

# ReactiveCocoa入门到实战

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第二周 ReactiveCocoa操作详解

# 内容大纲

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- RACSignal使用基础
- RACSignal各类操作

# RACSignal使用基础

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# RACSignal的使用基础

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## 获得一个信号的方式

- 单元信号

```
RACSignal *signal1 = [RACSignal return:@"Some Value"];
RACSignal *signal2 = [RACSignal error:errorObject];
RACSignal *signal3 = [RACSignal empty];
RACSignal *signal4 = [RACSignal never];
```

- 动态信号

```
RACSignal *signal5 = [RACSignal createSignal:
                    ^RACDisposable *(id<RACSubscriber> subscriber) {
    [subscriber sendNext:@1];
    [subscriber sendNext:@2];
    [subscriber sendError:errorObject];
    [subscriber sendCompleted];
    return [RACDisposable disposableWithBlock:^(
    }];
}];
```

# RACSignal的使用基础

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获得一个信号的方式

- Cocoa桥接

```
RACSignal *signal6 = [view rac_signalForSelector:@selector(setFrame:)];  
RACSignal *signal7 = [view  
    rac_signalForControlEvents:UIControlEventTouchUpInside];  
RACSignal *signal8 = [view rac_willDeallocSignal];  
RACSignal *signal9 = RACObserve(view, backgroundColor);
```

- 信号变化

```
RACSignal *signal10 = [signal1 map:^(NSString *value) {  
    return [value substringFromIndex:1];  
}];
```

- 序列转换

```
RACSignal *signal11 = sequence.signal;
```

# RACSignal的使用基础

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## 订阅一个信号的方式

- 订阅方法

```
[signal11 subscribeNext:^(id x) {  
    NSLog(@"next value is %@", x);  
} error:^(NSError *error) {  
    NSLog(@"Ops! Get some error: %@", error);  
} completed:^(  
    NSLog(@"It finished success");  
)];
```

- 绑定

```
RAC(view, backgroundColor) = signal10;
```


- Cocoa桥接

```
[view rac_liftSelector:@selector(convertPoint:toView:)  
    withSignals:signal1, signal2, nil];  
[view rac_liftSelector:@selector(convertRect:toView:)  
    withSignalsFromArray:@[signal3, signal4]];  
[view rac_liftSelector:@selector(convertRect:toLayer:)  
    withSignalOfArguments:signal5];
```

# RACSignal的使用基础

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## 订阅过程



```
RACSignal *signal = [RACSignal createSignal:
                    ^RACDisposable *(id<RACSubscriber> subscriber)
                    {
                        [subscriber sendNext:@1];
                        [subscriber sendNext:@2];
                        [subscriber sendCompleted];
                        return [RACDisposable disposableWithBlock:^(
                            NSLog(@"dispose");
                        )];
                    }];

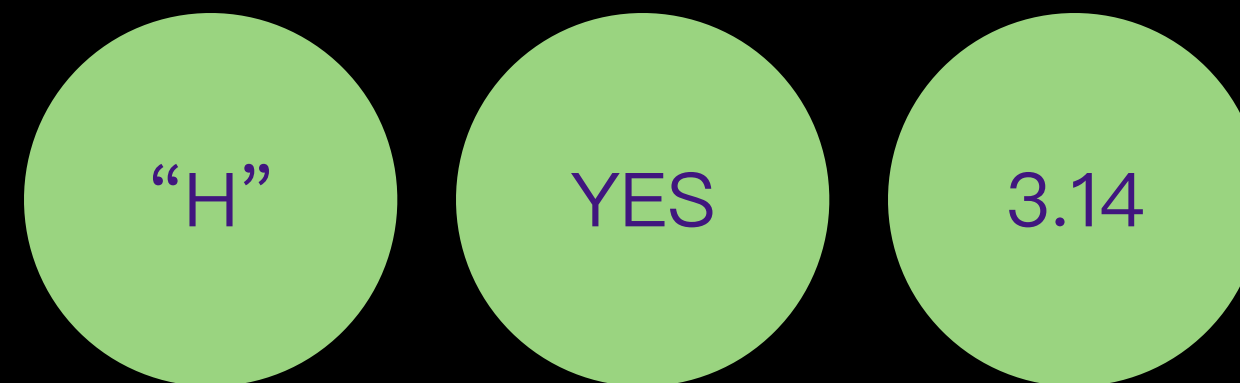
RACDisposable *disposable = [signal subscribeNext:^(id x) {
    NSLog(@"next value is %@", x);
} error:^(NSError *error) {
    NSLog(@"Ops! Get some error: %@", error);
} completed:^(
    NSLog(@"It finished success");
)];

[disposable dispose];
```

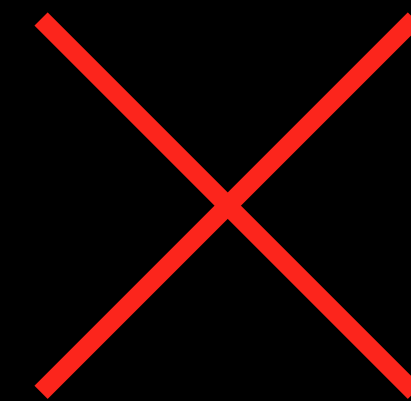
# RACSignal的使用基础

## 事件类型 & 图例

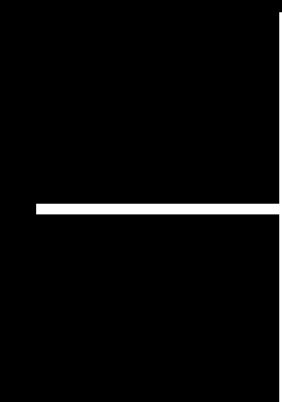
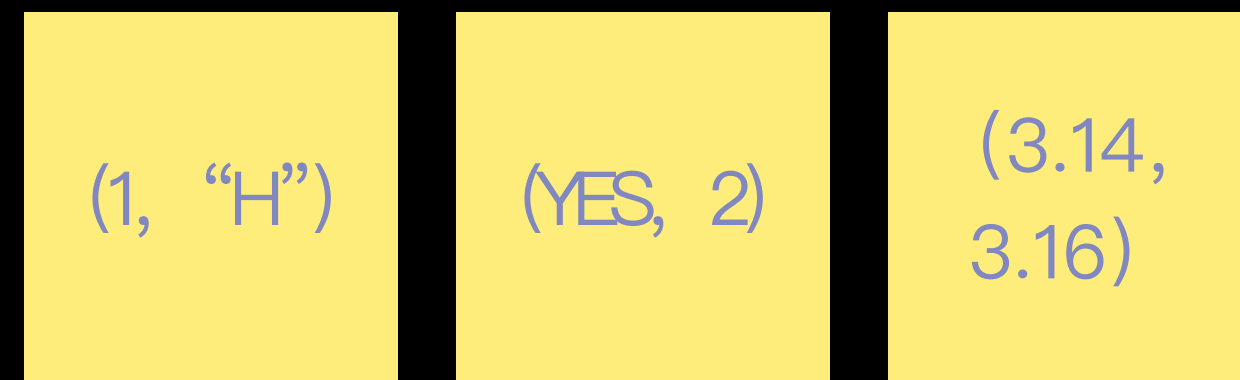
- 值



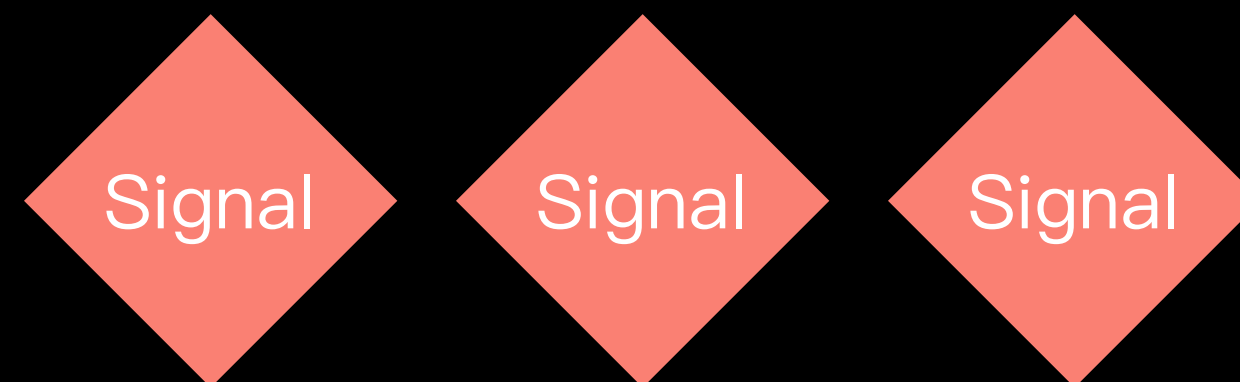
- 错误



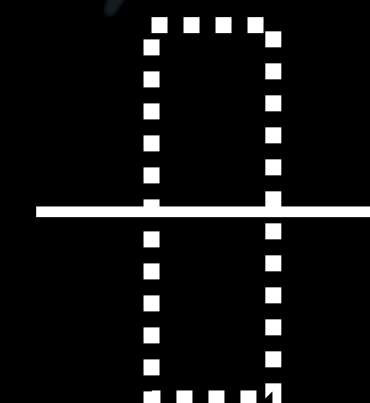
- 结束



- 订阅



- 取消订阅





# RACSignal的使用基础

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## 元组——RACTuple

- RAC定义的一种数据类型
- NSArray的简化版

- 其他语言中的意义

```
RACTuple *tuple = RACTuplePack(@1, @"haha");
```

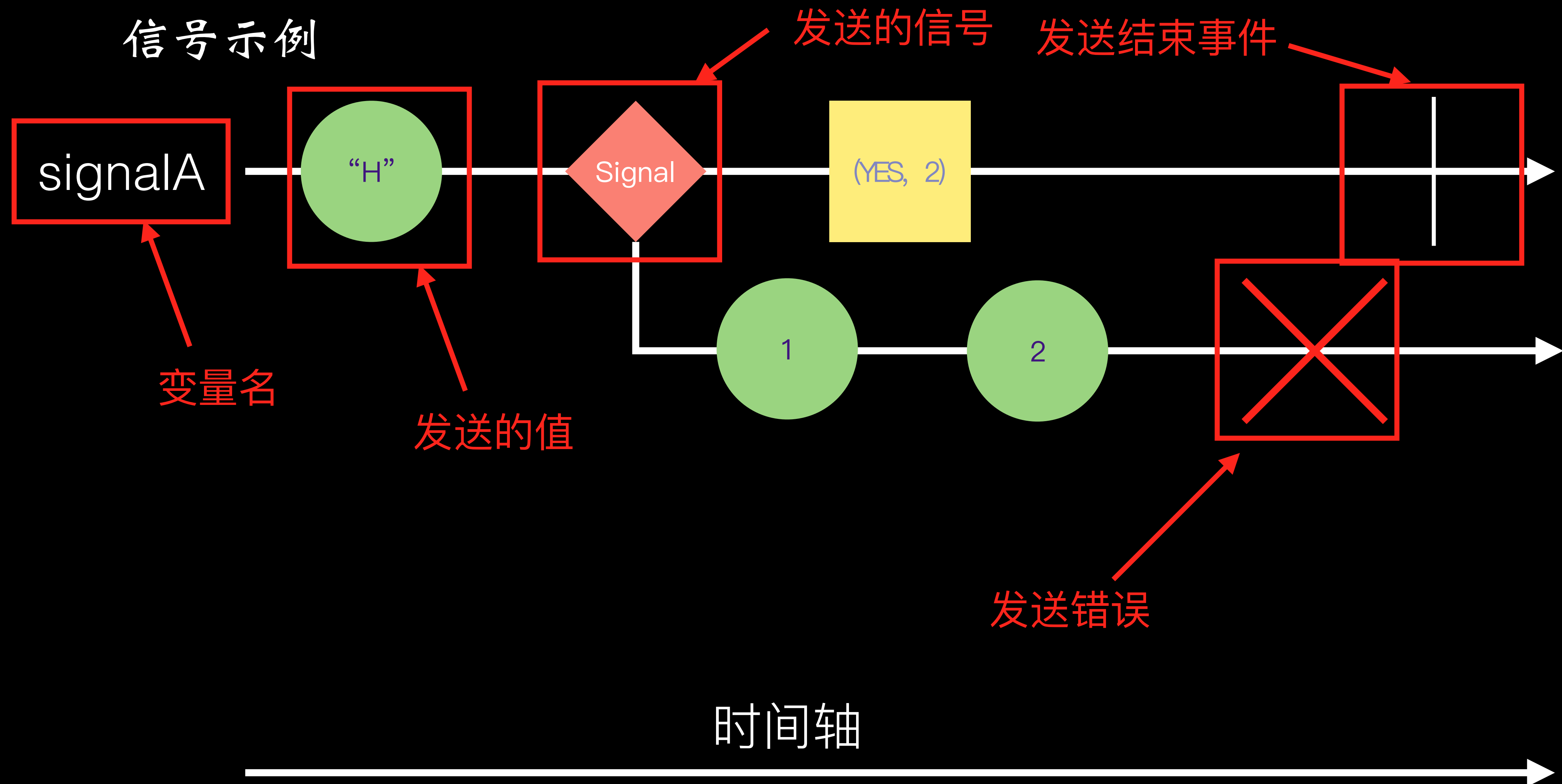
- 使用

```
id first = tuple.first;  
id second = tuple.second;  
id last = tuple.last;
```

```
id index1 = tuple[1];
```

```
RACTupleUnpack(NSNumber *num, NSString *str) = tuple;
```

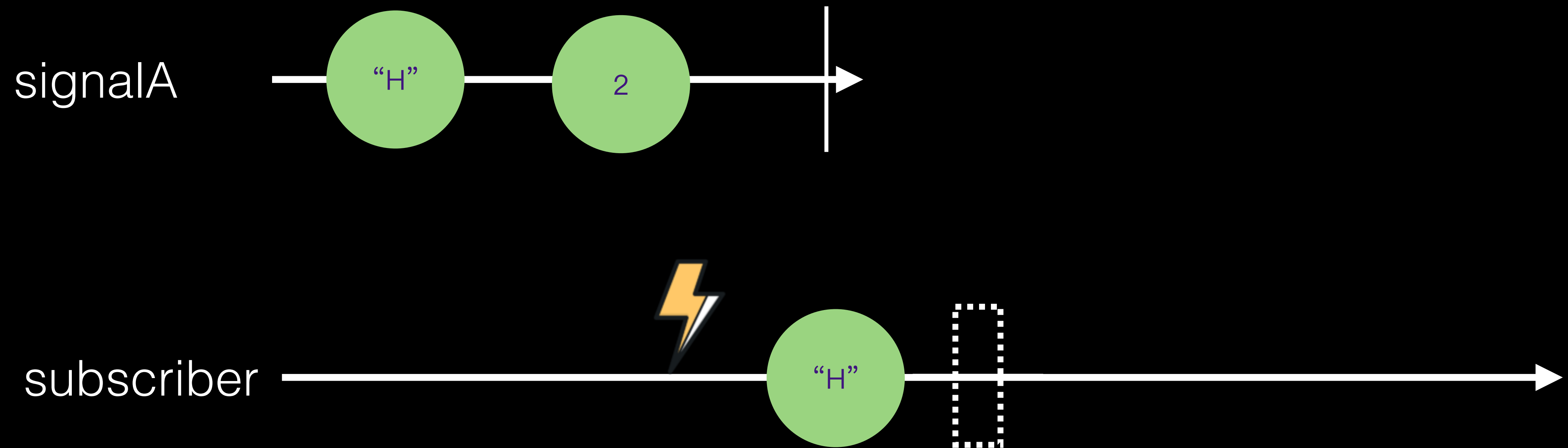
# RACSignal的使用基础



# RACSignal的使用基础

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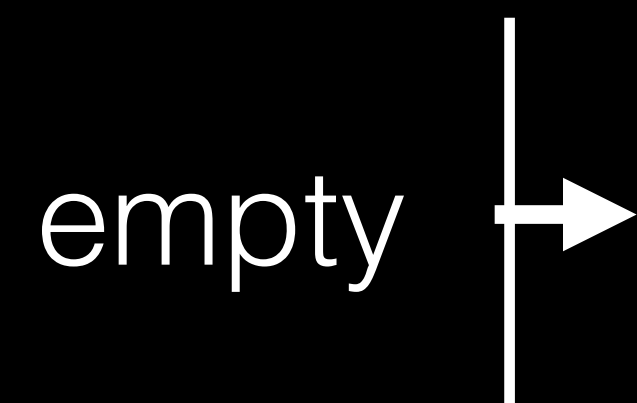
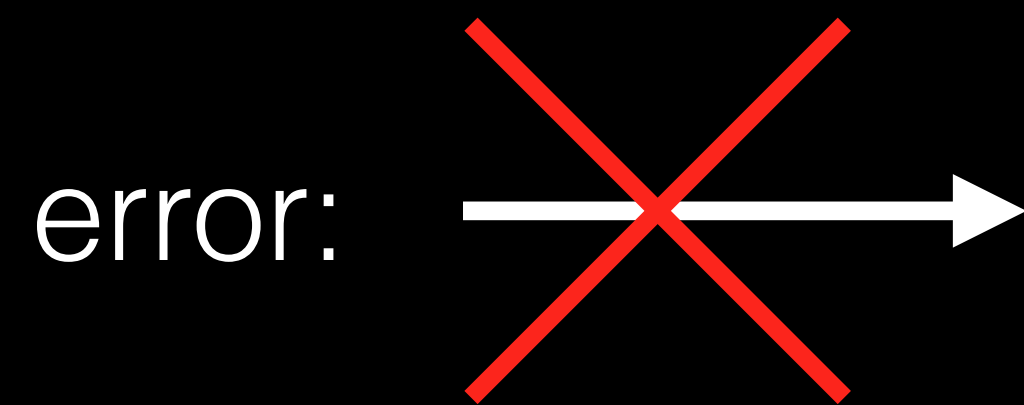
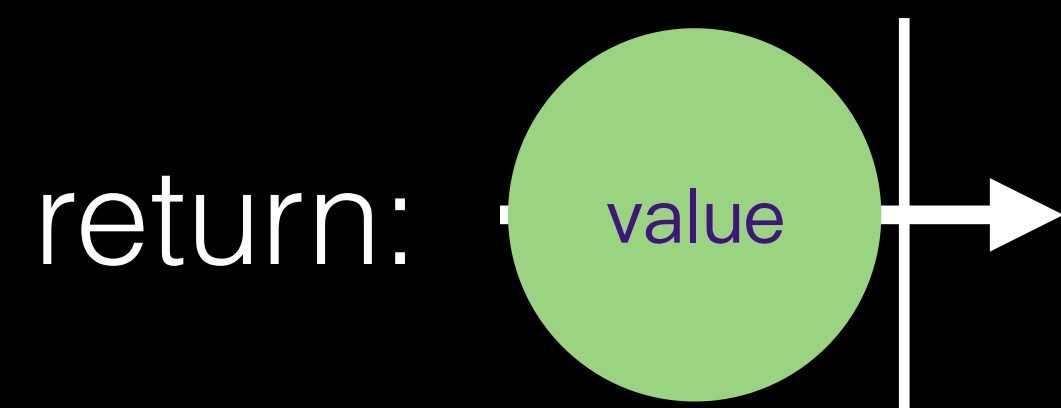
信号定义 && 信号订阅



# RACSignal的使用基础

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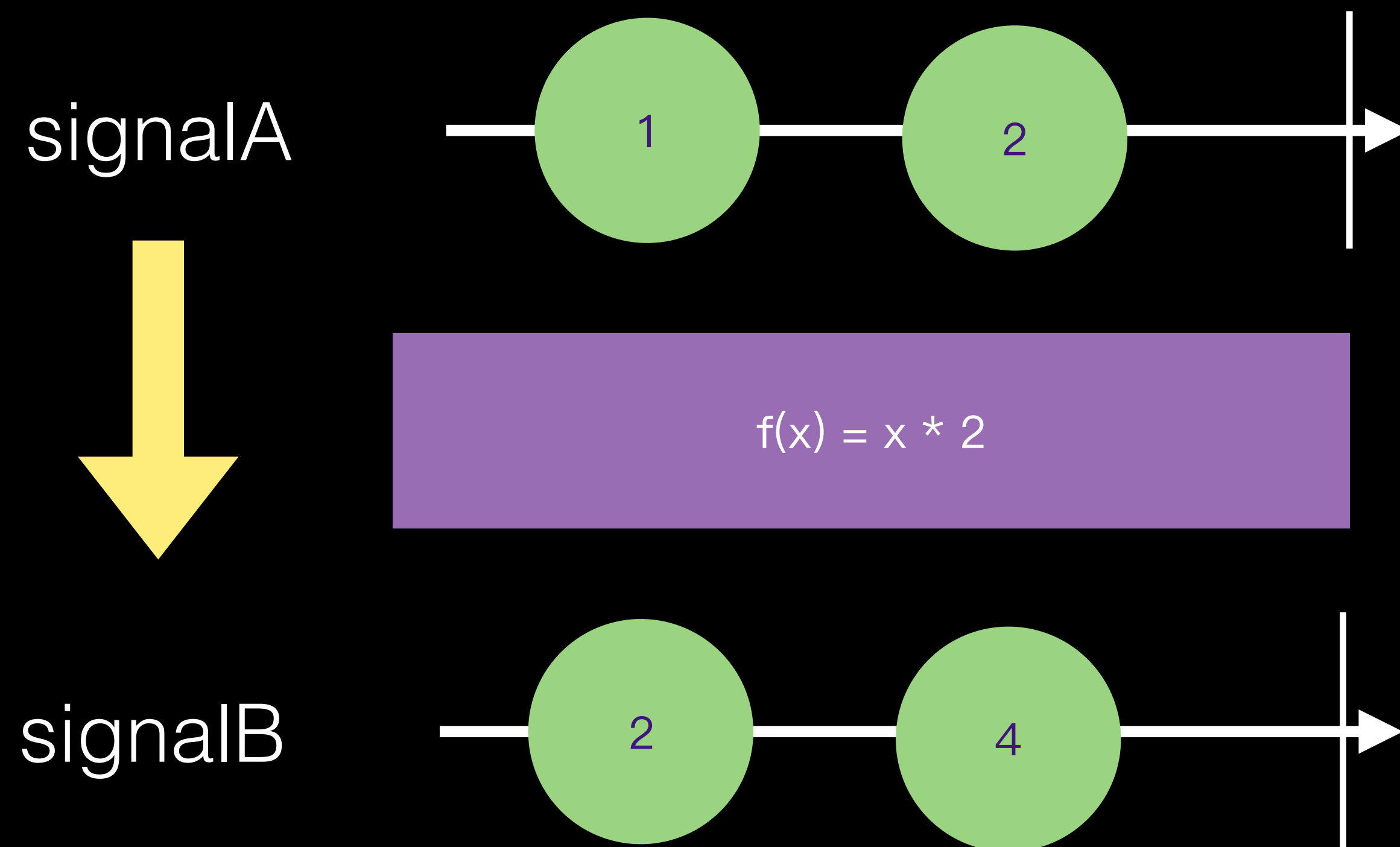
单元信号



# RACSignal的使用基础

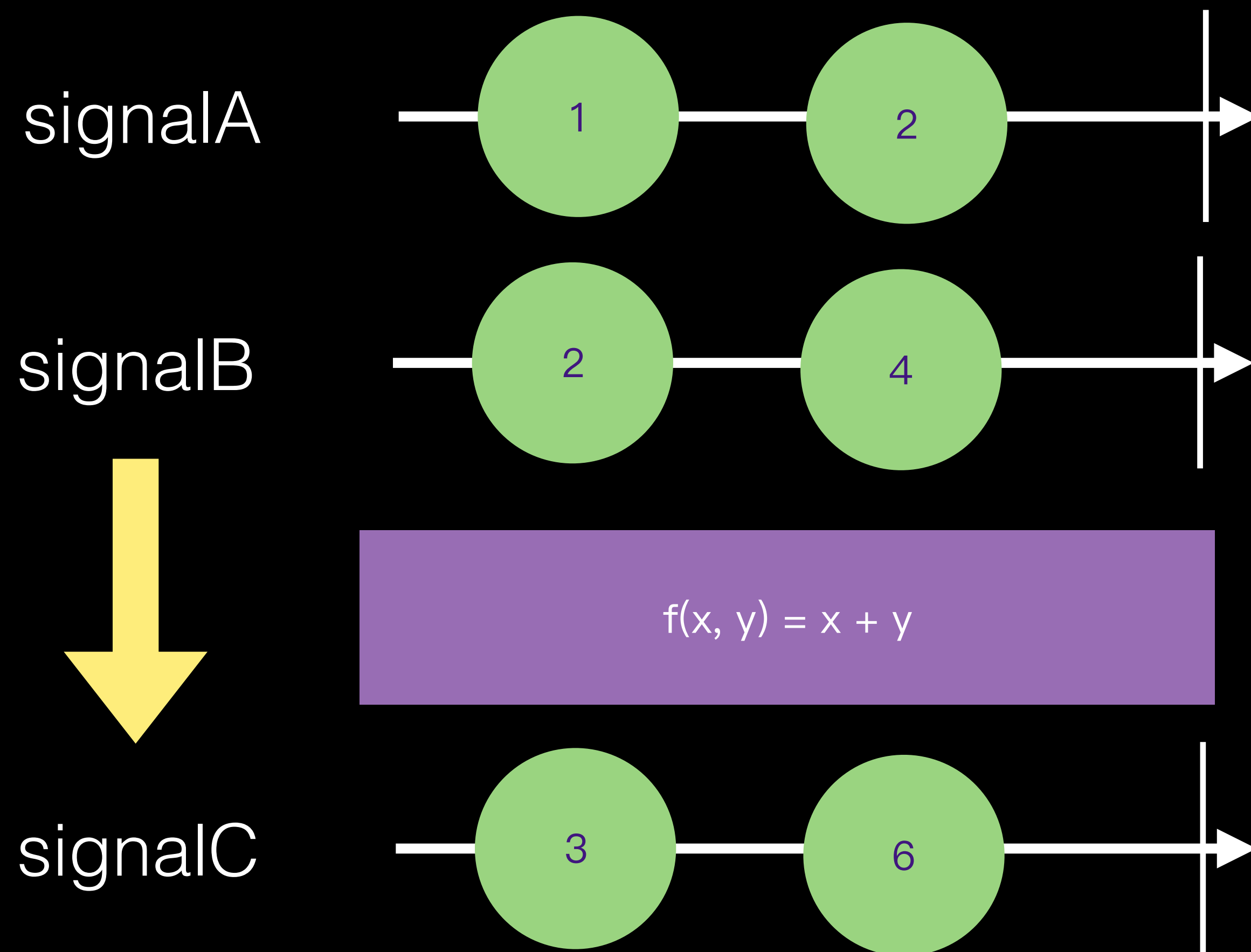
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信号的变换和组合



# RACSignal的使用基础

信号的变换和组合



# RACSignal各类操作

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# RACSignal各类操作

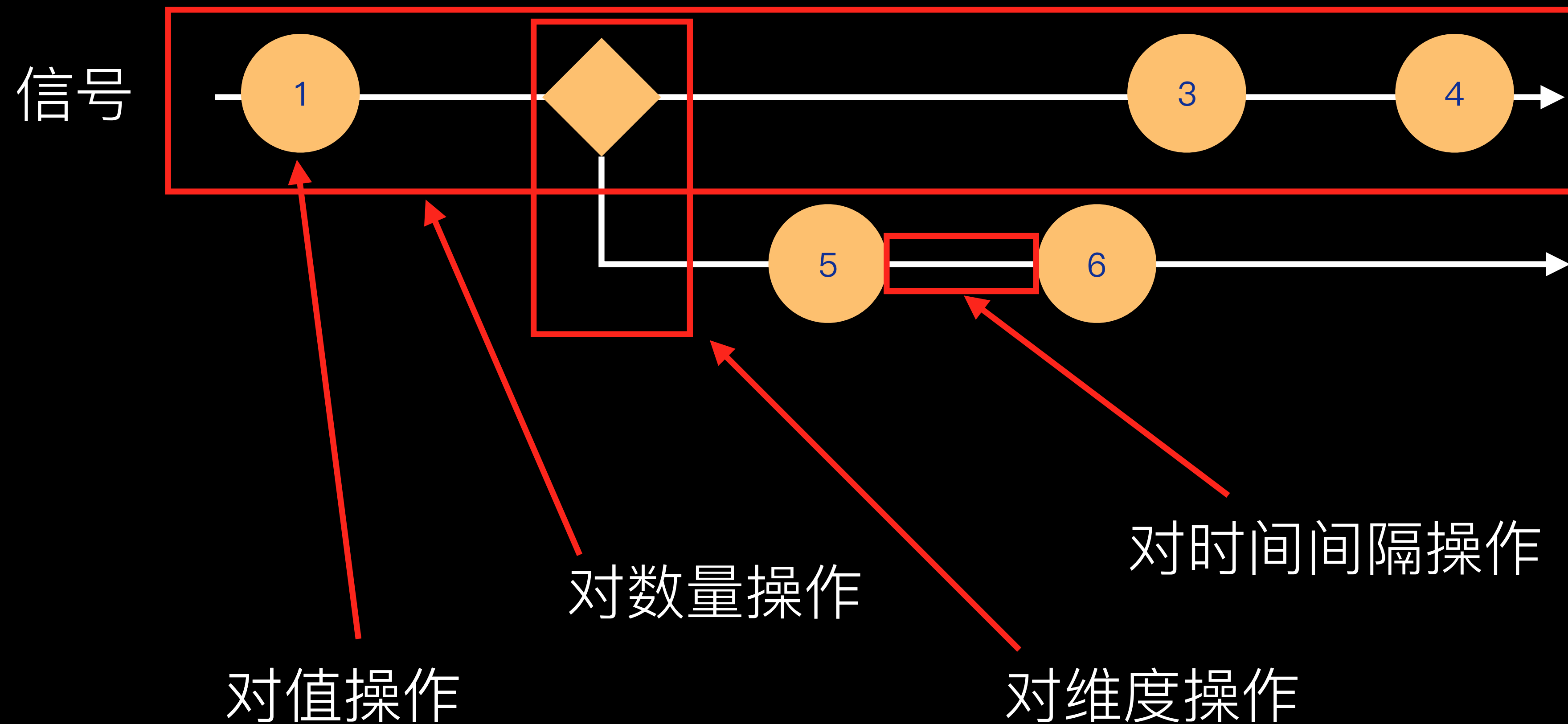
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- 单个信号的变换
- 多个信号的组合
- 高阶操作



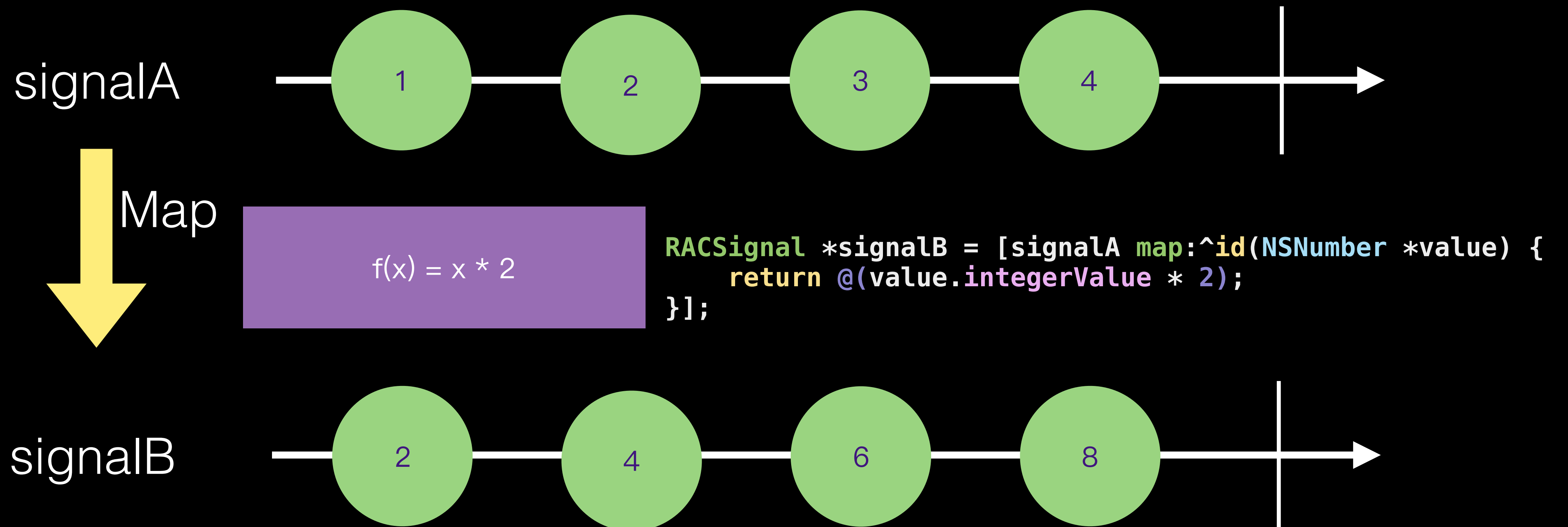
# RACSignal各类操作

## 单个信号的变换



# RACSignal 各类操作

值操作——Map



# RACSignal各类操作

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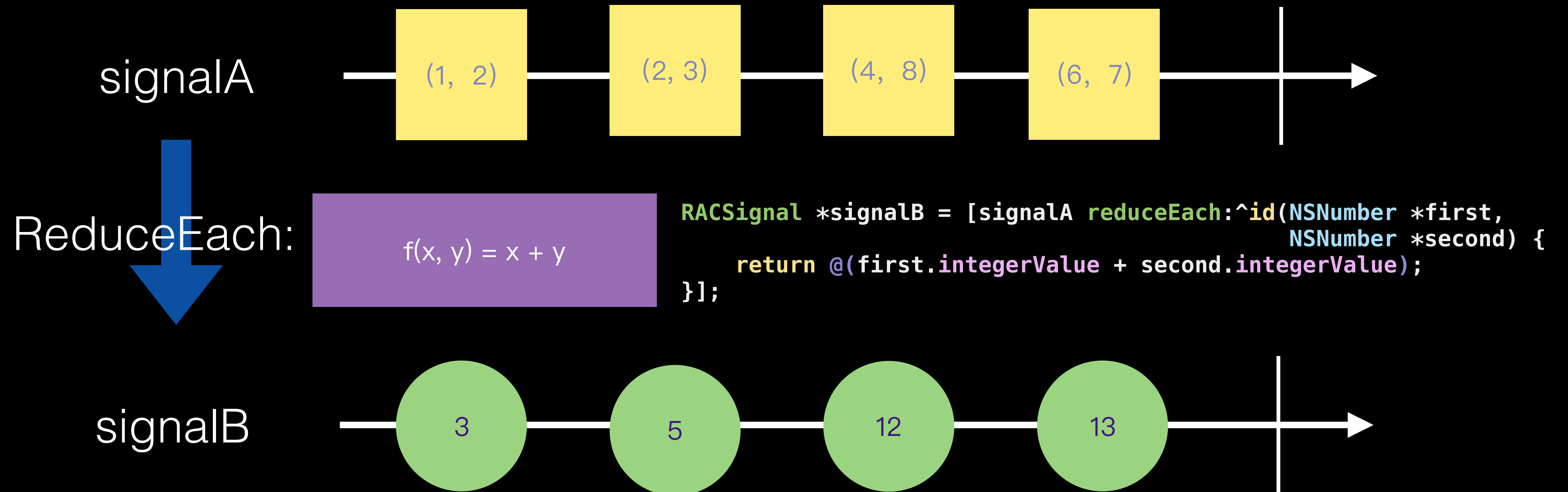
值操作——MapReplace

```
RACSignal *signalB = [signalA map:^id(id value) {  
    return @8;  
}]; // signalB is --8--8--8--8--|
```

```
RACSignal *signalC = [signalA mapReplace:@8];  
// signalC is --8--8--8--8--| too.
```

# RACSignal 各类操作

值操作——ReduceEach:



# RACSignal各类操作

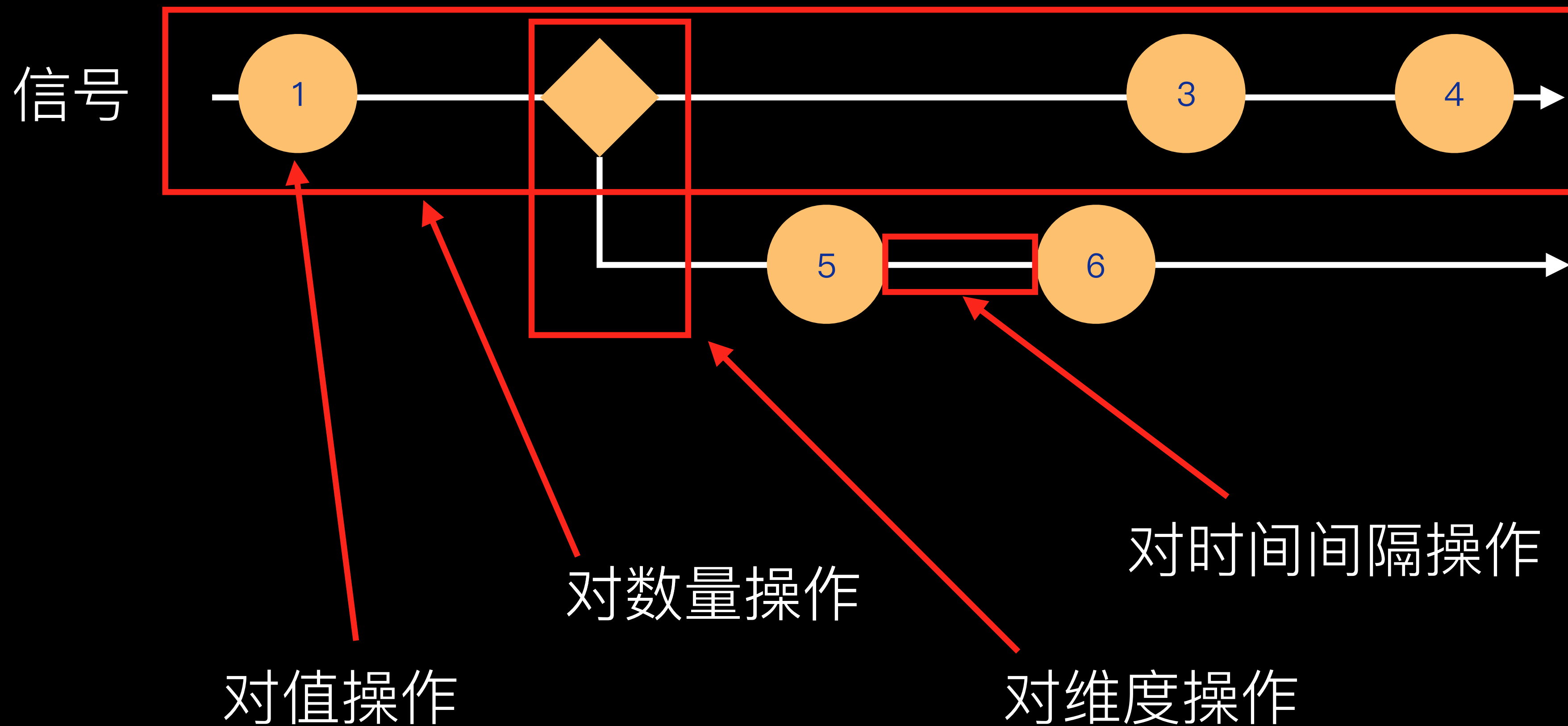
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值操作——其他

- (RACSignal \*)not;
- (RACSignal \*)and;
- (RACSignal \*)or;
- (RACSignal \*)reduceApply;
- (RACSignal \*)materialize;
- (RACSignal \*)dematerialize;

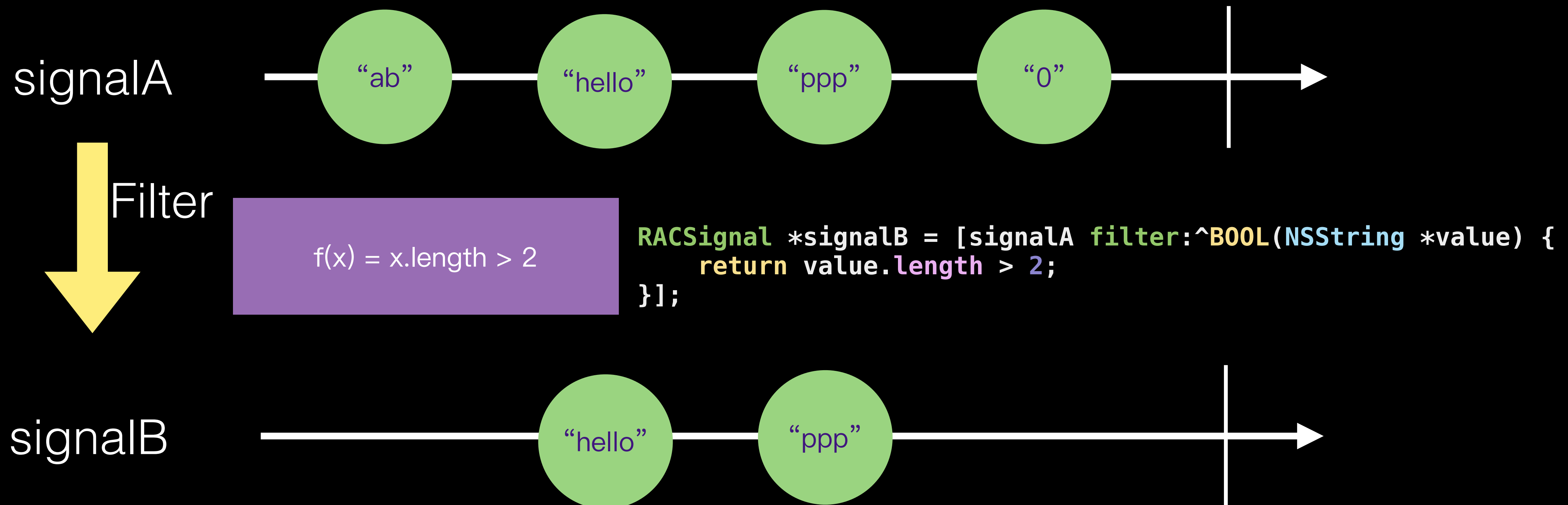
# RACSignal各类操作

单个信号的变换



# RACSignal各类操作

数量操作——Filter



# RACSignal各类操作

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数量操作——Ignore

```
RACSignal *signalB = [signalA filter:^(BOOL(id value) {  
    return ![@1 isEqual:value];  
})];
```

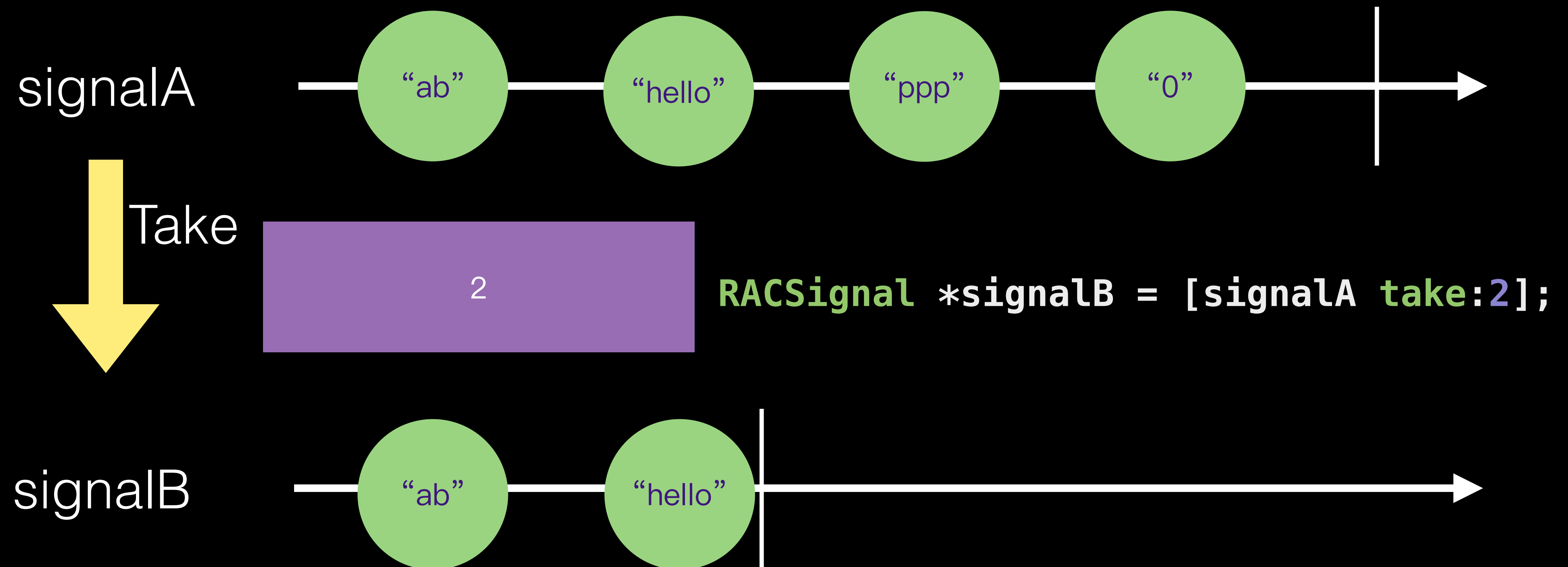
```
RACSignal *signalC = [signalA ignore:@1];
```

- (RACSignal \*)ignoreValues;
- (RACSignal \*)distinctUntilChanged;



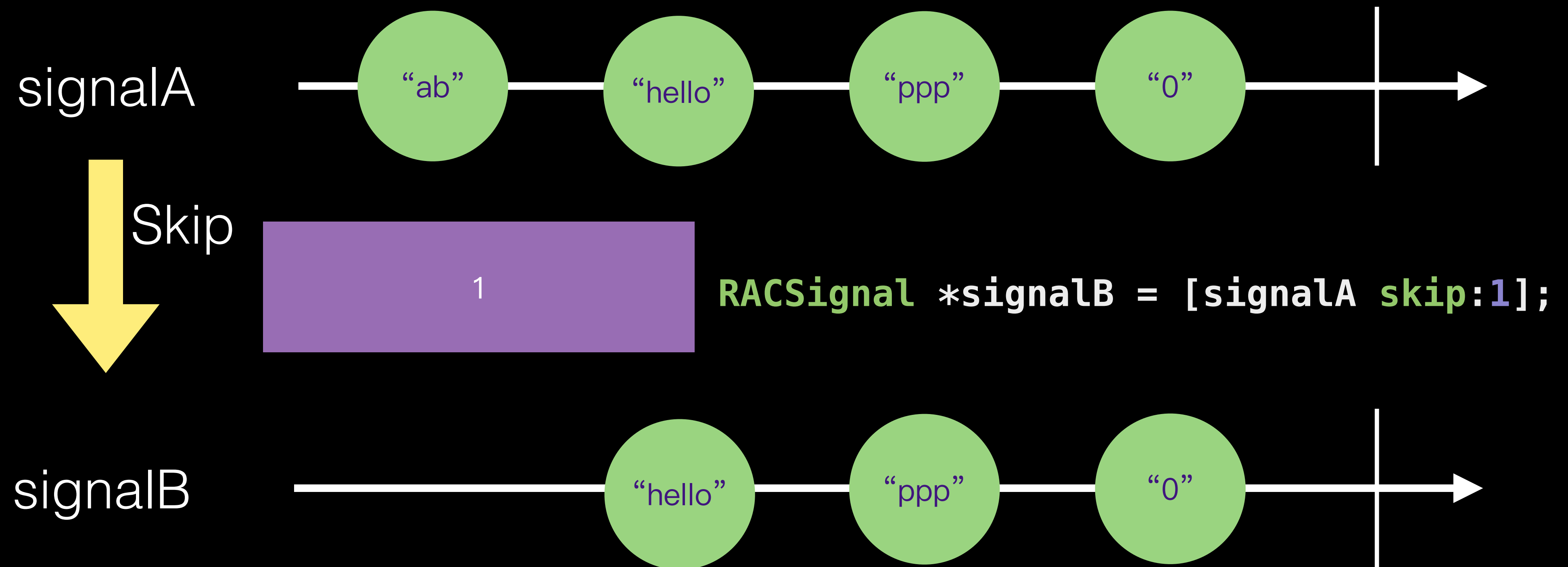
# RACSignal各类操作

数量操作——Take



# RACSignal各类操作

数量操作——Skip



# RACSignal各类操作

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数量操作——Take&Skip其他

- (RACSignal \*)takeLast:(NSUInteger)count;
- (RACSignal \*)takeUntilBlock:(BOOL (^)(id x))predicate;
- (RACSignal \*)takeWhileBlock:(BOOL (^)(id x))predicate;
- (RACSignal \*)skipUntilBlock:(BOOL (^)(id x))predicate;
- (RACSignal \*)skipWhileBlock:(BOOL (^)(id x))predicate;

# RACSignal各类操作

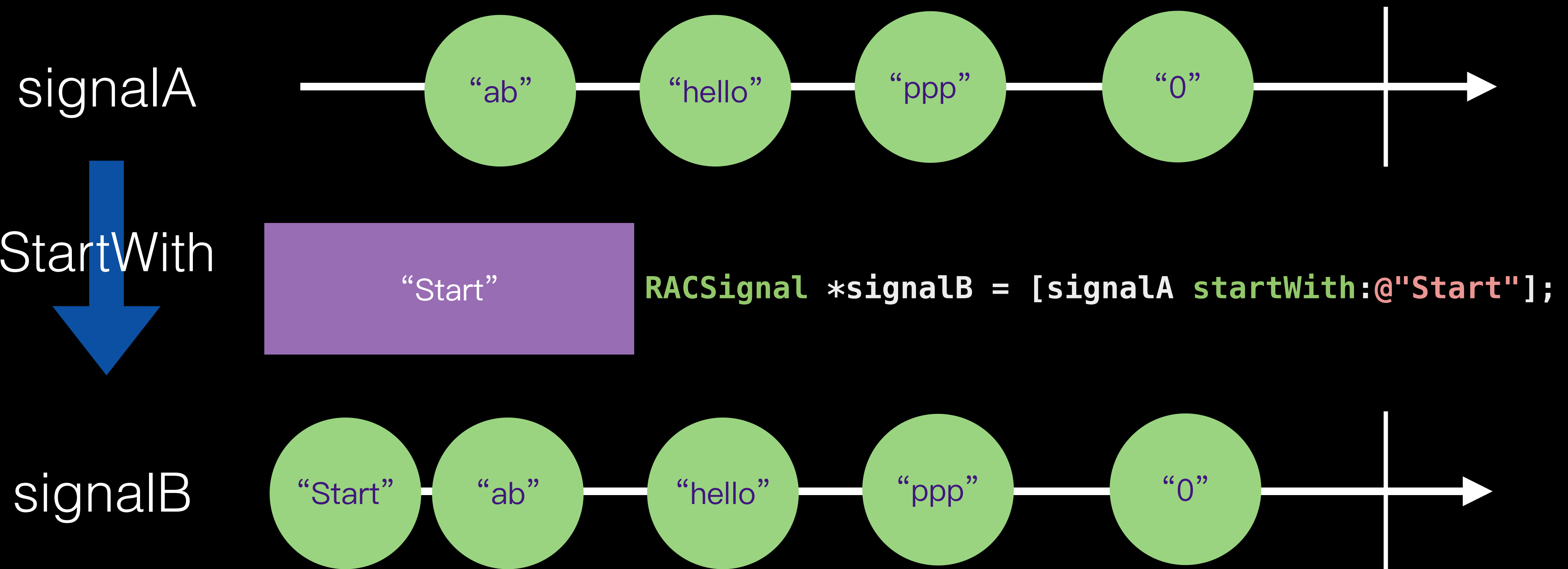
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## 一些混合操作

- (RACSignal \*)any;
- (RACSignal \*)any:(BOOL (^)(id object))predicateBlock;
- (RACSignal \*)all:(BOOL (^)(id object))predicateBlock;

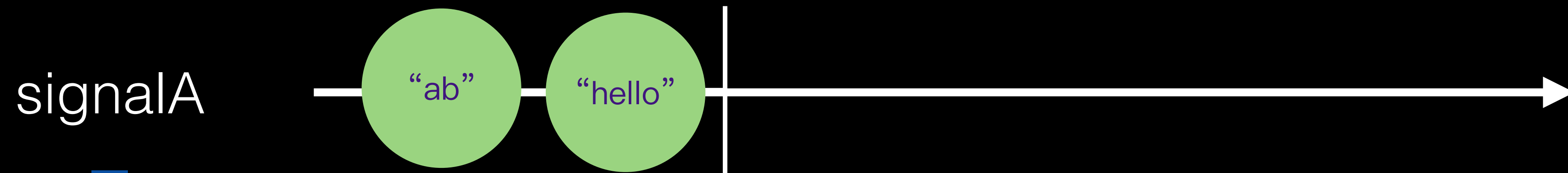
# RACSignal各类操作

数量操作——StartWith



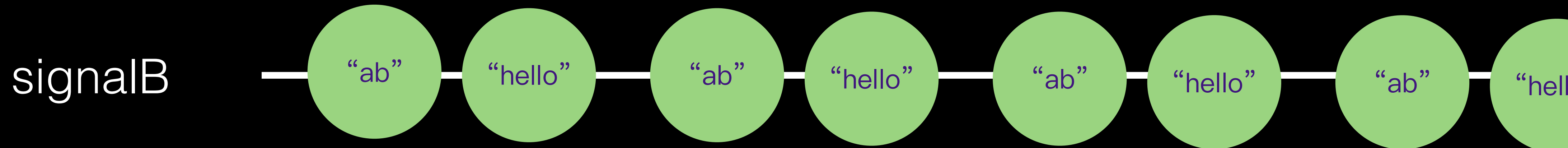
# RACSignal各类操作

数量操作——Repeat



Repeat

```
RACSignal *signalB = [signalA repeat];
```



# RACSignal各类操作

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## 副作用操作

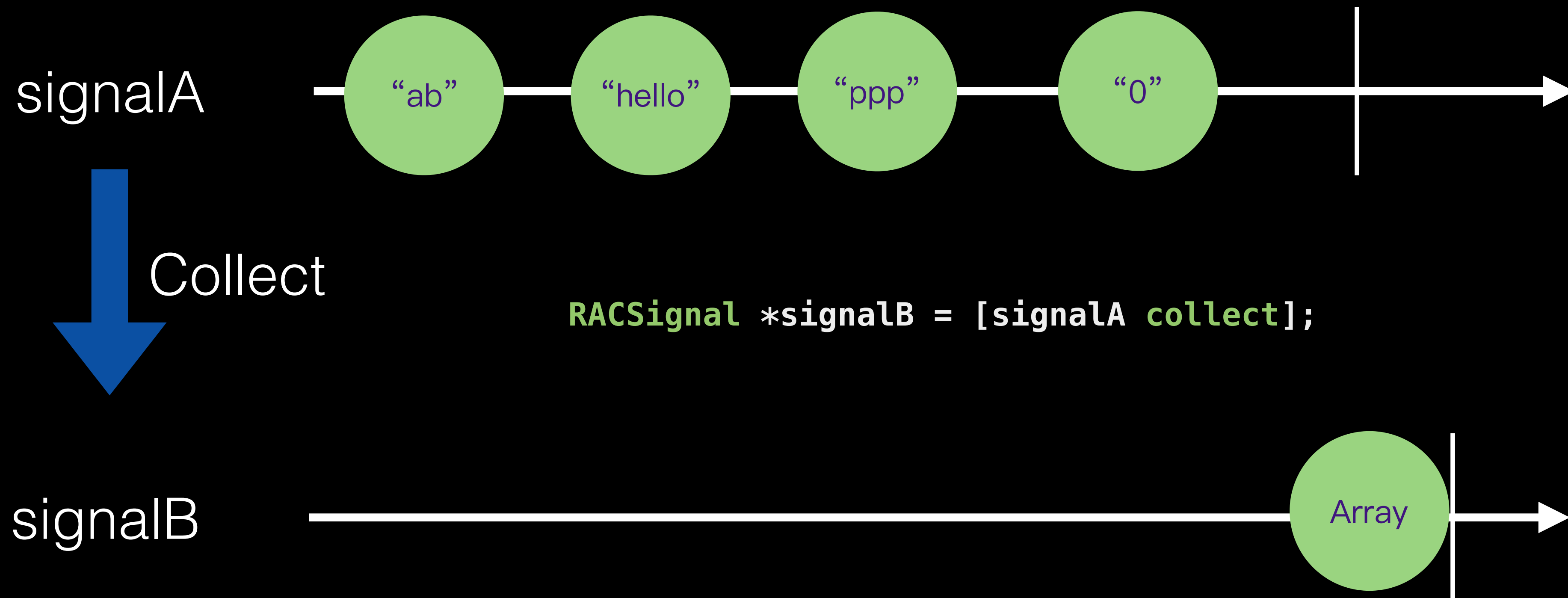
```
RACSignal *signalB = [signalA map:^(id value) {  
    // do some thing;  
    return value;  
}];
```

```
RACSignal *signalC = [signalA doNext:^(id x) {  
    // do some thing;  
}];
```

- (RACSignal \*)doError:(void (^)(NSError \*error))block;
- (RACSignal \*)doCompleted:(void (^)(void))block;

# RACSignal各类操作

数量操作——Collect





# RACSignal各类操作

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数量操作——Aggregate

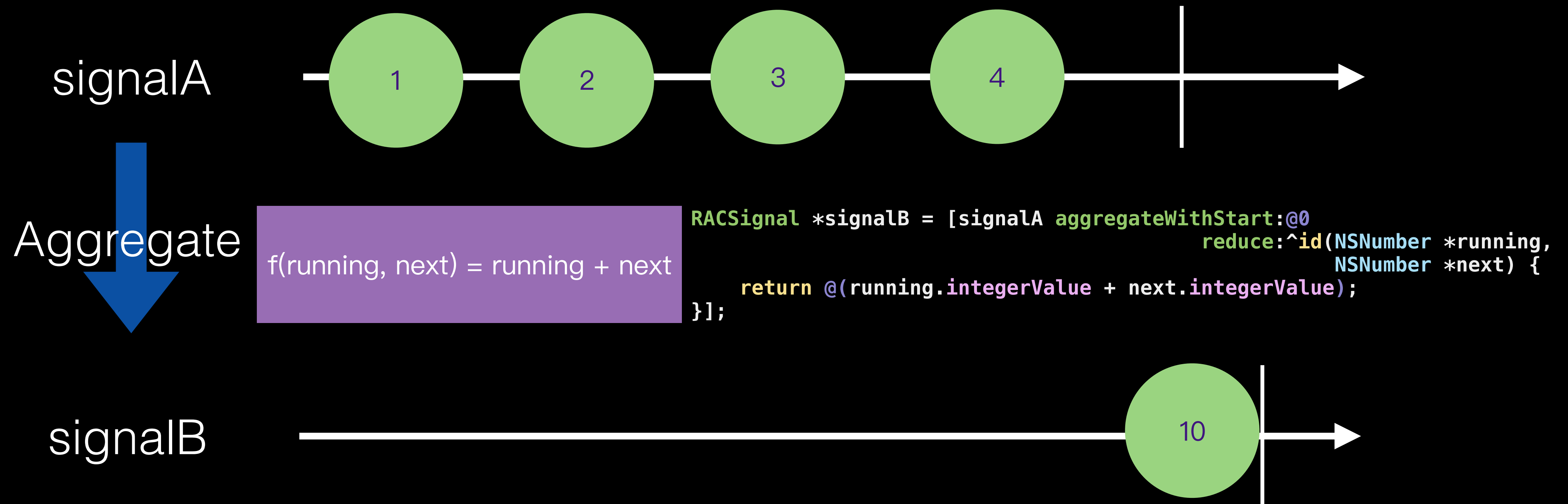
折叠函数

```
int fold(int *array, int count, FoldFunction func, int start)
{
    int current = array[0];
    int running = func(start, current);
    if (count == 1) {
        return running;
    }
    return fold(array + 1, count - 1, func, running);
}
```

```
int arr[] = {1, 2, 3, 4, 5};
int result = fold(arr, 5, ^int(int running, int next) {
    return running + next;
}, 0);
```

# RACSignal 各类操作

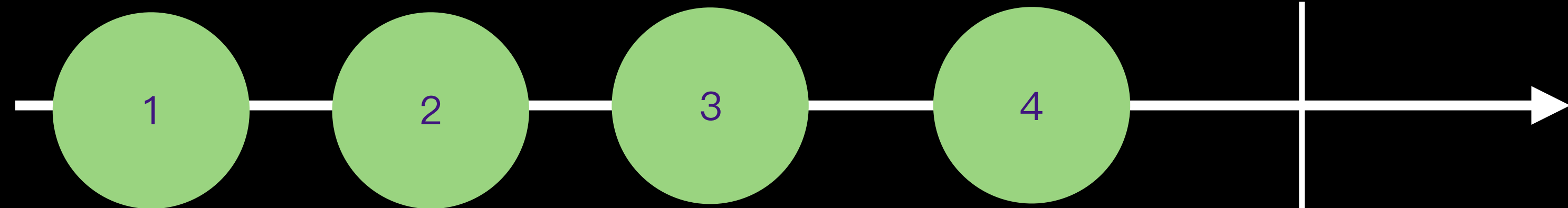
数量操作——Aggregate



# RACSignal 各类操作

数量操作——Scan

signalA



Scan



$f(\text{running}, \text{next}) = \text{running} + \text{next}$

```
RACSignal *signalB = [signalA scanWithStart:@0
                        reduce:^(NSNumber *running,
                                NSNumber *next) {
                            return @(running.integerValue + next.integerValue);
                        }];
```

signalB

