

[illegible]

Screen Controller

```
1 Stream<T> getStream() {return _stream;}
// Returns a view of this object that only contains the
2 Stream<T> getSink() {return _streamSink;}
// Returns a SinkView of this object that only contains the
```

4

Subscription 的 創建

✓ (b) 13) - 4 butterfly streamSubscription

Subscription thing - add 500

附带参数 `data` 即执行方法：
`onData(data)`

onData(data)

```

    _bufferingStreamSubscription(void onData(T data)?, Function? onError,
        void onDone()? , bool cancelOnError)
    {
        this._zone(TData.current, onData, onError, onDone, cancelOnError);
    }

    _bufferingStreamSubscription.zoned(this._zone, void onData(T data)?,
        Function? onError, void onDone()? , bool cancelOnError)
    {
        _state = (cancelOnError ? _STATE_CANCEL_ON_ERROR : 0);
        _onData = _registerDataHandler<T>(_zone, onData);
        _onError = _registerErrorHandler(_zone, onError);
        _onDone = _registerDoneHandler(_zone, onDone);
    }

    static void Function(T) _registerDataHandler<T>=
        Zone zone, void Function(T)? handleData() {
        return zone.registerUnaryCallback(void, T>(handleData ?? _nullDataHandler);
    }
}

```

```

    _deferringStream.subscribe((zone, onData) => {
      Function? onError, void onDone()?; bool cancelOnError()
      : _state = (cancelOnError ? _STATE_CANCEL_ON_ERROR : 0);
      onData = _registerDataHandler(<T>(_zone, onData);
      onError = _registerErrorHandler(_zone, onError);
      onDone = _registerDoneHandler(_zone, onDone);
    });
  }
}

```

```
static void Function(T) [registerDataHandler<T>(  
    Zone zone, void Function(T)? handleData) {  
    return zone.registerUnaryCallback<void, T>(handleData ?? _nullDataHandler  
}]
```

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Subscription (write the time for ...)

In Sum.

StreamCrawler.add \Rightarrow streamControllerSink.add

小结

在 Zone 执行 handleData 函数 : onData,
在 add 的时候 会在 Zone 执行 onData (data)
↑
add 的 data