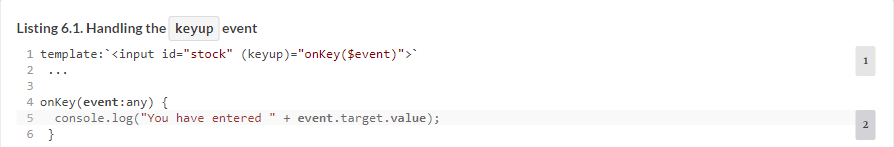
**Chapter 6. Reactive programming in Angular**

*This chapter covers*

* Handling events as observables
* Using observables with Angular Router and forms
* Using observables in HTTP requests
* Minimizing network load by discarding unwanted HTTP responses

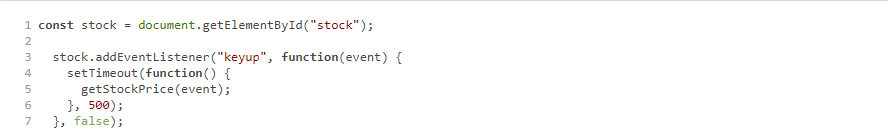
The goal of the first five chapters was to jump-start your application development with Angular. In those chapters, we discussed how to generate a new project from scratch, covering modules, routing, and dependency injection. In this chapter, we’ll show you how Angular supports a *reactive* style of programming, in which your app reacts on changes either initiated by the user or by asynchronous events like data arriving from a router, form, or server. You’ll learn which Angular APIs support data push and allow you to subscribe to RxJS-based observable data streams.

### 6.1. Handling events without observables









### 6.2. Turning DOM events into observables

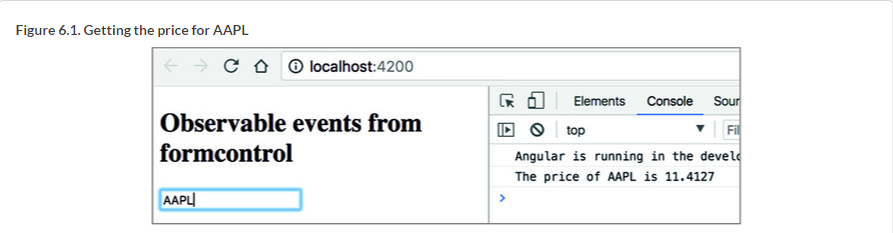






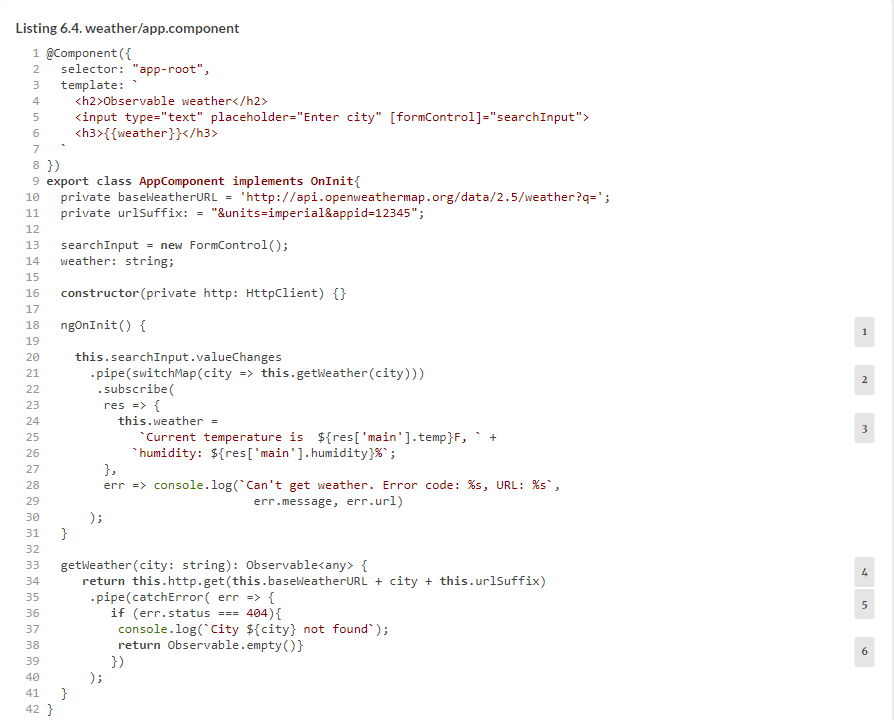
### 6.3. Handling observable events with the Forms API



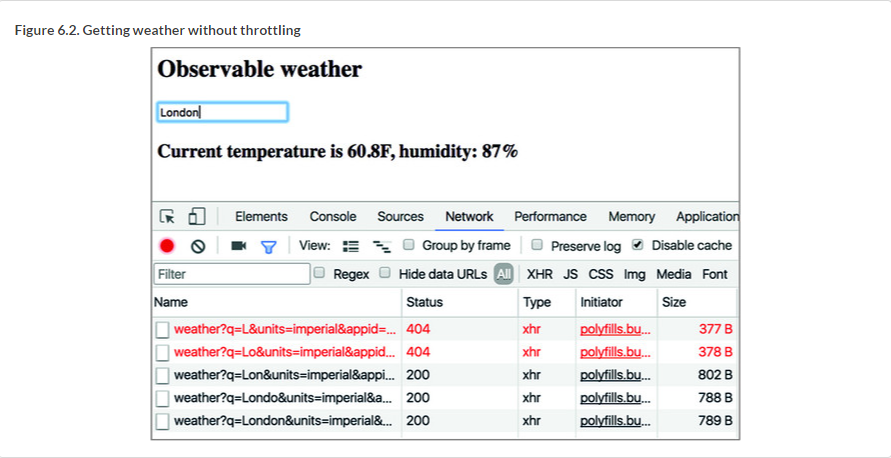


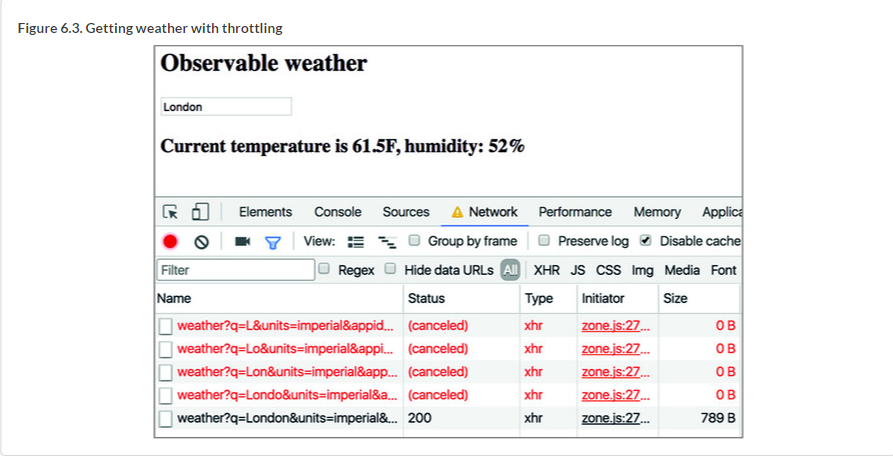


### 6.4. Discarding results of unwanted HTTP requests with switchMap



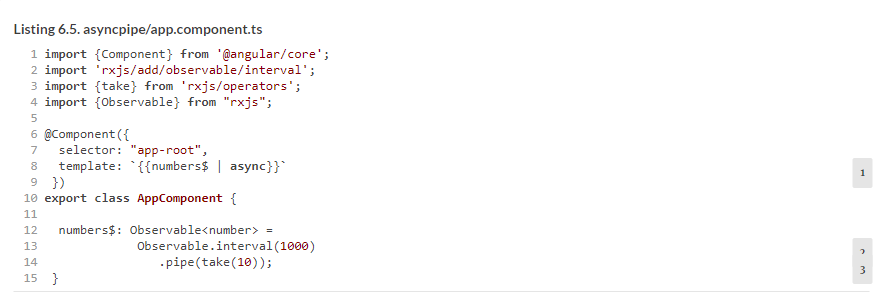






### 6.5. Using AsyncPipe



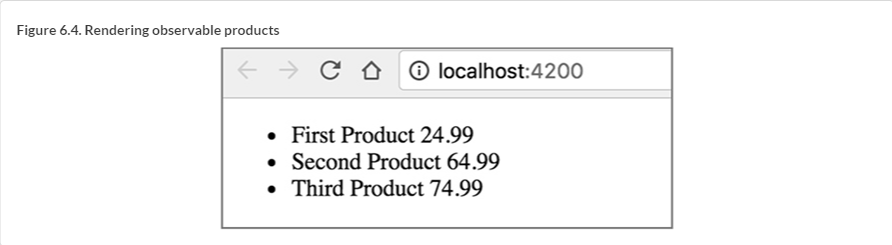




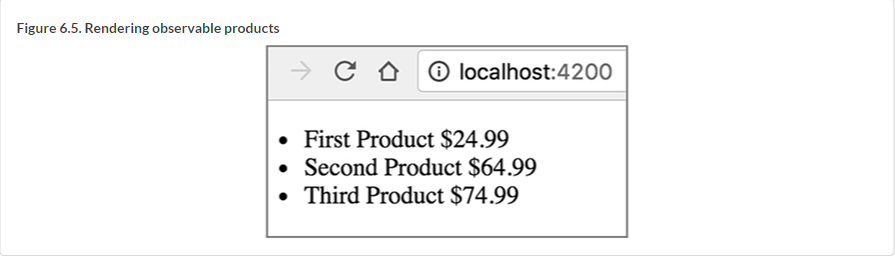


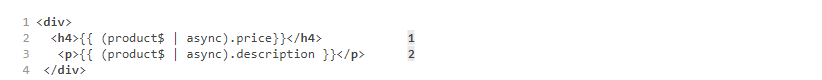


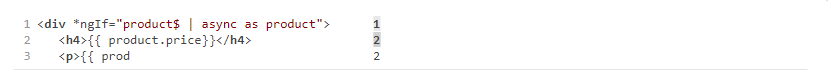




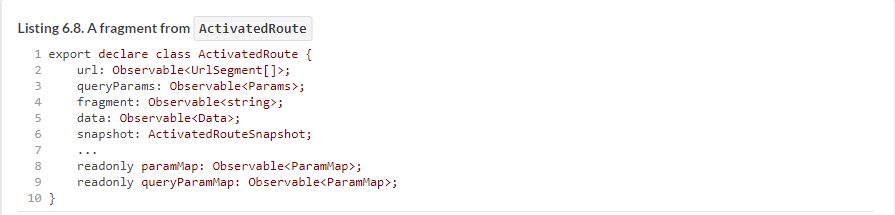








### 6.6. Observables and the router

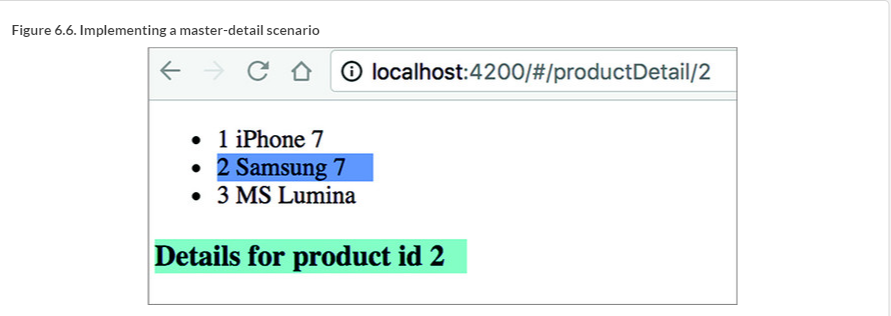












### Summary