



Reaktive Programmierung

mit Spring Boot und Project Reactor





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- | Java, JavaScript, TypeScript
- | Spring Boot, Angular, React
- | Git, Maven, Gradle, Jenkins, Nexus, Sonar
- | Amazon Web Services



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Fazit



Einführung: Warum das Thema?

- Imperative Programmierung
- blocking I/O
- skalieren
- Threads



Was ist Reaktive Programmierung?

In a nutshell reactive programming is about **non-blocking**, **event-driven** applications that **scale with a small number of threads** with **backpressure** as a key ingredient that aims to ensure producers do not **overwhelm consumers**.

Rossen Stoyanchev

- | Programmierparadigma
- | Kombination von Observer (push) & Iterator (pull)
- | sparsamer Umgang mit Ressourcen
- | Pionierarbeit: Reactive Extensions (Rx) für .NET
- | Standardisierung für JVM durch Reactive Streams





Reactive Streams - Spezifikation



The purpose of Reactive Streams is to provide a standard for asynchronous stream processing with non-blocking back pressure.

Quelle: [Reactive Streams](#)



Spezifikation
Java-API
Technology-Compatibility-Kit
Beispiel-Implementierungen



Collaboration von verschiedenen Entwicklern von folgenden Unternehmen:

| | | |
|-----------|---------|---------|
| Kaazing | Netflix | Pivotal |
| Lightbend | Red Hat | Twitter |



Publisher

```
package org.reactivestreams;
```

```
public interface Publisher<T> {
```

```
    public void subscribe(Subscriber<? super T> s);
```

```
}
```



Subscriber

```
package org.reactivestreams;
```

```
public interface Subscriber<T> {
```

```
    public void onSubscribe(Subscription s);
```

```
    public void onNext(T t);
```

```
    public void onError(Throwable t);
```

```
    public void onComplete();
```

```
}
```




Subscription

```
package org.reactivestreams;

public interface Subscription {

    public void request(long n);

    public void cancel();

}
```



Processor

```
package org.reactivestreams;

public interface Processor<T, R>
    extends Subscriber<T>, Publisher<R> {

}
```



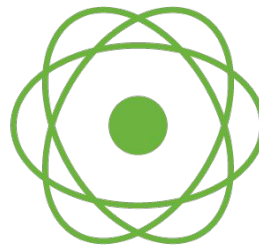
Implementierungen



RxJava

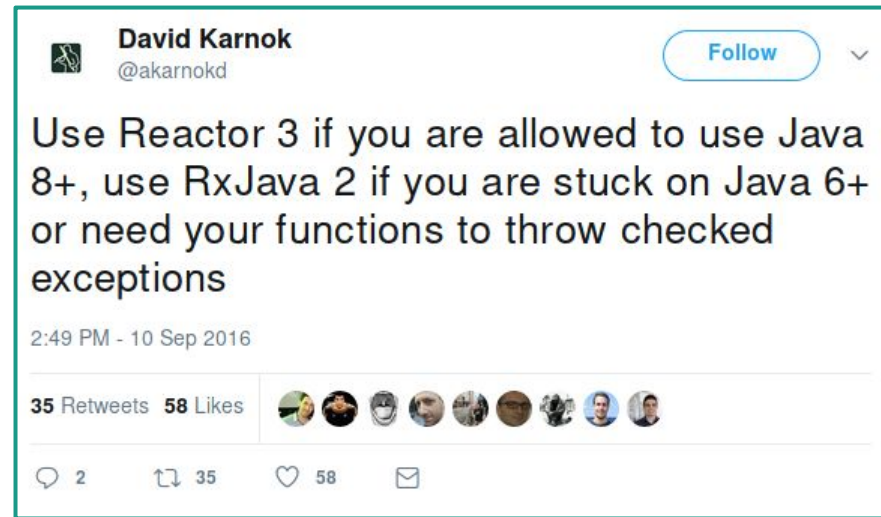


akka



Project Reactor

RxJava vs Reactor





Java 9 Flow API

- keine Implementierung
- keine Spezifikation
- keine Tests / kein Toolkit zum Validieren der eigenen Implementierung



Spring Boot & Project Reactor



Project Reactor

- Java 8 functional API
- Completable Future
- Stream
- Duration
- backpressure-ready network engines
 - HTTP (Websockets)
 - TCP und UDP



Publisher - Mono

0 oder 1 Element

```
Mono.just("Hello World")  
    .map(value -> value.split("(?!^"))  
    .flatMapMany(Flux::fromArray)  
    .filter(character -> !"L".equalsIgnoreCase(character))  
    .collectList()  
    .map(list -> String.join("", list))  
    .subscribe(System.out::println);
```

```
// Heo Word
```




Publisher - Flux

0 oder N Elemente

```
Flux<String> abc = Flux
    .just("A", "B", "C");

Flux<String> cba = Flux
    .fromIterable(
        Arrays.asList("c", "b", "a"));

abc.zipWith(cba).subscribe(System.out::println);

// [A,c]

// [B,b]

// [C,a]
```



Demo



Unterstützte Technologien

Server und Servlet-Container





Unterstützte Technologien

NoSQL Datenbanken





- bringt Overhead
- Debugging ist komplizierter
- kapselt Nebenläufigkeit, Threads und Synchronisation

Wie geht es weiter?

In a nutshell reactive programming is about **non-blocking**, **event-driven** applications that **scale with a small number of threads** with **backpressure** as a key ingredient that aims to ensure producers do not **overwhelm consumers**.

Rossen Stoyanchev

- | Demo Code auf [Gitlab](#)
- | Project Reactor [Dokumentation](#)
- | Reactor in Produktion [Cloud Foundry Java Client](#)
- | Servlet and Reactive Stacks in Spring Framework 5 [InfoQ](#)

