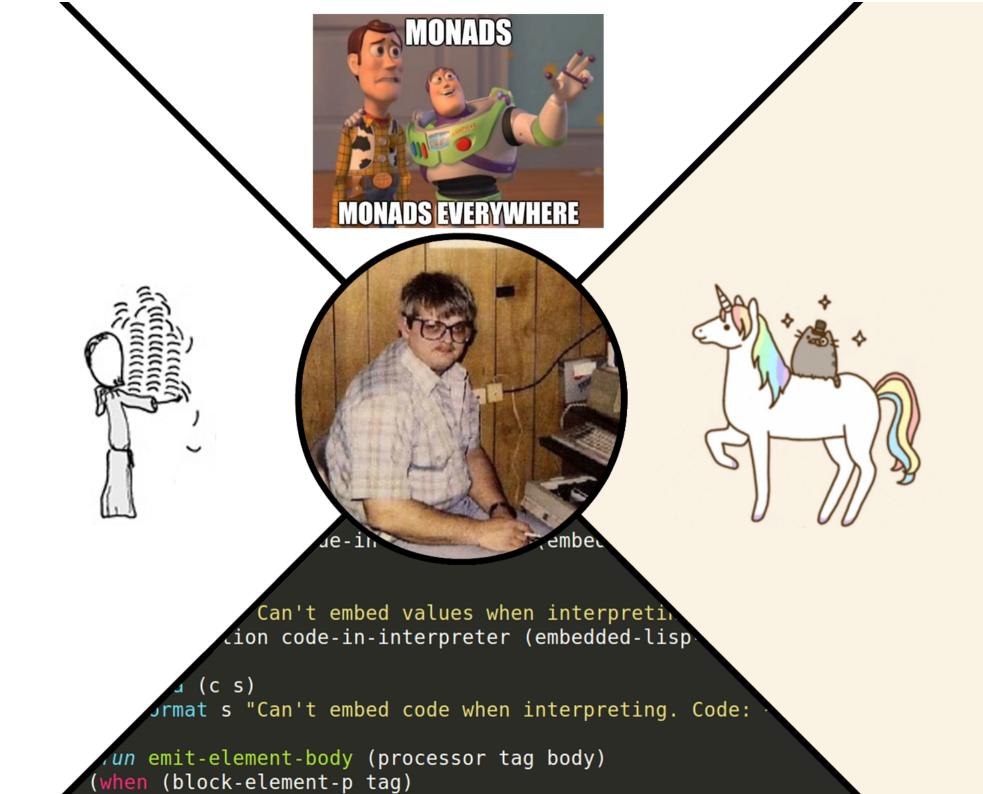
Functional Reactive Programming

Делаем жизнь проще

(Функциональное)



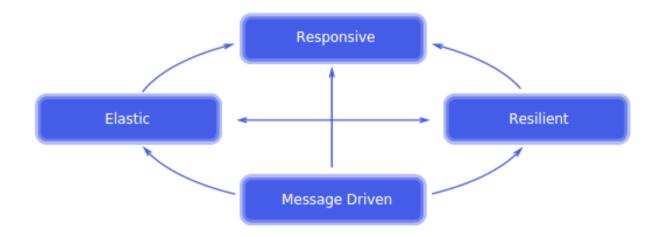
```
(Плюсы
(Отсутствие состояния)
(Лень)
(Частничное применение и карринг))
```

Декларативный подход

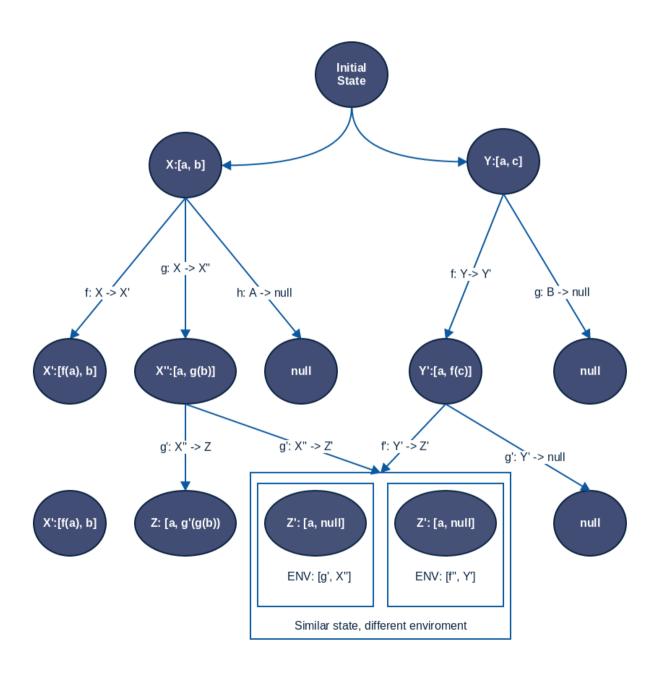
```
(Минсуы :в не фукнциональной среде (
(Производительность )
(Комьюнити ))
```

(Реактивное)

www.reactivemanifesto.org



Асинхронность + Дерево состояний = Непредсказуемость



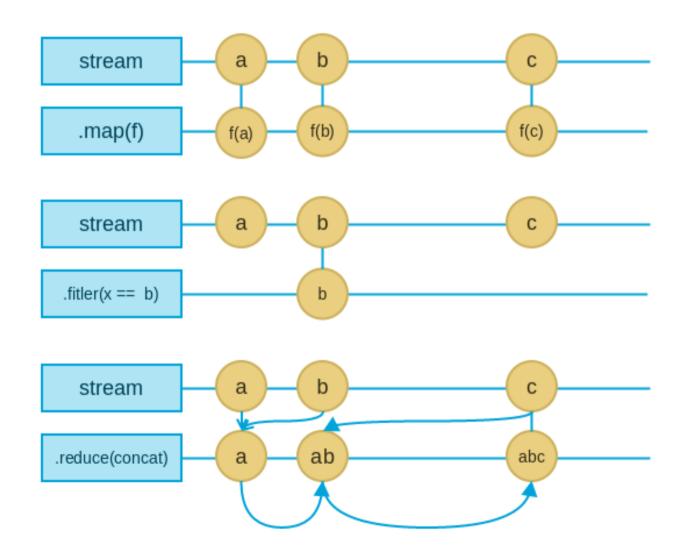


```
function doSomething(params){
 $.get(url, function(result){
    setTimeout(function(){
      startAsyncProcess(function(){
        $.post(url, function(response){
          if(response.good){
            setStateasGoodResponse(function(){
              console.log('Hooray!')
            });
     });
   });
 });
```

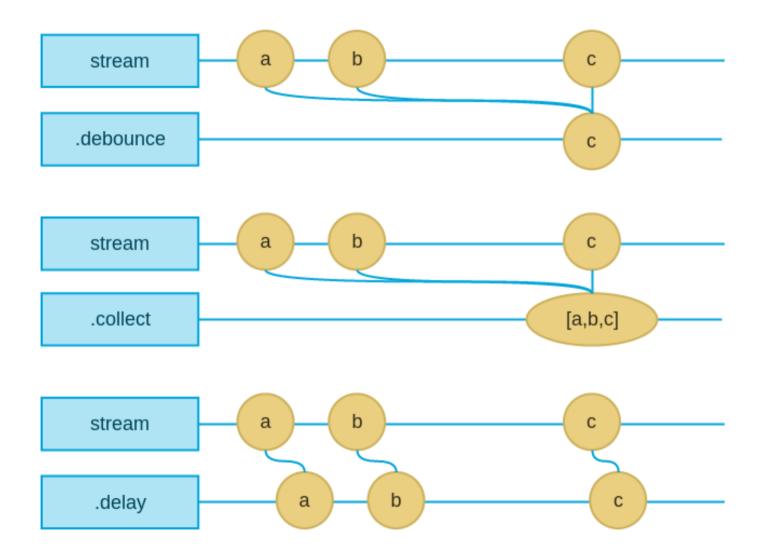


www.zefirka.github.io/MoscowJS

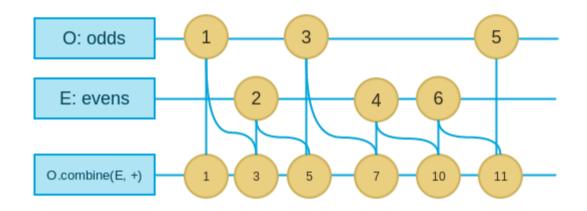
(map / filter / reduce)

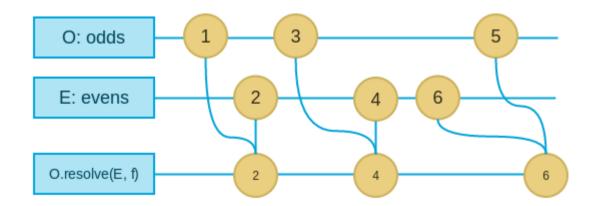


(Timing)

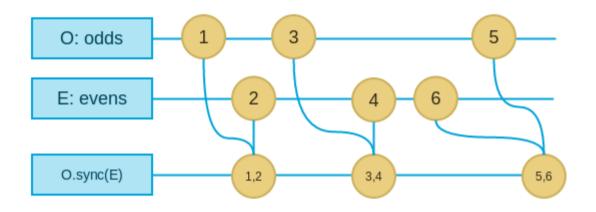


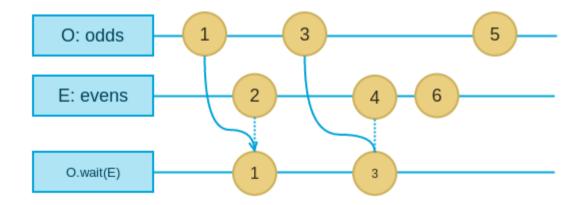
(Combining)





(Composing)





(Программирование)



(**RxJS** (Microsoft ReactiveExtensions) github.com/Reactive-Extensions/RxJS)



(**Bacon** (Juha Paananen @raimohanska) github.com/baconjs/baconjs)



(**Kefir** (Roman Pominov @rpominov) github.com/pozadi/kefir)



(Warden.js (Trdat Mkrtchyan @zeffirsky) github.com/zefirka/Warden.js)



(**ProAct** (Nickolay Tzvetinov) github.com/proactjs/proactjs)

Без FRP

```
var timer;

button.click(function(){
   clearTimeout(timer);
   setTimeout(function(){
      doSomething();
   }, 1000)
});
```

C FRP

```
button.stream('click').debounce(1000).on(doSomething)
```

Без FRP

```
$window.on('scroll', function() {
  var scrollTop = $window.scrollTop(),
    newFlag = scrollTop >= scrollDist;

if (flag != newFlag) {
    if (flag = newFlag) {
        target.addClass('b-header--fixed');
        animateHeaderControls();
    } else {
        target.removeClass('b-header--fixed');
        animateHeaderControls(false);
    }
}
});
```

C FRP

```
function animateHeaderControls(hide){
  target[hide ? 'removeClass' : 'addClass']('b-header--fixed');
  ...
}
scrolls
.map(moreThanScrollDist)
.listen(animateHeaderControls)
```

(Middlewares)

FRP + Transducers

```
var transducer = _t.compose(
   _t.filter(isActivePlayer),
   _t.pluck('score'),
   _t.map(add));

var summaryScores = getPlayersData(url).transduce(transducer);
```

FRP + Ramda

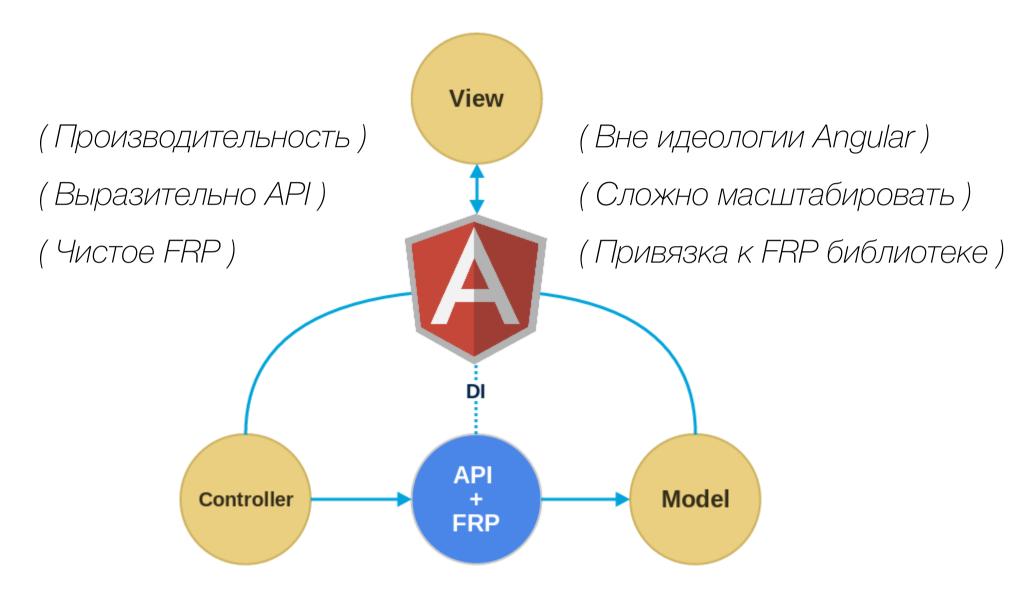
```
var summaryScores = getPlayerData(url)
.map(R.map(R.add, R.pluck('score', R.filter(isPlayerActive))))
```

FRP + ClojureScript + Ramda

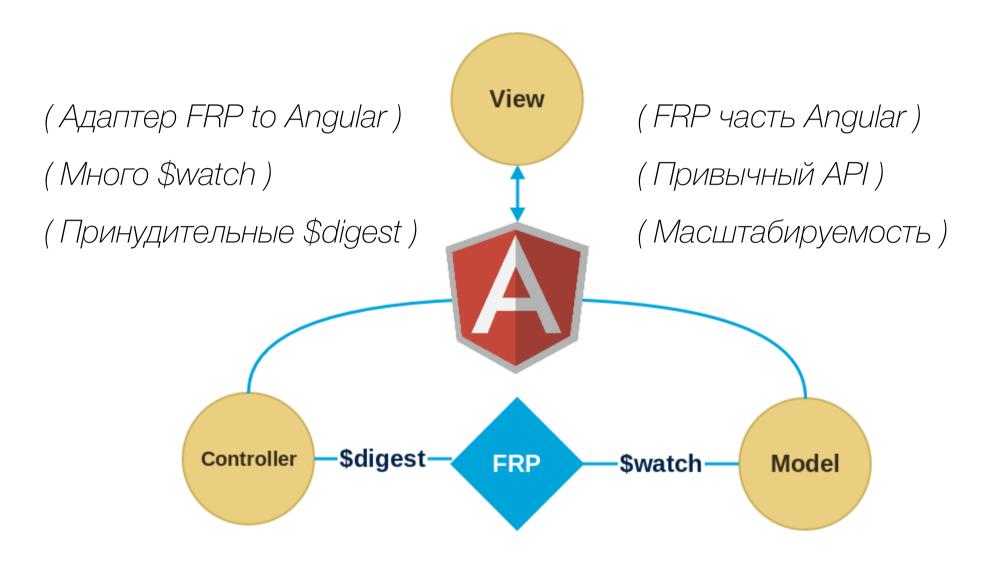
```
(def summary-scores (cell (
    R/map R/add (
        R/pluck 'score' (
        R/filter isPlayerActive ( getPlayersData url ))))))
```

(Интеграция)

(Angular: случай 1)



(Angular: случай 2)



API

Controller

```
function someCtrl($scope){
   $scope.users = [];

api.get('api:users')
   .map('.users')
   .bindTo($scope, 'users')
}
```

View

```
ng-repeat="user in users">
```

Controller

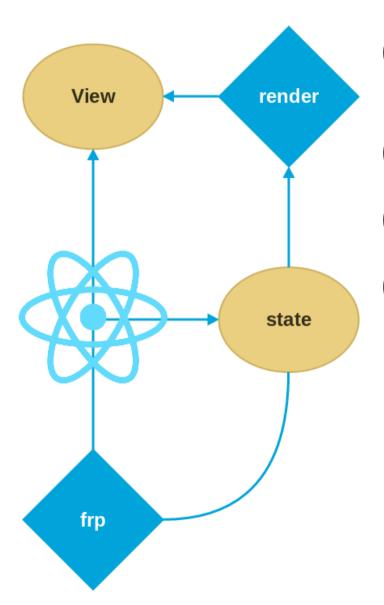
View

```
<input type='text' ng-model="query" value={{query}}>

    ng-repeat="user in users">
      {{user}}
```



(React)



(Изменение состояния результат вычислений)

(Render — это просто рендер)

(Идеально встраивается во FLUX)

(Можно, наконец, понять, что такое монада)

