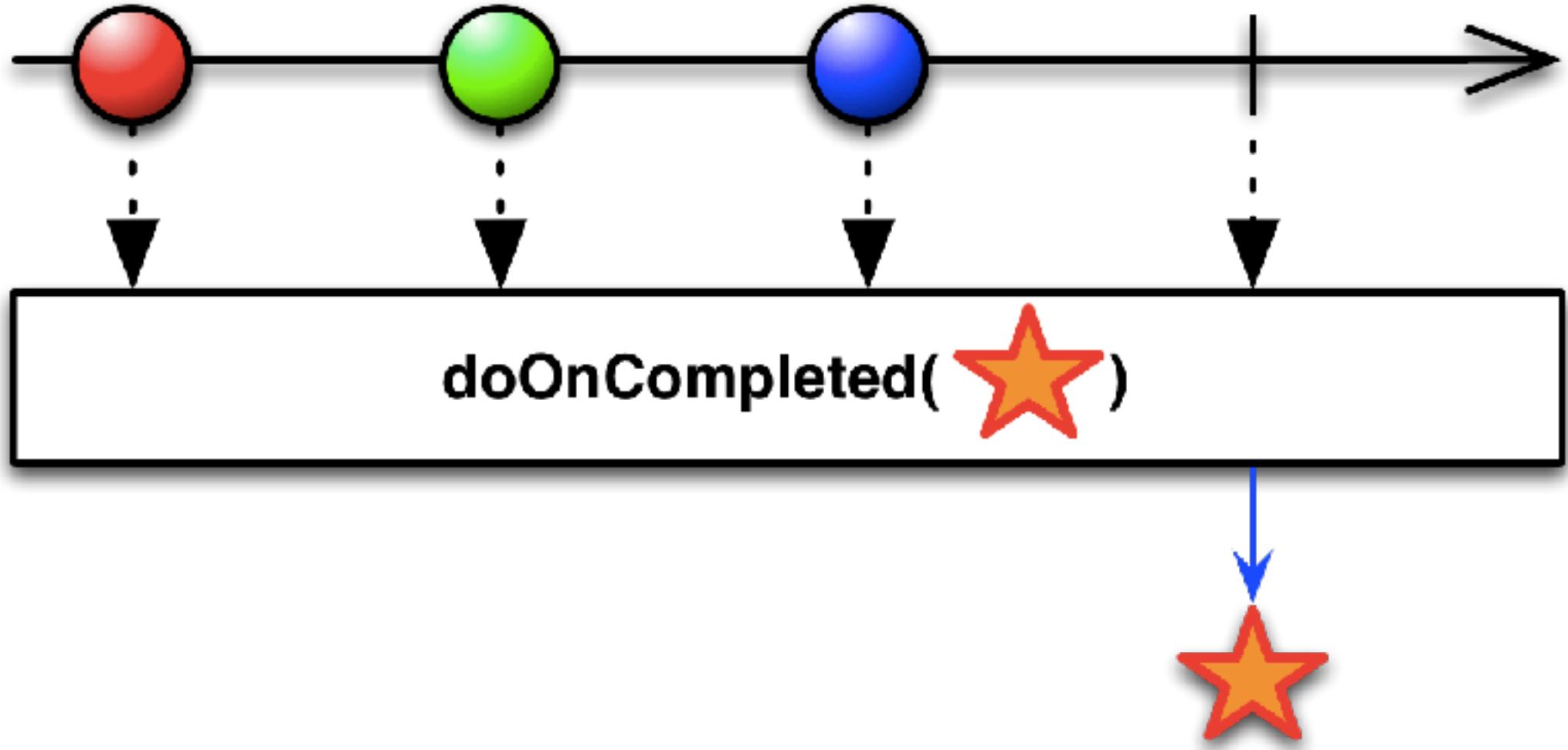
Peeking into the Pipeline

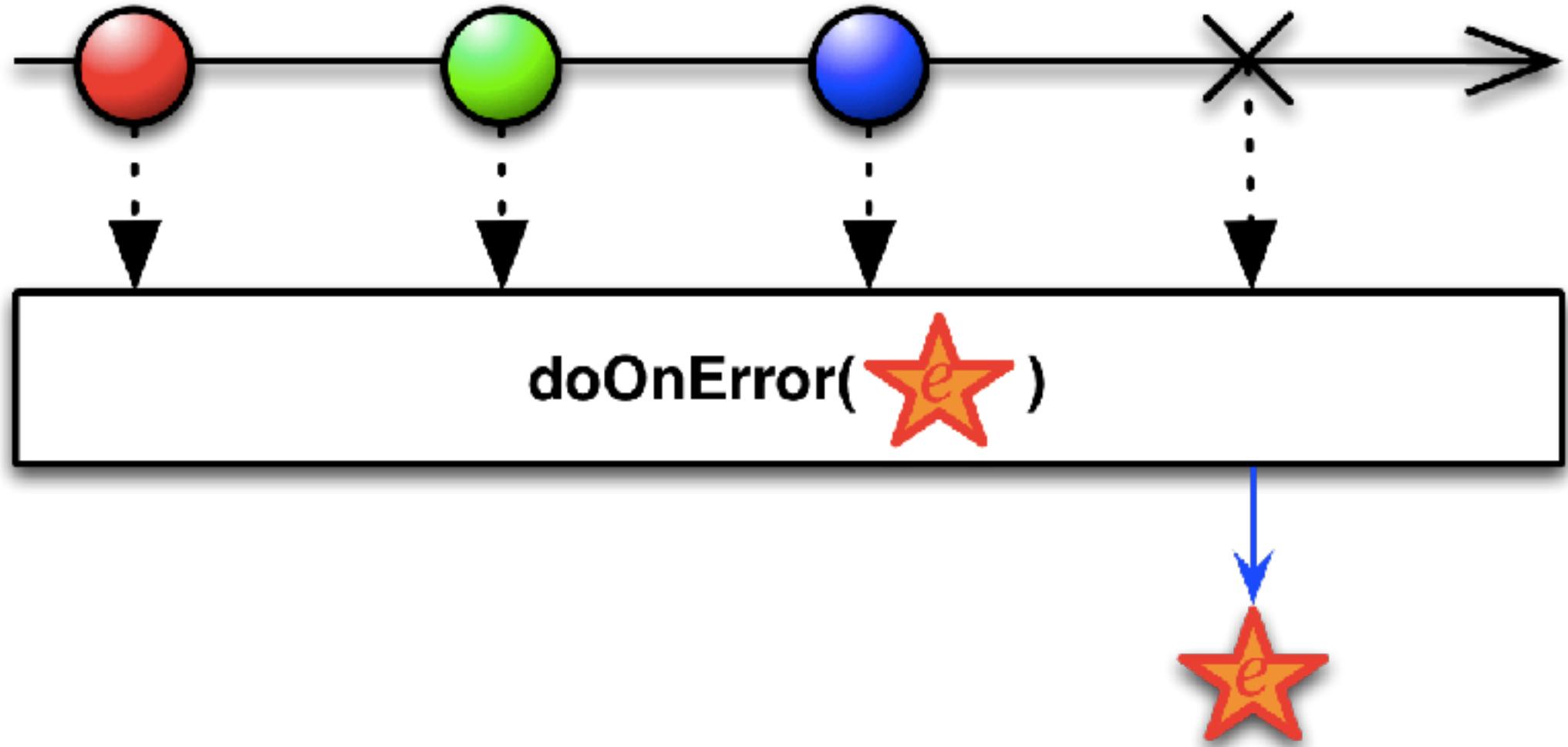


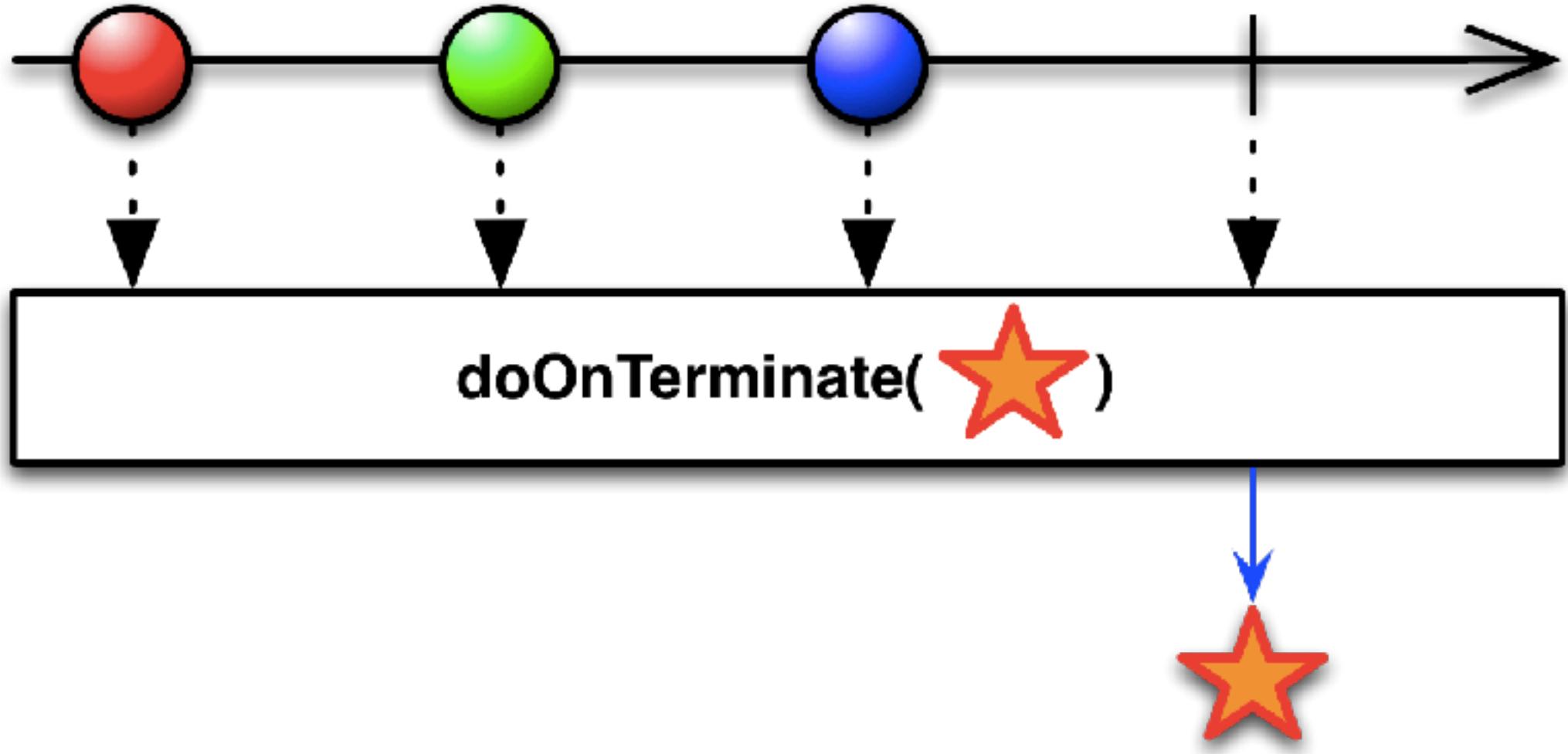




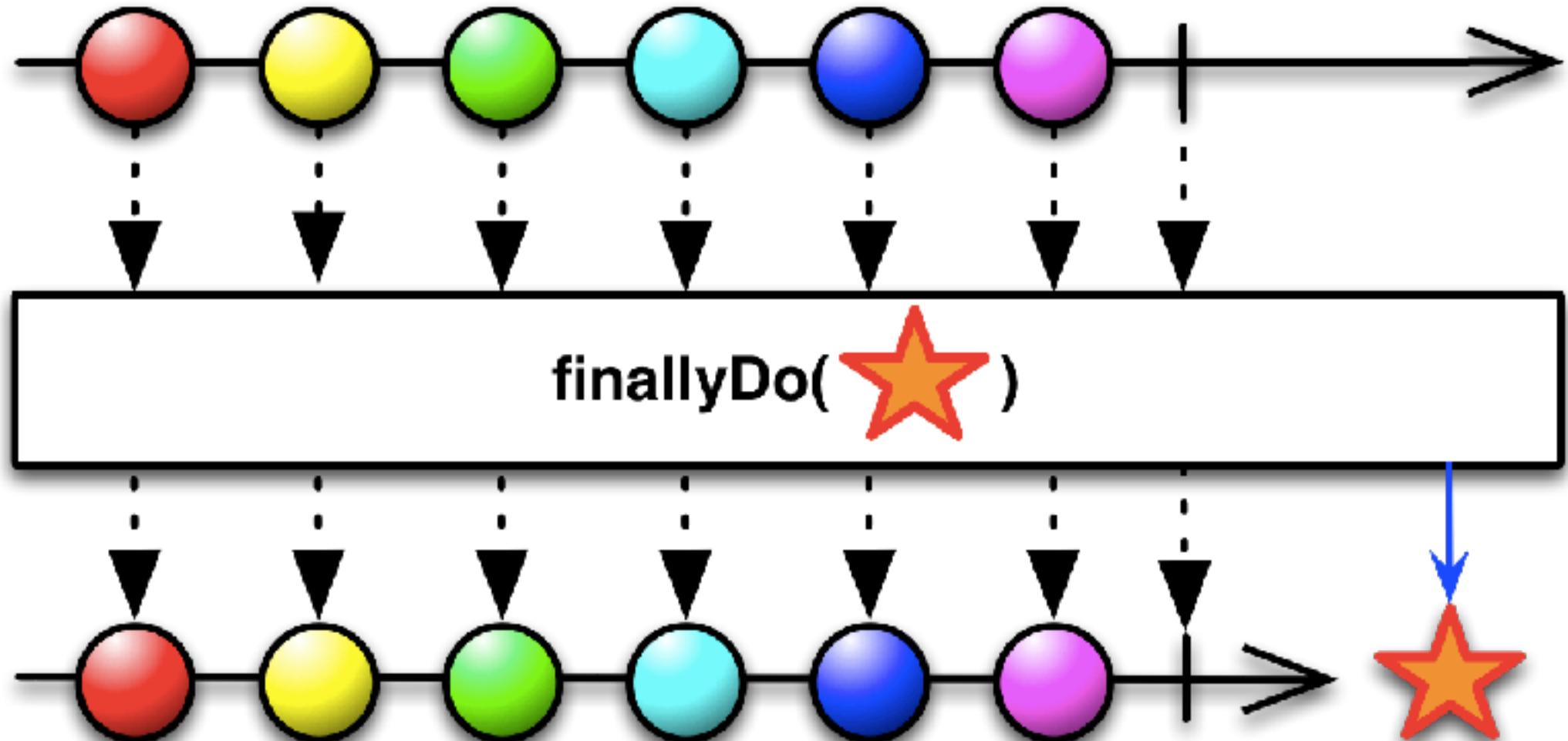


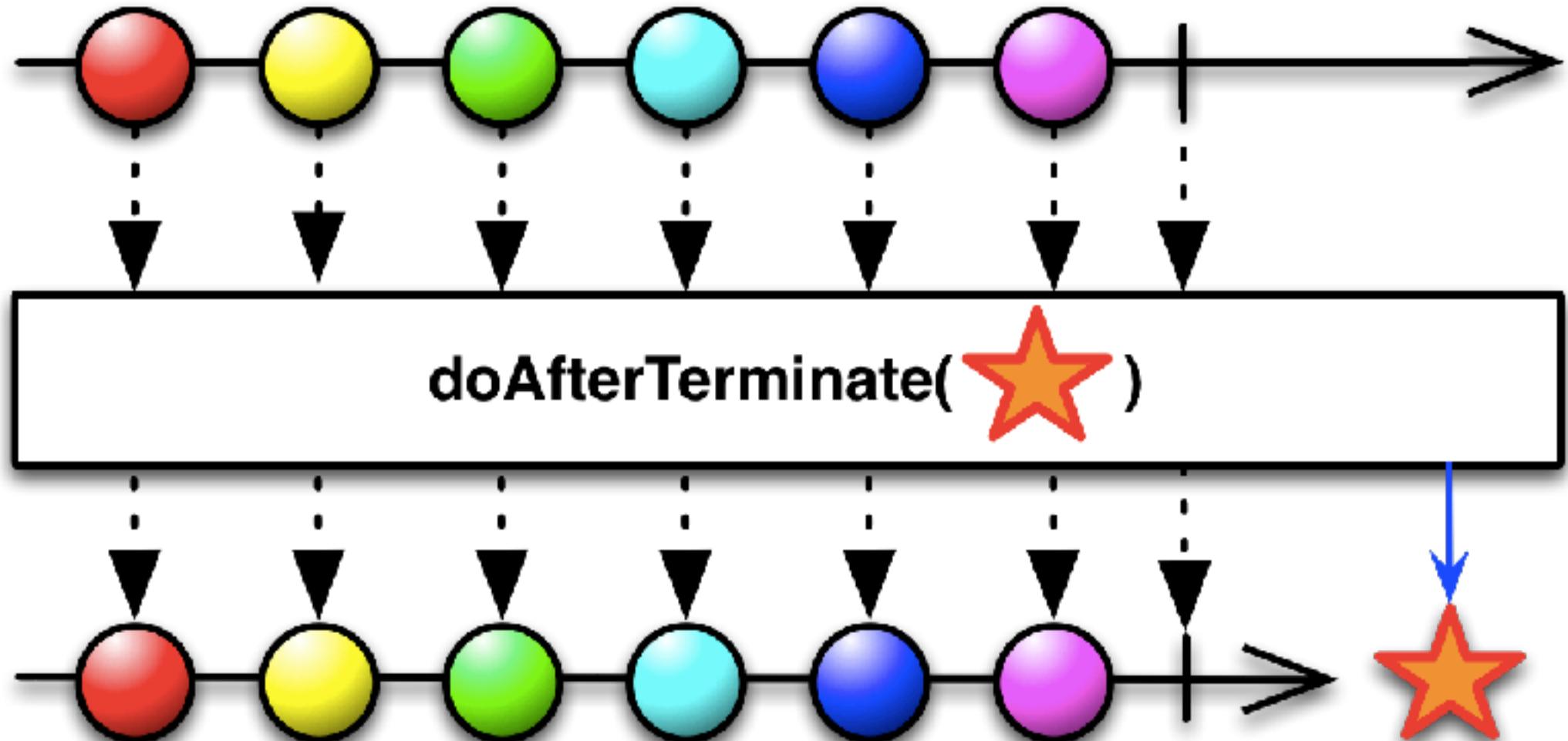






Will be called just before the resulting Observable terminates, whether normally or with an error.







Lab: Peeking into the Pipeline



Unit Testing



Testing

```
Observable.test(); //returns TestObserver
```

```
Flowable.test(); //returns testSubscriber
```

```
TestSubscriber<Integer> ts = new TestSubscriber<>();
```

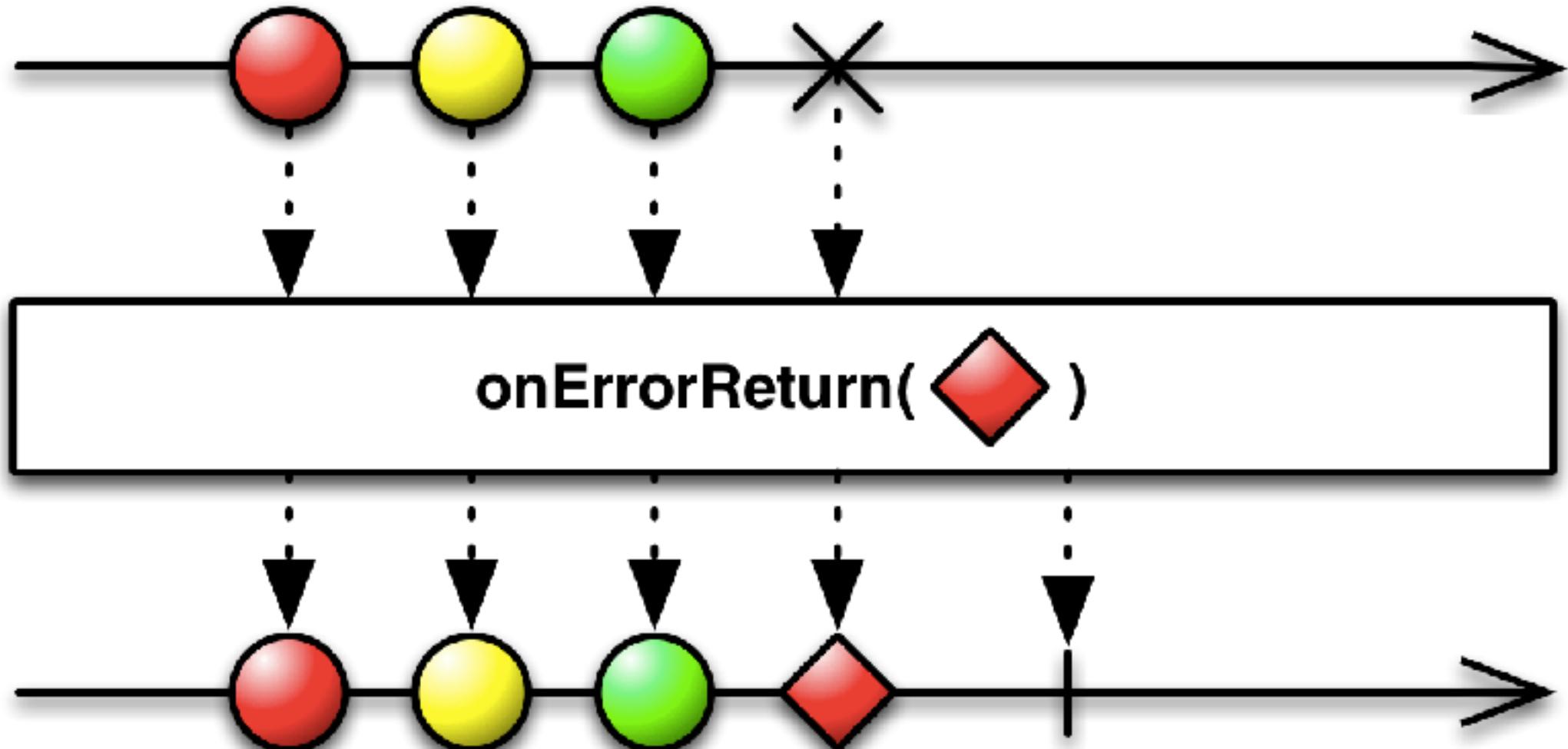
```
TestObserver<Integer> to = new TestObserver<>();
```



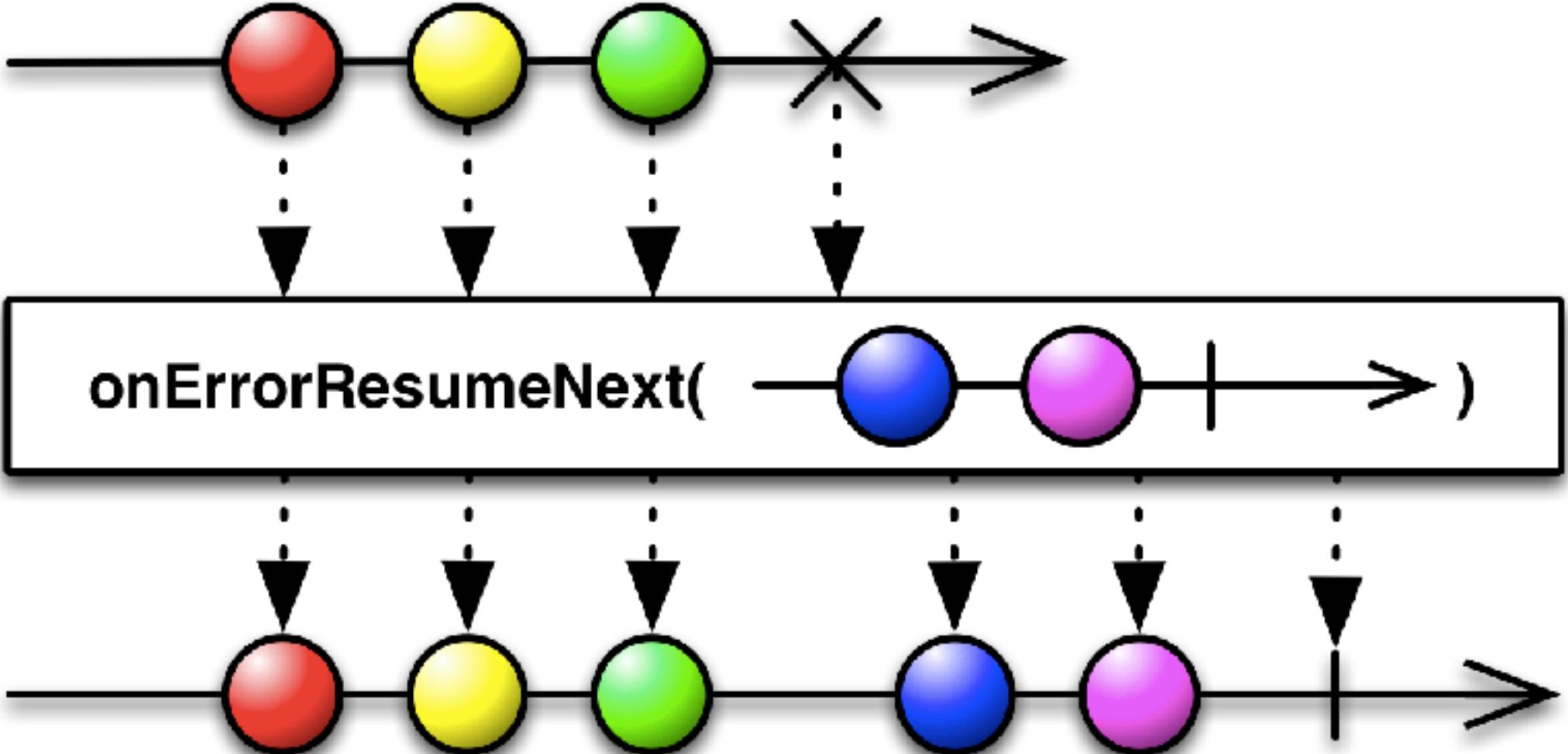
Lab: Unit Testing

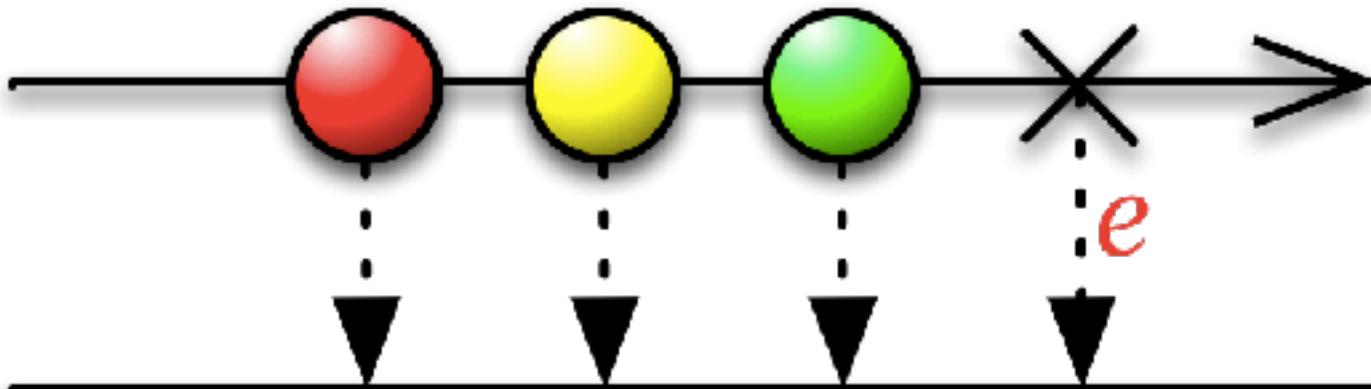


Handling Errors

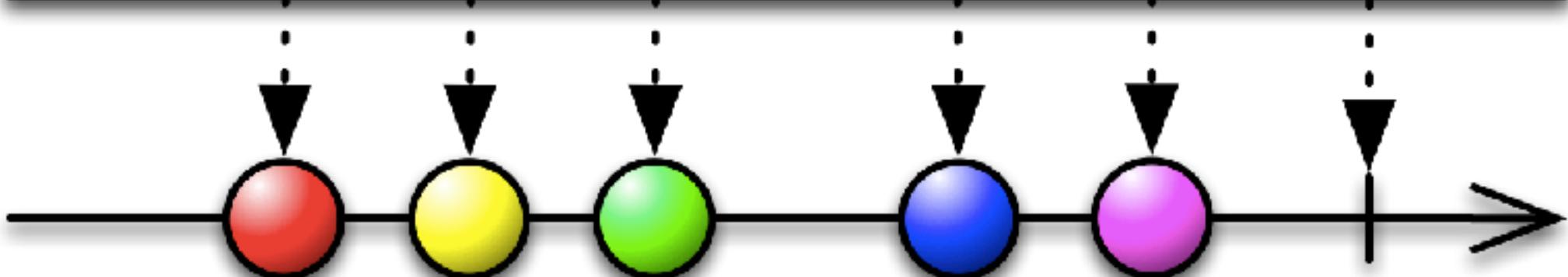


There is now an onErrorReturnItem





onExceptionResumeNext(-○○○+→)





Lab: Handling Errors



Schedulers



RX Single Threads

All threads in RXJava are single threaded
by default



RX Scheduler

Schedulers assign a different Thread for different purposes



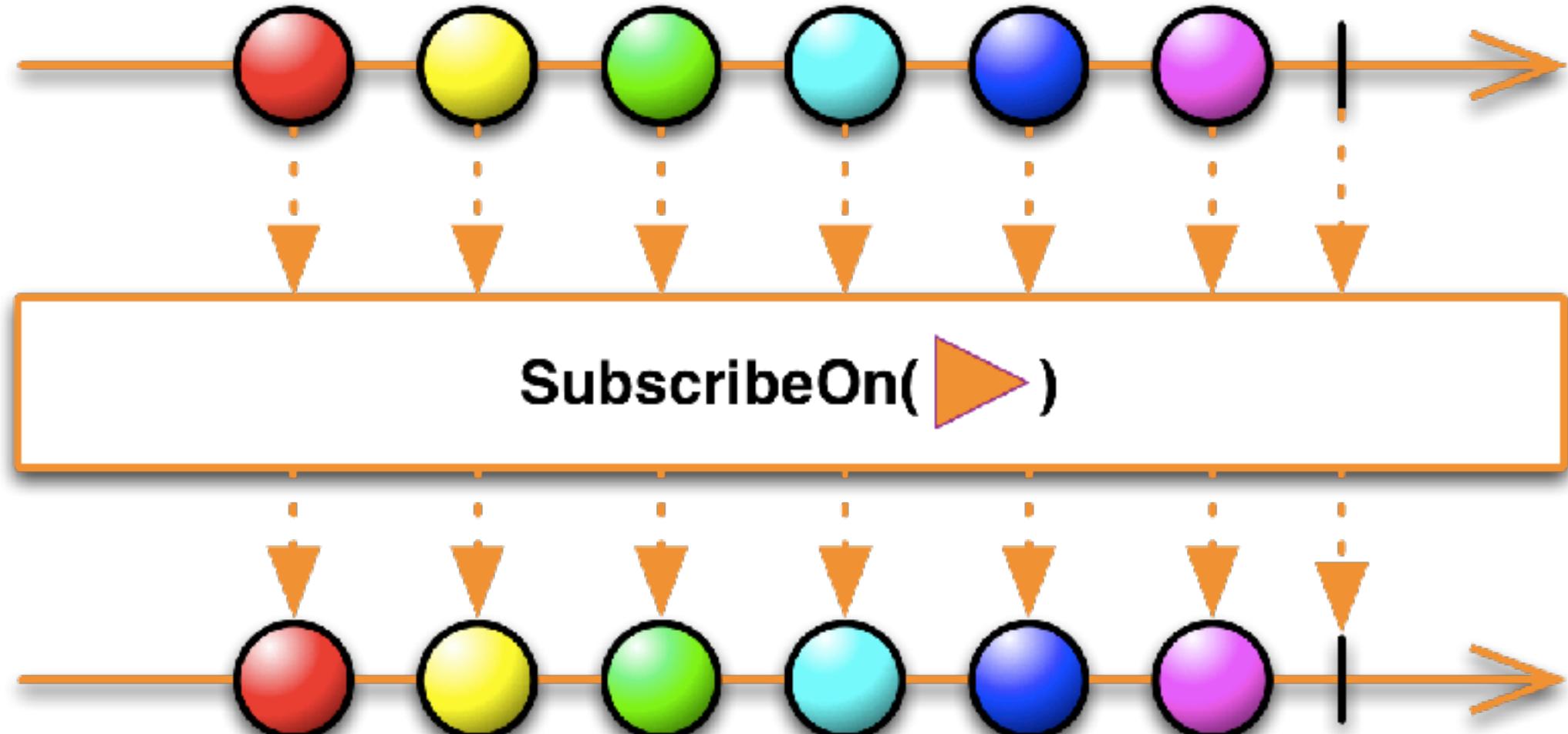
RX Scheduler Rule

By default, an Observable and the chain of operators that you apply to it will do its work, and will notify its observers, on the same thread on which its Subscribe method is called



RX subscribeOn()

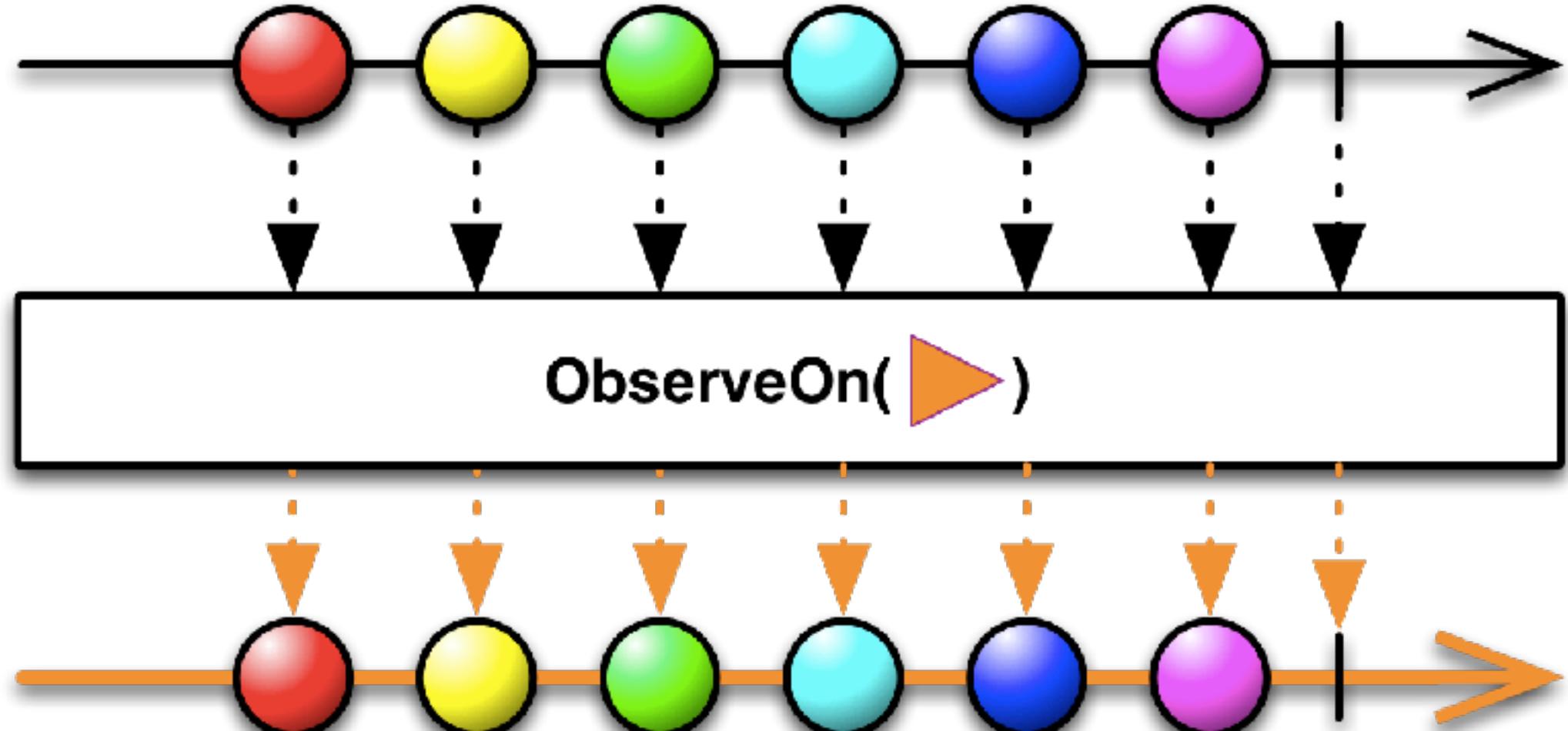
`subscribeOn(...)` to *itself* operate on the specified Scheduler, as well as notifying its observers on that Scheduler.

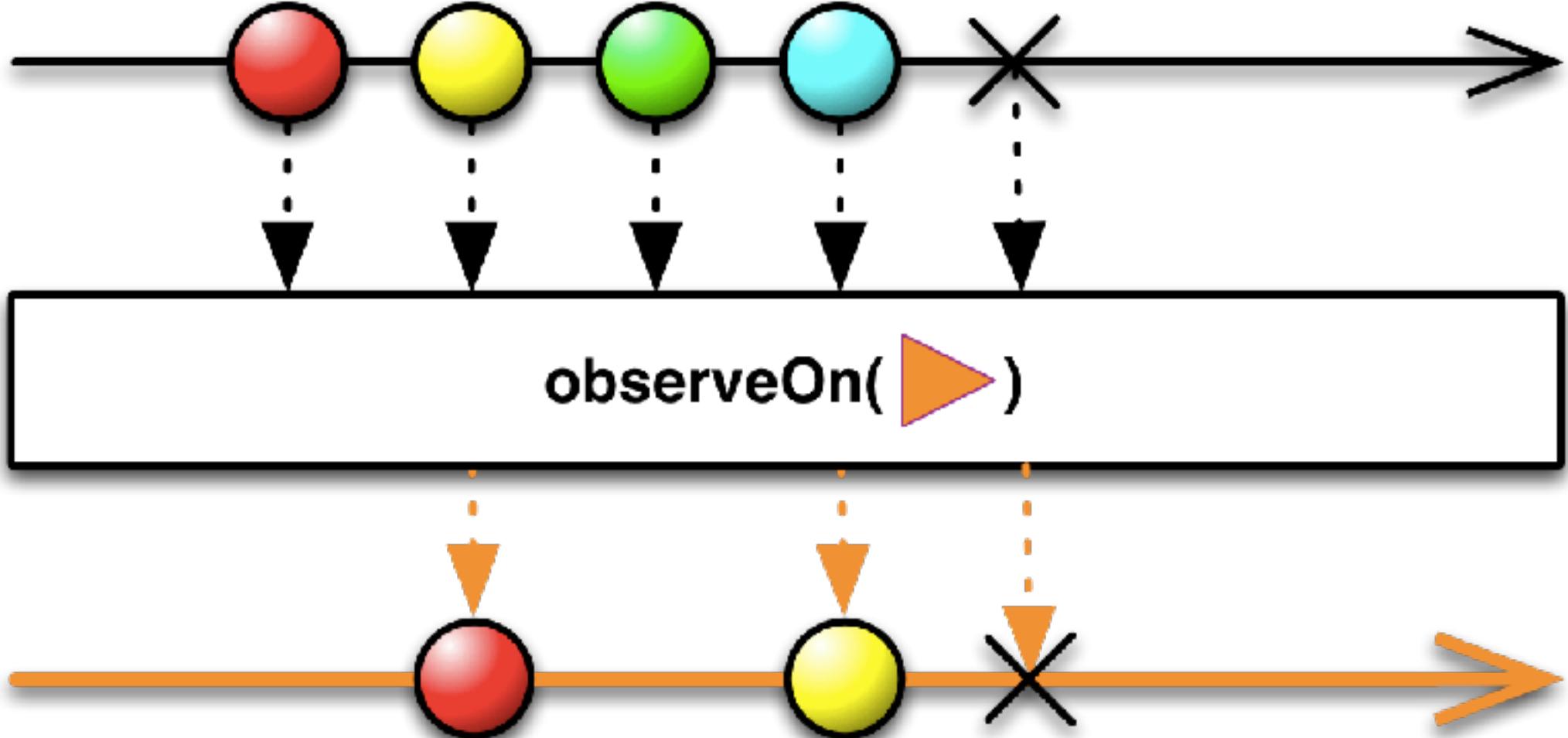




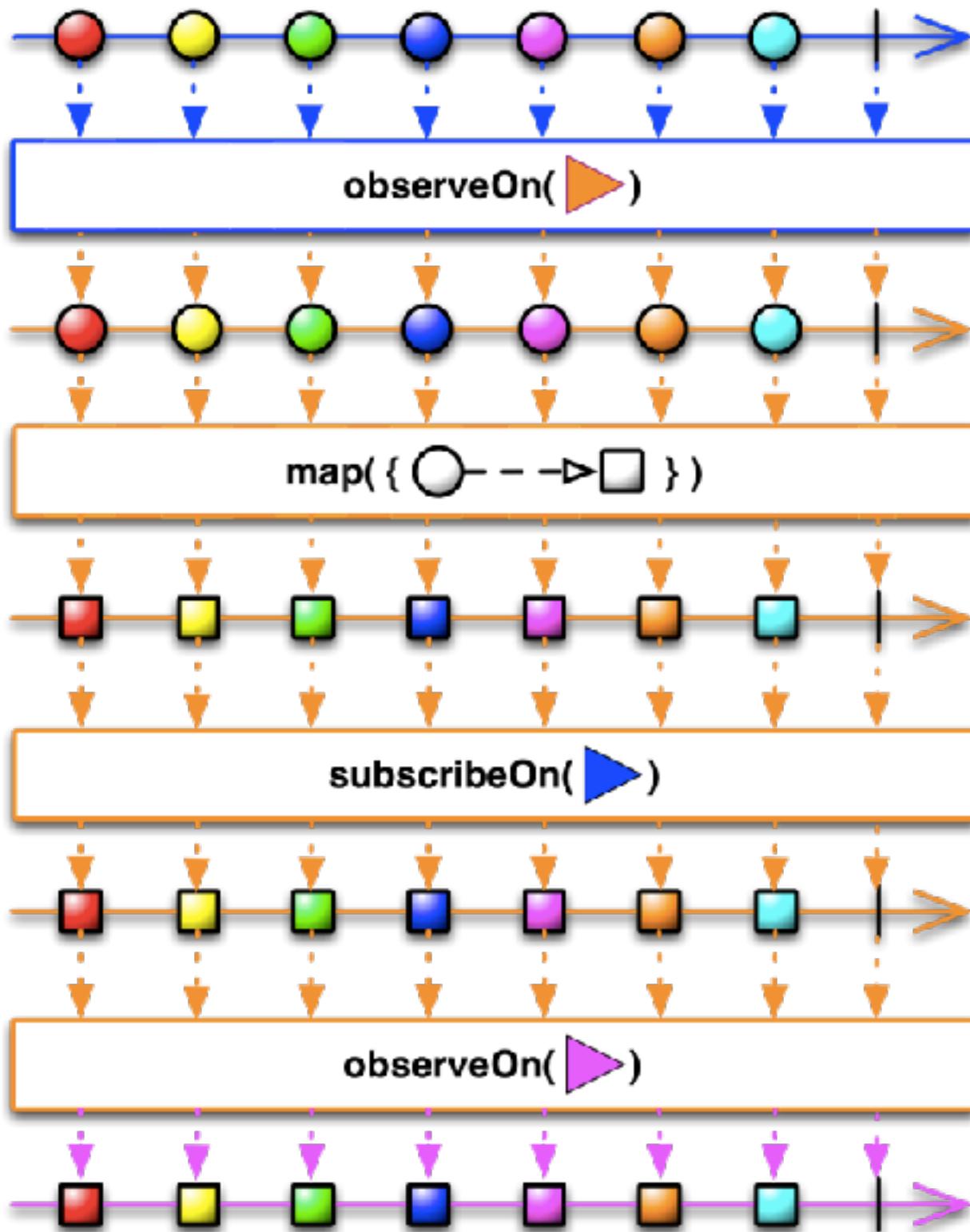
RX observeOn()

observeOn(...) assigns a Scheduler on the observable side of invocation





If an error is received, that error will be sent to the asynchronous observable/flowable immediately





Lab: ObserveOn & SubscribeOn



RX immediate()

Creates and returns a Scheduler that executes work immediately on the current thread *synchronously*.



RX trampoline()

Creates and returns a Scheduler that queues work on the current thread to be executed after the current work completes. One by one, perfect for funneling jobs to a process that can only take requests one at a time.



RX newThread()

Creates and returns a Scheduler that creates a new Thread for each unit of work.



RX computation()

Creates and returns a Scheduler intended for computational work. This can be used for event-loops, processing callbacks and other computational work. Use for *Non-blocking* tasks



RX computation()

Do not perform IO-bound work on this scheduler. Use Schedulers.io() instead.



RX computation()

Backed by a bounded
ScheduledExecutorService thread-pool
with size equal to the number of available
processors.



RX computation()

Avoid big performance hits by thread creation overhead and context switching overhead

<http://stackoverflow.com/questions/31276164/rxjava-schedulers-use-cases>



Creates and returns a Scheduler intended for IO-bound work. This can be used for asynchronously performing blocking IO. Do not perform computational work on this scheduler. Use `Schedulers.computation()` instead.



The implementation is backed by an Executor thread-pool that will grow as needed.



This can be used for asynchronously performing blocking IO.



Do not perform computational work on this scheduler. Use
Schedulers.computation() instead.



RX Android Schedulers

Android based Schedulers.

`mainThread(...)` to perform tasks on the
Android main thread.

<https://github.com/ReactiveX/RxAndroid>



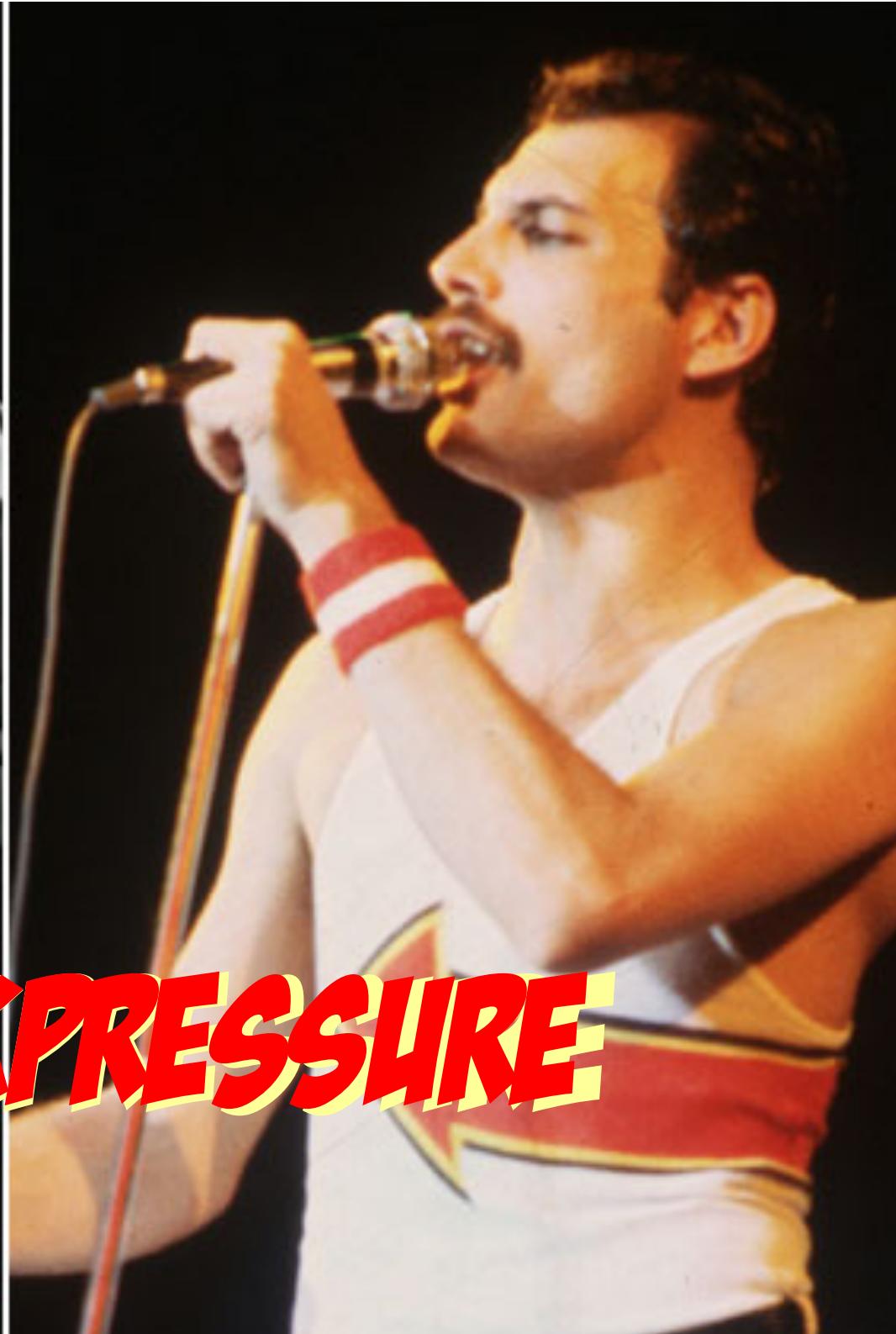
RX JavaFX Schedulers

`JavaFxScheduler.getInstance()` used
to update UI components on the JavaFX
Event Dispatch Thread

<https://github.com/ReactiveX/RxJavaFX>



Lab: Schedulers



UNDER BACKPRESSURE



Backpressure *def.*

Back pressure refers to pressure opposed to the desired flow of a fluid in a confined place such as a pipe. It is often caused by obstructions or tight bends in the confinement vessel along which it is moving, such as piping or air vents.



Backpressure *def.*

Back pressure is when an Flowable is emitting items more rapidly than an operator or subscriber can consume them. This presents the problem of what to do with such a growing backlog of unconsumed items.



Lab: Backpressure



Hot & Cold Observables



[별 떨게 한 시베리아 도강 도전기 大 공개! ◆ [한국판이 올라 〈김병만의 정글의 법칙〉 오늘 오후 5시 방송](#)]

PSY- Gangnam Style (Official Music Video)



DanceGangnamStyle

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86,792 20,400



DICK
Pritchett
REAL ESTATE, INC.

Southwest Florida Eagle Cam



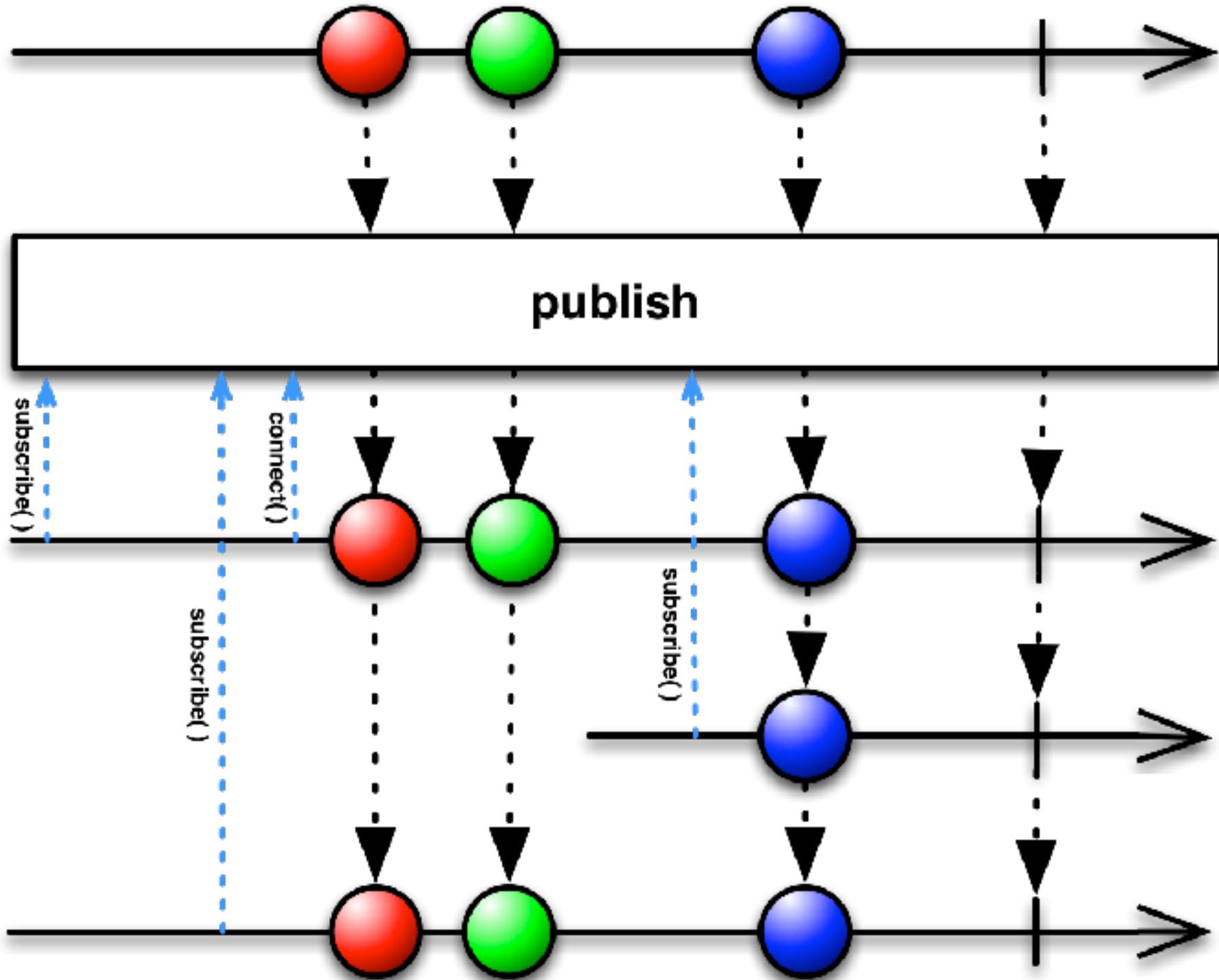
Southwest Florida Eagle Cam

Subscribed 0,894

2592 watching now

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4,599 392





RX ConnectableObservables

publish() returns a
ConnectableObservable



RX autoConnect

`autoConnect()`

Returns an Observable that automatically connects to this ConnectableObservable when the first Subscriber subscribes.



connect()

Instructs the ConnectableObservable to begin emitting the items from its underlying Observable to its Subscribers.

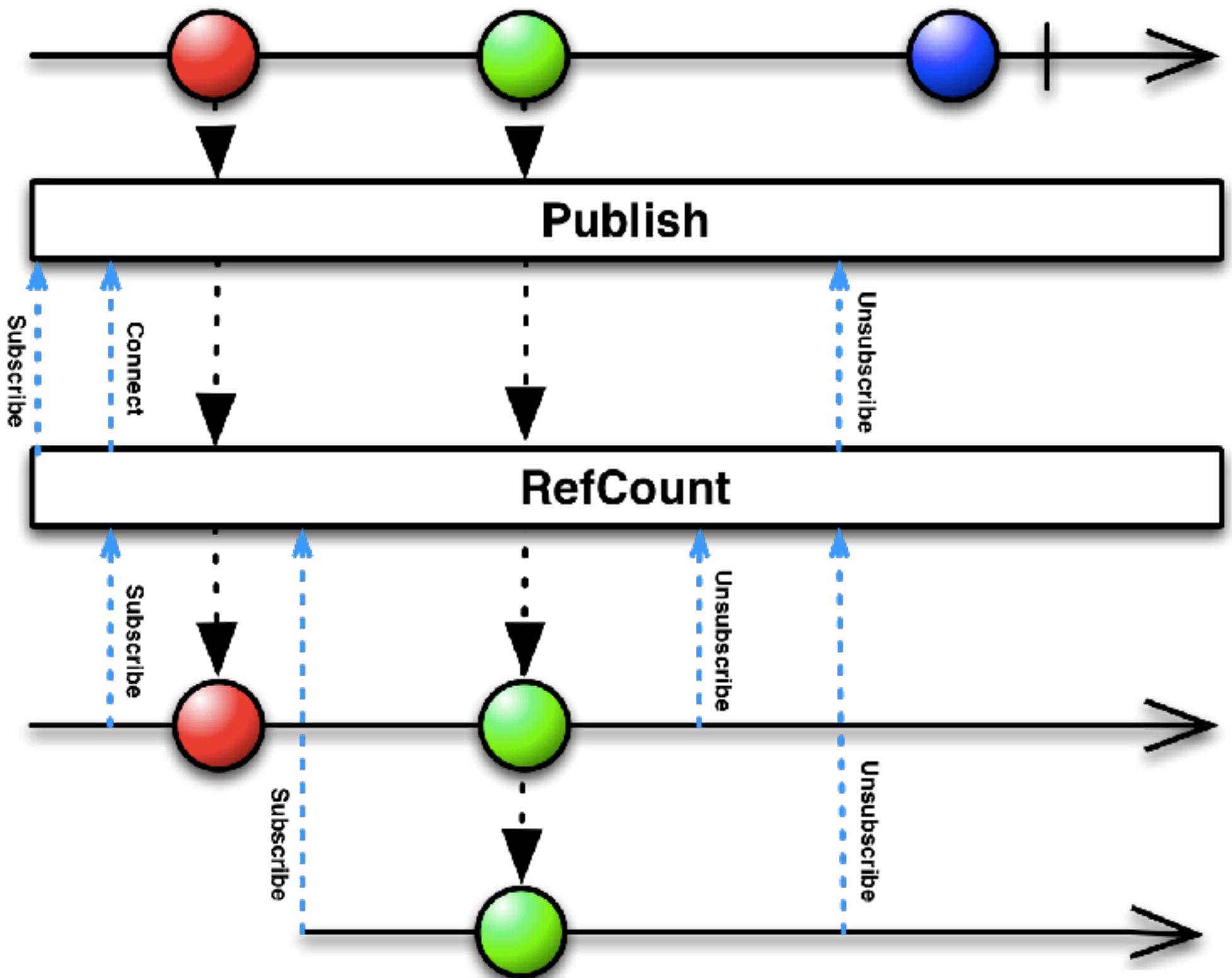


RX refCount()

refCount()

Returns an Observable that stays connected to this

ConnectableObservable as long as there is at least one subscription to this ConnectableObservable.

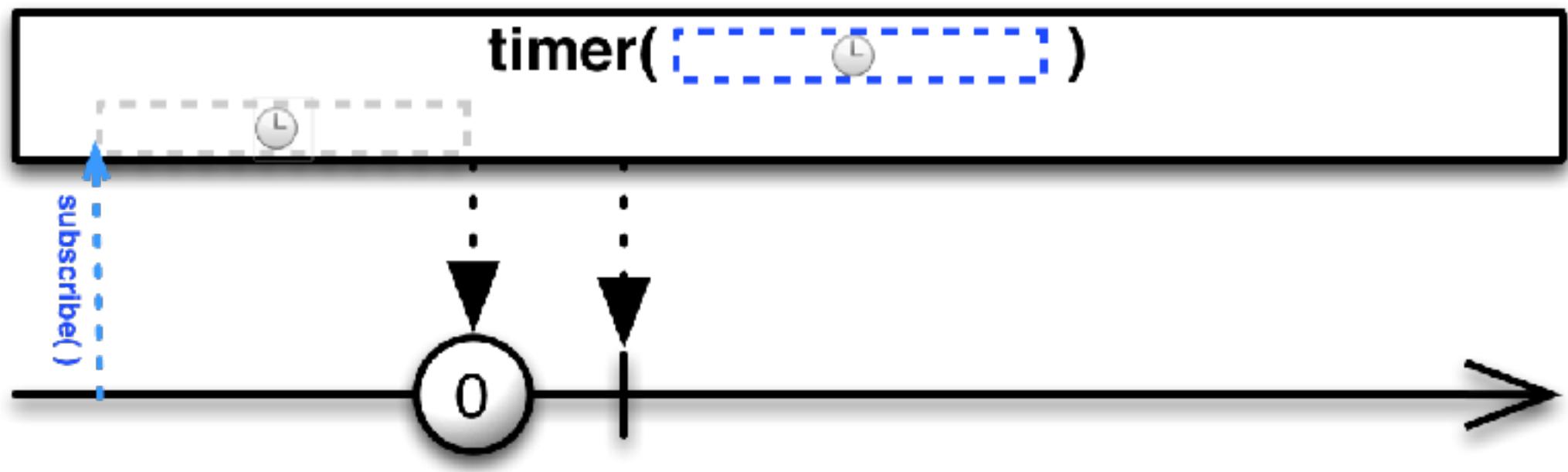




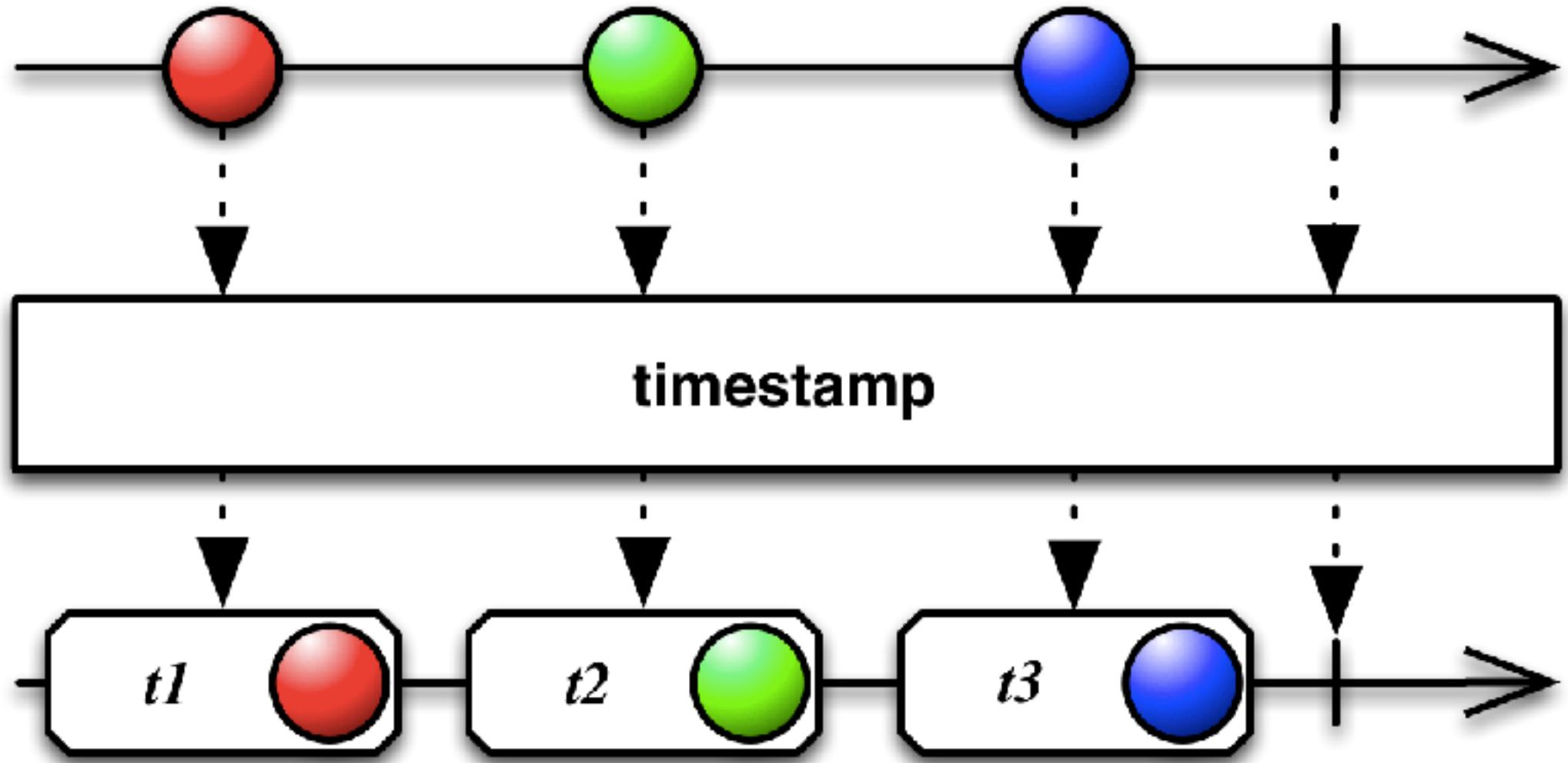
Lab: Hot/Cold Observables



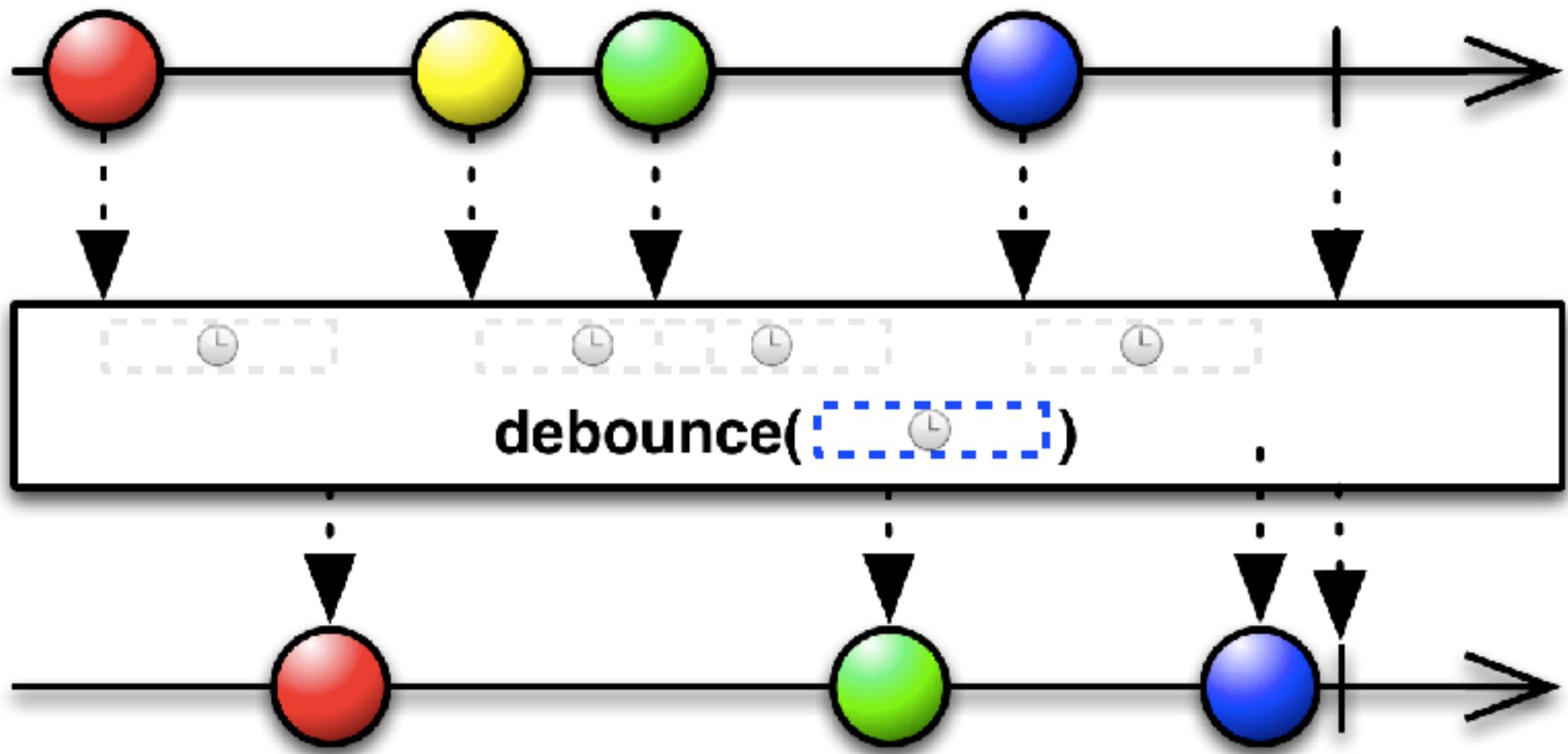
Time Remaining Labs: Interesting Operators



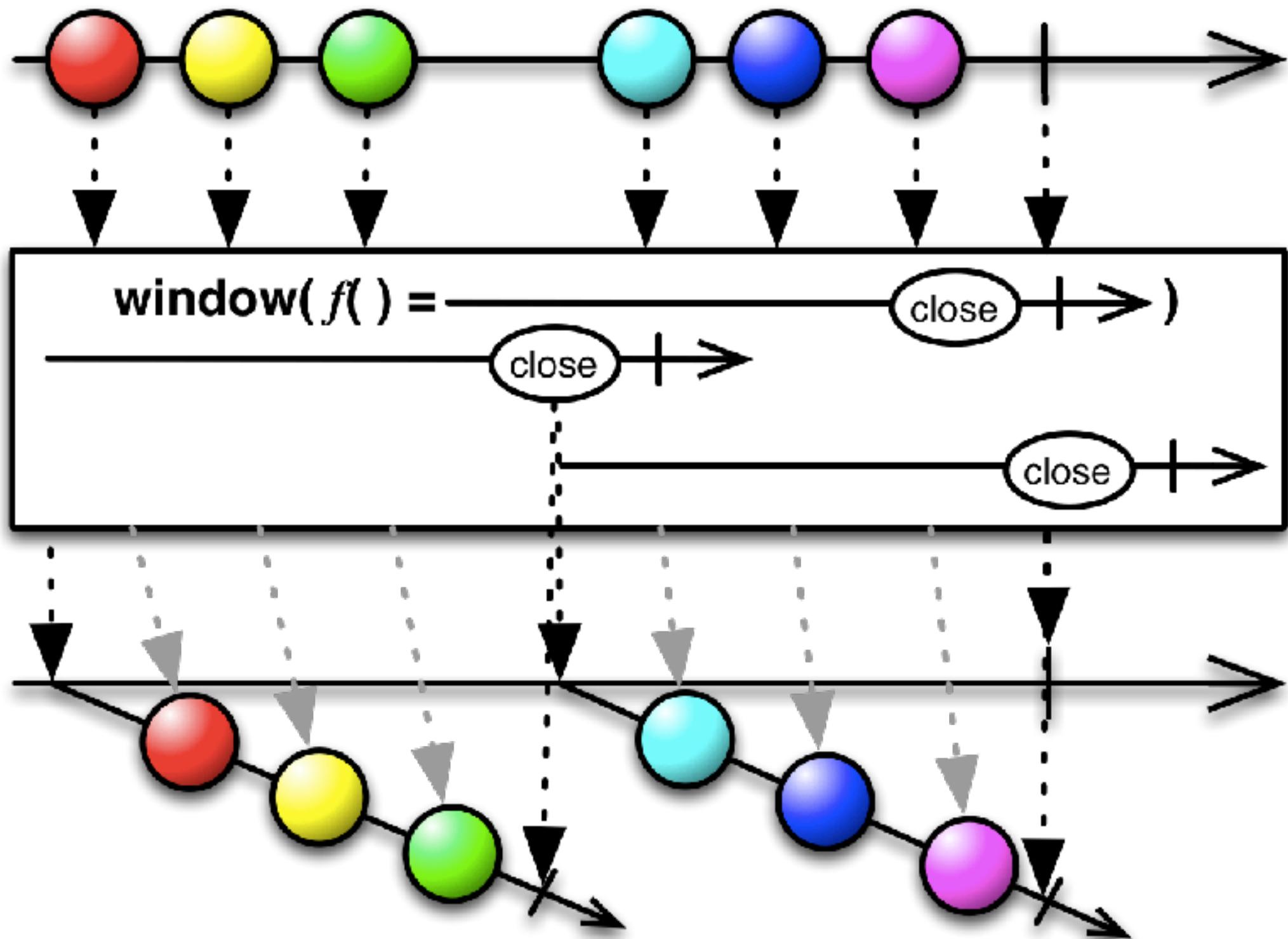
Operates on the computation Scheduler

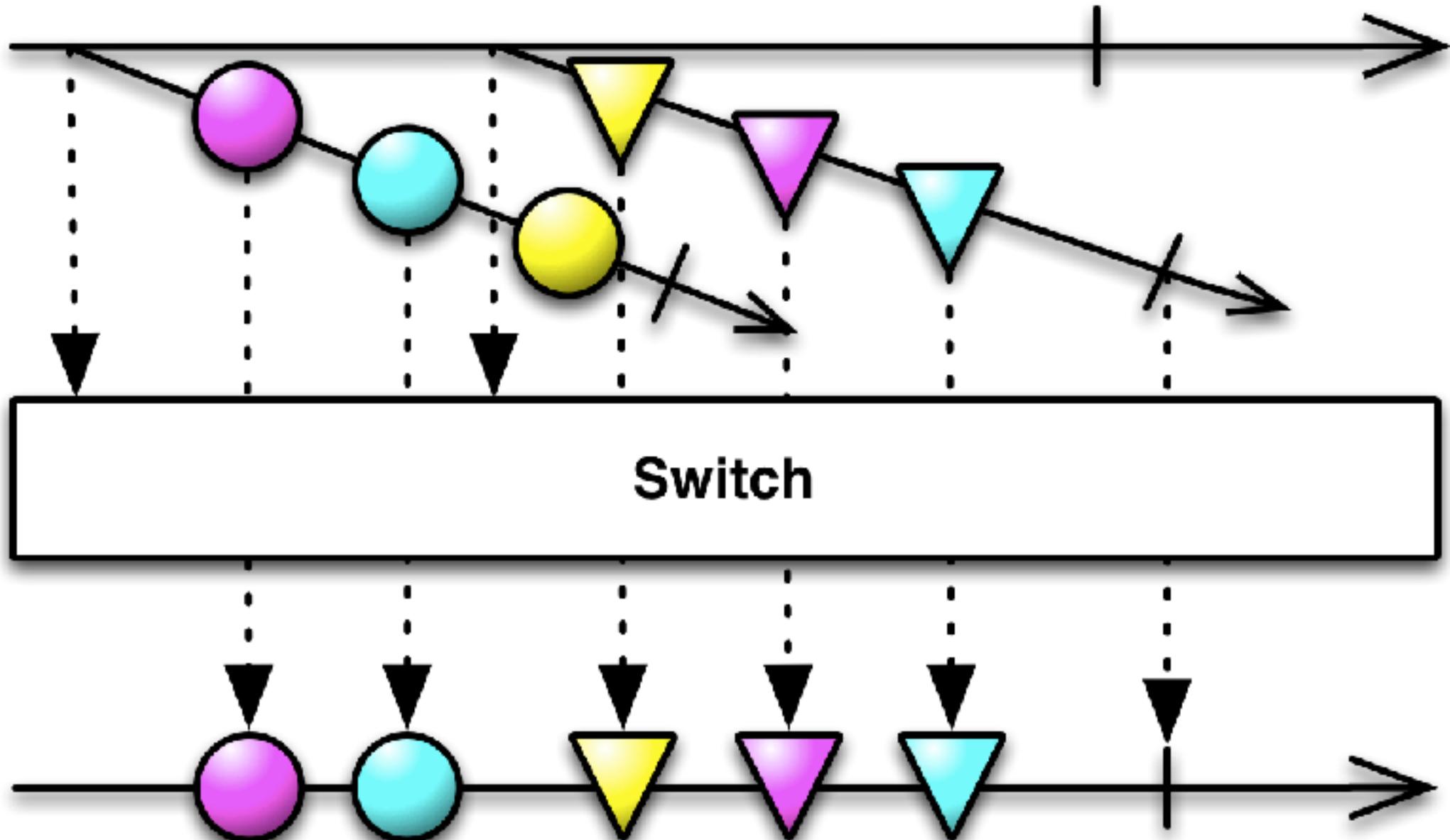


Operates on the immediate Scheduler



Operates on the computation Scheduler







Thank You