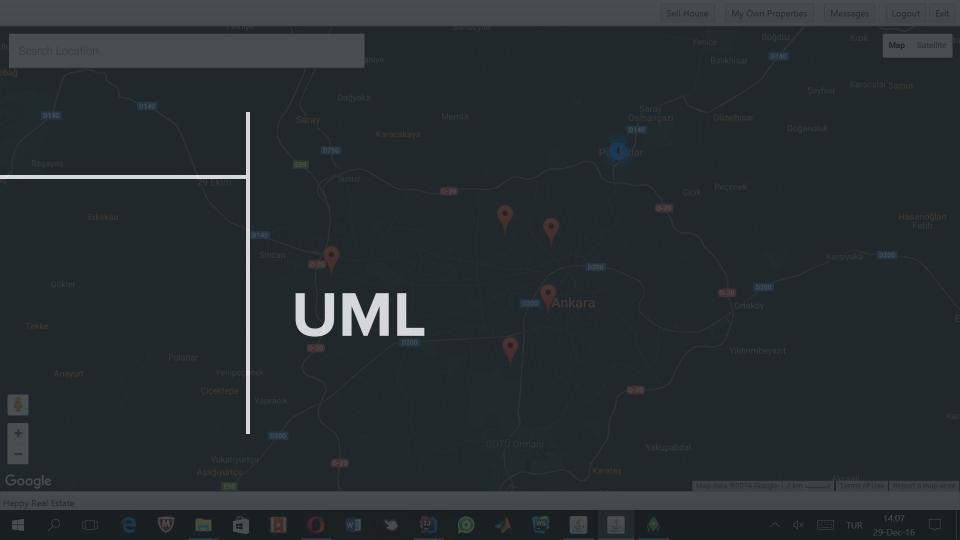
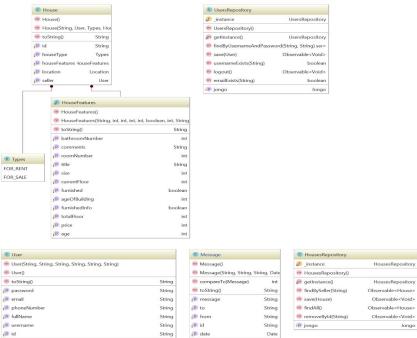


Reactive Programming (RxJava)

- Event driven framework RxJava which is in Reactive programming style.
- Subscribers subscribes to observables (UseCases)
- Helps to avoid callback hell
- Handles asynchronous cases (Observables trigger such events of subscribers below)
 - onNext (for next house from server, add marker)
 - onError (instead of checking like if(error))
 - onCompleted (fetching houses finished)
 - onStart
- Helps to avoid callback hell
- It connects domain and presentation like a reaction chain so that we can map/filter data in connecting parts.
- Just used in client.





jongo

C DefaultSubscriber

an Error(Throwable)

void

void

anCompleted()

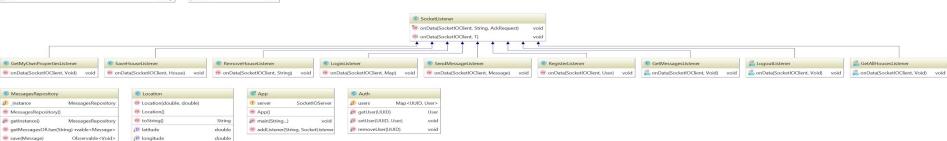
anNext(T)

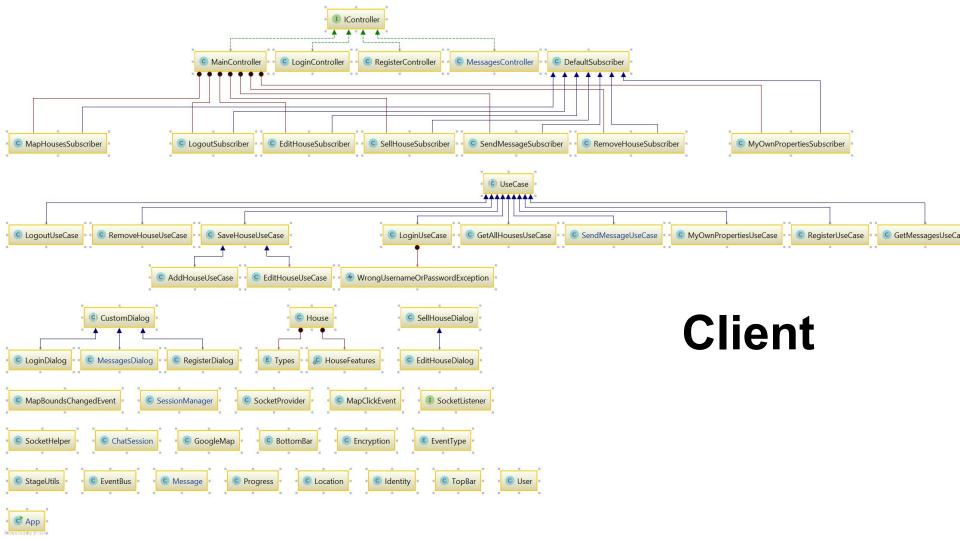
Jongo

DisconnectedListener

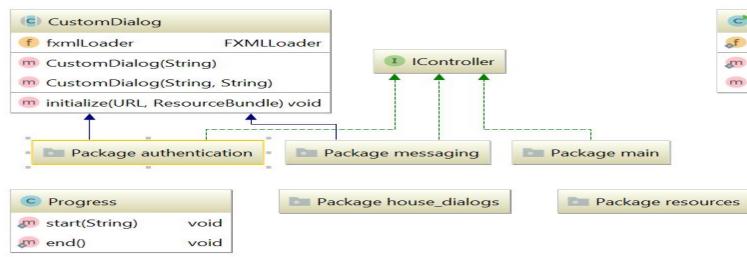
an OnDisconnect(Socket(OClient)

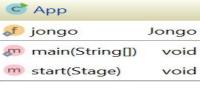
Server

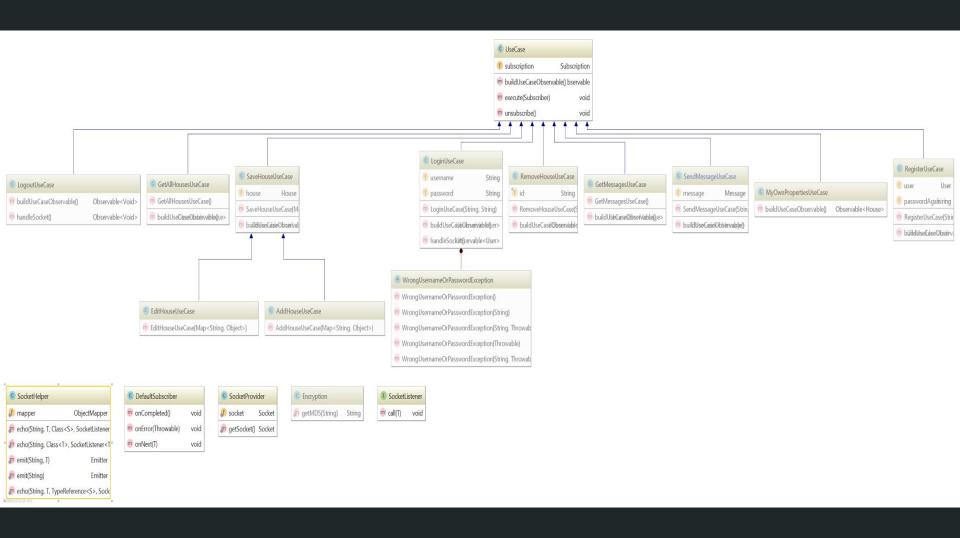














- Login (Client-Server)
 - Types username/pw and clicks login
- LoginDialog(View) calls onClickLogin method in controller
- 3. Controller creates a LoginUseCase object with instance variables username and pw
- LoginUseCase encrypts password with MD5. 4.
- 5. LoginUseCase uses SocketHelper.echo method to request login with username&pw data through sockets and starts to listen for an answer.
- 6. SocketHelper class serializes data and sends it to the server
- In server, LoginListener class listens for the LOGIN event when LOGIN event is received it checks whether username or password is correct from database.
- Server sends the result of login process to the client back.
- Since client was listening for the login result, in other words LoginController was subscribed for the login result, the GUI changes if login is successful.

