

RXSwift for UI

The **tips and tricks** your views were waiting for!

About me

Stefano Mondino



Mobile Technical Leader @ Synesthesia srl

Contacts

`stefano.mondino.dev@gmail.com`

`stefano.mondino@synesthesia.it`

github: **stefanomondino**

twitter: **@puntoeste**

What's going on today

What's going on today

- RxSwift

What's going on today

- RxSwift
- RxCocoa

What's going on today

- RxSwift
- RxCocoa
- Live coding cool stuff

What's going on today

- RxSwift
- RxCocoa
- Live coding cool stuff
- Make cool stuff also reusable

RXSwift overview

- Handles streams of values over time.
- Clean syntax for FRP
- Chain, combine, manipulates events

Observable<Something>

- Wraps some asynchronous "job" that emits **one or many** elements
- Job starts when `subscribe()` method is manually invoked
- A job can be canceled by **disposing** its subscription

- `onNext: { something in ... }` every time job produces viable output
- `onError: { error in ... }` if any error occurs in the process (**only one per subscription**)
- `onComplete: {}` if job is done

Operators

- `.map { $0.makeMeMeaningful() }` -> **transform**
- `.filter { $0.isMeaningful() }` -> **filter out**
- `.flatMapLatest {
someObservableThatDependsOn($0) }` -> **chaining**
- a **LOT** of others

RxCocoa overview

- Available only on [i,tv,mac,watch]OS systems (no linux)
- Extensions related to Cocoa objects
- Obj-C runtime, swizzling, reflection, selectors
- Each `NSObject` has an associated `.rx` proxy

.rx proxy: Howto

```
extension Reactive where Base: MyClass {  
    ...  
}
```

.rx proxy: Observables

```
extension Reactive where Base: UIScrollView {  
    var xOffset: Observable<CGFloat> {  
        return contentOffset.map { $0.x }  
    }  
}
```

.rx proxy: Binders

```
extension Reactive where Base: UICollectionView {  
    func scrollToIndexPath(animated: Bool = true)  
    -> Binder<IndexPath> {  
        return Binder(base) { base, indexPath in  
            base.scrollToItem(at: indexPath,  
                             at: .centeredHorizontally,  
                             animated: animated)  
        }  
    }  
}
```


A black and white photograph of a child's legs and feet on a wooden floor. The child is wearing dark pants and light-colored shoes. The text "Let's play" is overlaid on the image, with "Let's" in white and "play" in red.

Let's play

Let's play

- Code

Let's **play**

- Code
- Test

Let's **play**

- Code
- Test
- Refactor

A young boy with short brown hair, wearing a light blue polo shirt, is sitting at a desk. He is looking towards a computer monitor on the right side of the frame. His hands are resting on a keyboard. The background is slightly blurred, showing a yellow wall on the left and a dark blue wall on the right. The text "Thank you <3" is overlaid in the center of the image.

Thank you <3