Overview of Reactive Programming Principles

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Learning Objectives in this Part of the Lesson

- Understand the key benefits & principles underlying reactive programming
Overview of Reactive Programming
Overview of Reactive Programming

- Reactive programming is an asynchronous programming paradigm concerned with processing data streams & propagation of changes

See en.wikipedia.org/wiki/Reactive_programming
Overview of Reactive Programming

- Reactive programming is an asynchronous programming paradigm concerned with processing data streams & propagation of changes.
- It involves composing async & event-based sequences using non-blocking operators mapped to thread(s).

See en.wikipedia.org/wiki/Reactive_programming
Overview of Reactive Programming

- Reactive programming is particularly useful to support certain scenarios
Overview of Reactive Programming

- Reactive programming is particularly useful to support certain scenarios, e.g.
  - Processing user events
    - e.g., mouse movement/clicks, touch events, GPS location signals, etc.

See [github.com/ReactiveX/RxAndroid](http://github.com/ReactiveX/RxAndroid)
Overview of Reactive Programming

- Reactive programming is particularly useful to support certain scenarios, e.g.
  - Processing user events
  - Responding to & processing latency-bound I/O events
    - e.g., handling async network I/O

See www.youtube.com/watch?v=z0a0N9OgaAA
Overview of Reactive Programming

- Reactive programming is based on four key principles

See www.reactivemanifesto.org
Overview of Reactive Programming

- Reactive programming is based on four key principles, e.g.
  - **Responsive**
    - Provide rapid & consistent response times

Establish reliable upper bounds to deliver consistent quality of service & prevent delays

See [en.wikipedia.org/wiki/Responsiveness](en.wikipedia.org/wiki/Responsiveness)
Overview of Reactive Programming

- Reactive programming is based on four key principles, e.g.
  - Responsive
  - **Resilient**
    - The system remains responsive, even in the face of failure

See [en.wikipedia.org/wiki/Resilience_(network)](en.wikipedia.org/wiki/Resilience_(network))
Overview of Reactive Programming

- Reactive programming is based on four key principles, e.g.
  - Responsive
  - Resilient
  - Elastic
    - A system should remain responsive, even under varying workload

*It should be possible to "auto-scale" performance*

See [en.wikipedia.org/wiki/Autoscaling](en.wikipedia.org/wiki/Autoscaling)
Overview of Reactive Programming

• Reactive programming is based on four key principles, e.g.
  • Responsive
  • Resilient
  • Elastic
  • Message-driven
    • Asynchronous message-passing ensures loose coupling, isolation,
      & location transparency between components

This principle is an “implementation detail” wrt the others..

See [en.wikipedia.org/wiki/Message-orientedMiddleware](en.wikipedia.org/wiki/Message-oriented_Middleware)
End of Overview of Reactive Programming Principles