Overview of the Java Reactive Streams API

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Learning Objectives in this Part of the Lesson

- Understand the key benefits & principles underlying reactive programming
- Know the Java reactive streams API

See community.oracle.com/docs/DOC-1006738
Learning Objectives in this Part of the Lesson

- Understand the key benefits & principles underlying reactive programming
- Know the Java reactive streams API
- Recognize key abstractions
Reactive Programming & Java Reactive Streams
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- Java 9 supports reactive programming via “Reactive Streams” & the Flow API

```
Class Flow
java.lang.Object
    java.util.concurrent.Flow

public final class Flow
extends Object

Interrelated interfaces and static methods for establishing flow-controlled components in which Publishers produce items consumed by one or more Subscribers, each managed by a Subscription.

These interfaces correspond to the reactive-streams specification. They apply in both concurrent and distributed asynchronous settings: All (seven) methods are defined in void "one-way" message style. Communication relies on a simple form of flow control (method Flow.Subscription.request(long)) that can be used to avoid resource management problems that may otherwise occur in "push" based systems.

Examples. A Flow.Publisher usually defines its own Flow.Subscription implementation; constructing one in method subscribe and issuing it to the calling Flow.Subscriber. It publishes items to the subscriber asynchronously, normally using an Executor. For example, here is a very simple publisher that only issues (when requested) a single TRUE item to a single subscriber. Because the subscriber receives only a single item, this class does not use buffering and ordering control required in most implementations (for example SubmissionPublisher).
```

See docs.oracle.com/javase/9/docs/api/java/util/concurrent/Flow.html
Reactive Programming & Java Reactive Streams

- Java 9 supports reactive programming via “Reactive Streams” & the Flow API
- Adds support for stream-oriented pub/sub patterns

See javasampleapproach.com/java/java-9/java-9-flow-api-example-publisher-and-subscriber
Reactive Programming & Java Reactive Streams

- Java 9 supports reactive programming via “Reactive Streams” & the Flow API
- Adds support for stream-oriented pub/sub patterns

- Combines two patterns

See [www.journaldev.com/20723/java-9-reactive-streams](http://www.journaldev.com/20723/java-9-reactive-streams)
Java 9 supports reactive programming via “Reactive Streams” & the Flow API.

- Adds support for stream-oriented pub/sub patterns
- Combines two patterns
  - *Iterator*, which applies a “pull model” where apps pull items from a publisher source

See [en.wikipedia.org/wiki/Iterator_pattern](en.wikipedia.org/wiki/Iterator_pattern)
Java 9 supports reactive programming via “Reactive Streams” & the Flow API

- Adds support for stream-oriented pub/sub patterns

- Combines two patterns
  - *Iterator*, which applies a “pull model” where apps pull items from a publisher source
  - *Observer*, which applies a “push model” that reacts when a publisher source pushes an item to a subscriber sink

See [en.wikipedia.org/wiki/Observer_pattern](en.wikipedia.org/wiki/Observer_pattern)
Reactive Programming & Java Reactive Streams

• The Java Flow API defines interfaces designed to ensure interoperability of reactive streams implementations

See www.reactive-streams.org
Key Abstractions in the Java Flow API
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- A “flow” involves interactions between three key abstractions

See www.baeldung.com/java-9-reactive-streams
A “flow” involves interactions between three key abstractions:

1. **Publisher(s)** are sources that produce 0+ events that can be pushed to subscriber(s).
A “flow” involves interactions between three key abstractions.

2. Subscriber(s) are sinks that register for & consume events pushed by publisher(s)
Key Abstractions in the Java Flow API

• A “flow” involves interactions between three key abstractions:

Publisher(s) push events to registered subscriber(s) by invoking hook methods.

See [wiki.c2.com/?HookMethod](http://wiki.c2.com/?HookMethod)
Key Abstractions in the Java Flow API

- A “flow” involves interactions between three key abstractions

3. Subscription is used to control the flow of events between subscriber(s) & publisher(s)
Key Abstractions in the Java Flow API

- A “flow” involves interactions between three key abstractions

1. subscribe()
   - Request publisher to start streaming data

A reactive stream is “lazy” & just starts processing when subscribe() is called
Key Abstractions in the Java Flow API

- A “flow” involves interactions between three key abstractions

  Publisher

  2. `onSubscribe()`

  `Hook method that enables subscriber to request events be sent`

  Subscriber
Key Abstractions in the Java Flow API

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Publisher

Subscription

Subscriber

Inform publisher of initial event demand

3. request(n)

No events are sent by a publisher until demand is signaled via this method
A “flow” involves interactions between three key abstractions.

There can be 0 or more `onNext()` notifications, which form a “stream.”
Key Abstractions in the Java Flow API

• A “flow” involves interactions between three key abstractions

  Publisher  
  
  Subscription  
  
  Subscriber

  5. `onComplete(data)`

  Hook method called by publisher when all events have been sent successfully

SUCCESS!
Key Abstractions in the Java Flow API

- A “flow” involves interactions between three key abstractions

  Publisher

  onError(throwable)

  Subscription

  Subscriber

  Hook method called by a publisher when an error occurs to convey the exception
End of Know the Relationship Between Reactive Programming & Java Reactive Streams