

Reactive Programming Principles

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Reactive programming has its own set of principle -

- Non-blocking
- Asynchronous
- Stream based communication
- Backpressure handling

Before we write code we need to understand -

- Process / Thread / RAM / CPU / Scheduler
- Synchronous / Asynchronous / Non-blocking / Non-blocking + Aysnchronous
- IO Communication Patterns
- Reactive Programming
 - What is it?
 - Why do we need it?
 - How does it work?
 - Why can I not use virtual threads?
 - Principles of reactive programming!