

Reactive Programming in Angular

Angular Chicago Meetup



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Let's “explain” JavaScript

- Designed for UI interactivity
- Event Driven and Imperative
- Asynchronous
- Single Threaded



Programming Paradigms

Imperative/Pull

Reactive/Push



Imperative/Pull

<code>

```
let val1 = 10;  
let val2 = 20;  
let sum = val1 + val2;  
console.log(sum); // 30  
val1 = 5;  
console.log(sum); // 30
```

</code>

Reactive/Push

<code>

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let val1 = 10;  
let val2 = 20;  
let sum = val1 + val2;  
console.log(sum); // 30  
val1 = 5;  
...some magic...  
console.log(sum); // 25
```

</code>



Imperative/Pull

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let val1 = 10;  
let val2 = 20;  
let sum = val1 + val2;  
console.log(sum); // 30  
val1 = 5; // Has no impact on the  
value in sum  
console.log(sum); // 30
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Reactive/Push

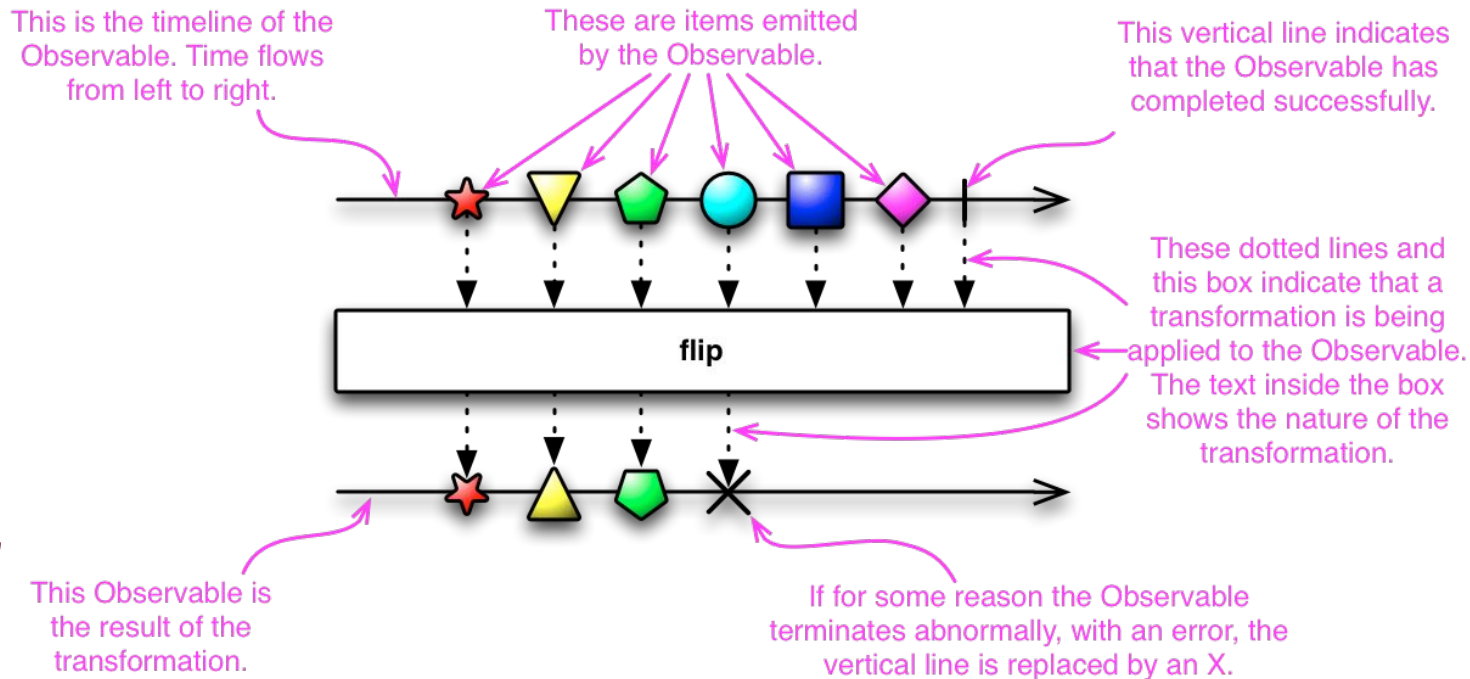
<code>

```
let val1 = 10;  
let val2 = 20;  
let sum = val1 + val2;  
console.log(sum); // 30  
val1 = 5;  
...some magic...  
// The magic causes sum to "react"  
to val1's new value  
console.log(sum); // 25
```

</code>

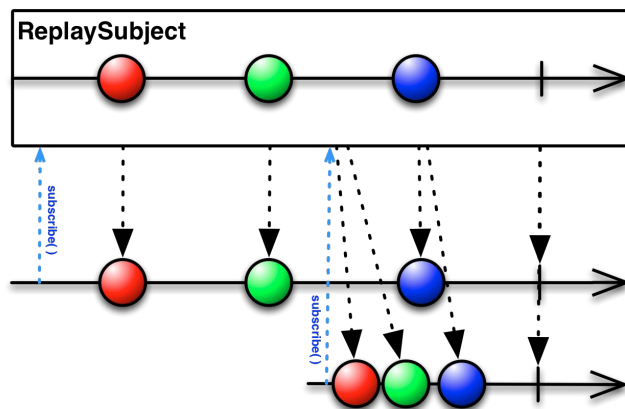
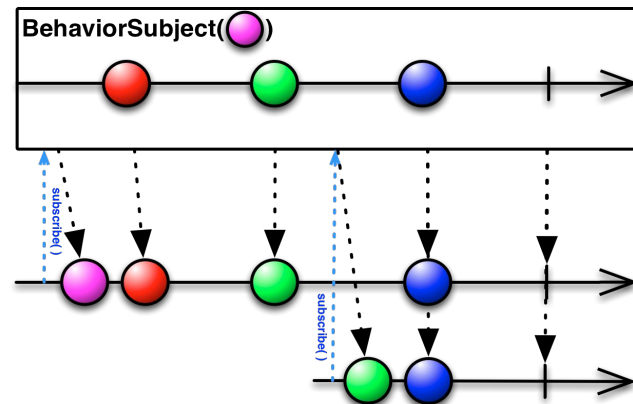
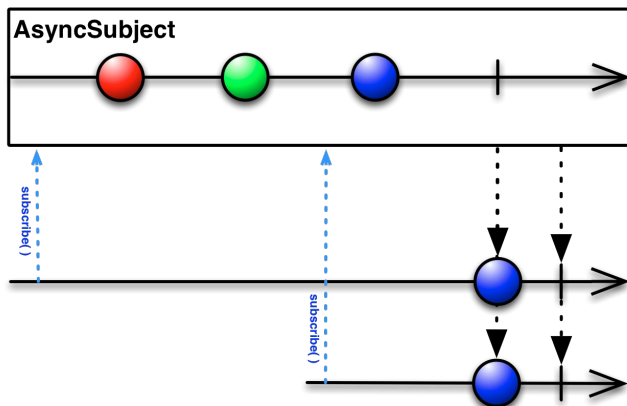
What does this mean to Angular?

Observables



What does this mean to Angular?

Subjects



What does this mean to You?



&



to The Code...



[petecclodi-meetups/angular_chi-04262017](https://github.com/petecclodi-meetups/angular_chi-04262017)



Resources



RxJS



[petecclodi-meetups/angular_chi-04262017](https://github.com/petecclodi-meetups/angular_chi-04262017)



[RxJS Examples Channel](#)

[RxJS Playlist](#)



Questions?

