



REACTIVE PROGRAMMING

Why

- Declarative
- Asynchronous
- User event
- I/O response
- Scaling
- Non-sequential

How

- Observer Pattern

New data ->

Source ----data---->Observer

- Iterator Pattern

Iterator----data---->Consumer

Publisher =====> Subscriber

~~RestTemplate~~ WebClient

- Communication->
 - Reactive
 - Asynchronous
 - Non Blocking
 - Functional Way
 - Better Concurrency & Scaling

Reactor

- Flux: 0.....N
 - Transform into new list
 - Buffer into List
 - Reduce to Single Value
 - Concat or Merge with other Flux
 - Block or wait for value
- Mono: 0.....1