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RxJava Introduction

Week 1 - What is Reactive ProgrammingReactiveX avec RxJava : un cas concret

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Starting with a brief introduction to reactive programming concepts, you'll get an overview of Observables and Observers, the core components of RxJava, and how to combine different streams of data and events. You'll also learn simpler ways to achieve concurrency and maintain high performance without the need for synchronization.

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Combining Observables. Replaying Caching and Subjects. Concurrency and Parallelism. Buffering Throttling and Switching. Flowable and BackPressure Implementation of Java reactive streams. This Course also comes with two Bonus Sections of Java Streams. I strongly believe after completing this course you will have a SOLID foundation of Reactive programming concepts and Rx.JAVA.

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Learn about Java 8's lambdas and what reactive programming is all about, and how these aspects are utilized by RxJava Build fast and concurrent applications with ease, without the complexity of Java's concurrent API and shared states Explore a wide variety of code examples to easily get used to all the features and tools provided by RxJava

Learning Reactive Programming with Java 8

Learning RxJava will help you understand how reactive programming works and guide you in writing your first example in reactive code. You'll get to grips with the workings of Observable and Subscriber, and see how they are used in different contexts using real-world use cases.

Reactive Programming with Java and ReactiveX About This Book Explore the essential tools and operators RxJava provides, and know which situations to use them in Delve into Observables and Subscribers, the core components of RxJava used for building scalable and performant reactive applications Delve into the practical implementation of tools to effectively take on complex tasks such as concurrency and backpressure Who This Book Is For The primary audience for this book is developers with at least a fundamental mastery of Java. Some readers will likely be interested in RxJava to make programs more resilient, concurrent, and scalable. Others may be checking out reactive programming just to see what it is all about, and to judge whether it can solve any problems they may have. What You Will Learn Learn the features of RxJava 2 that bring about many significant changes, including new reactive types such as Flowable, Single, Maybe, and Completable Understand how reactive programming works and the mindset to "think reactively" Demystify the Observable and how it quickly expresses data and events as sequences Learn the various Rx operators that transform, filter, and combine data and event sequences Leverage multicasting to push data to multiple destinations, and cache and replay them Discover how concurrency and parallelization work in RxJava, and how it makes these traditionally complex tasks trivial to implement Apply RxJava and Retrolambda to the Android domain to create responsive Android apps with better user experiences Use RxJava with the Kotlin language to express RxJava more idiomatically with extension functions, data classes, and other Kotlin features In Detail RxJava is a library for composing asynchronous and event-based programs using Observable sequences for the JVM, allowing developers to build robust applications in less time. Learning RxJava addresses all the fundamentals of reactive programming to help readers write reactive code, as well as teach them an effective approach to designing and implementing reactive libraries and applications. Starting with a brief introduction to reactive programming concepts, there is an overview of Observables and Observers, the core components of RxJava, and how to combine different streams of data and events together. You will also learn simpler ways to achieve concurrency and remain highly performant, with no need for synchronization. Later on, we will leverage backpressure and other strategies to cope with rapidly-producing sources to prevent bottlenecks in your application. After covering custom operators, testing, and debugging, the book dives into hands-on examples using RxJava on Android as well as Kotlin. Style and approach This book will be different from other Rx books, taking an approach that comprehensively covers Rx concepts and practical applications.

Updated with the latest Maven coordinates, Java programming features, and API changes, this book is your guide to solving problems in writing asynchronous and event-based programs Key Features Explore a variety of tools and techniques used to solve problems in implementing concurrency and parallelization Learn about core operators in RxJava that enable you to express your code logic productively Apply RxJava with Kotlin to create responsive Android apps with better user experience Book Description RxJava is not just a popular library for building asynchronous and event-based applications; it also enables you to create a cleaner and more readable code base. In this book, you'll cover the core fundamentals of reactive programming and learn how to design and implement reactive libraries and applications. Learning RxJava will help you understand how reactive programming works and guide you in writing your first example in reactive code. You'll get to grips with the workings of Observable and Subscriber, and see how they are used in different contexts using real-world use cases. The book will also take you through multicasting and caching to help prevent redundant work with multiple Observers. You'll then learn how to create your own RxJava operators by reusing reactive logic. As you advance, you'll explore effective tools and libraries to test and debug RxJava code. Finally, you'll delve into RxAndroid extensions and use Kotlin features to streamline your Android apps. By the end of this book, you'll become proficient in writing reactive code in Java and Kotlin to build concurrent applications, including Android applications. What you will learn Discover different ways to create Observables, Observers, and Subscribers Multicast in order to push data to multiple destinations and cache and replay them Express RxJava idiomatically with the help of Kotlin features such as extension functions and data classes Become familiar with various operators available in RxJava to perform common transformations and tasks Explore RxJava's reactive types, including Flowable, Single, Maybe, and Completable Demystify Observables and how they express data and events as sequences Who this book is for This book is for Java developers who want to leverage reactive programming to develop more resilient and concurrent applications. If you're an RxJava user looking to get to grips with the latest features and updates in RxJava 3, this book is for you. Fundamental knowledge of core Java features and object-oriented programming will assist you in understanding the key concepts covered in this book.

In today's app-driven era, when programs are asynchronous and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. With this practical book, Java developers will first learn how to view problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. Authors Tomasz Nurkiewicz and

Ben Christensen include concrete examples that use the RxJava library to solve real-world performance issues on Android devices as well as the server. You'll learn how RxJava leverages parallelism and concurrency to help you solve today's problems. This book also provides a preview of the upcoming 2.0 release. Write programs that react to multiple asynchronous sources of input without descending into "callback hell" Get to that aha! moment when you understand how to solve problems in the reactive way Cope with Observables that produce data too quickly to be consumed Explore strategies to debug and to test programs written in the reactive style Efficiently exploit parallelism and concurrency in your programs Learn about the transition to RxJava version 2

Whether you are a Java expert or at a beginner level, you'll benefit from this book, because it will teach you a brand new way of coding and thinking. The book starts with an explanation of what reactive programming is, why it is so appealing, and how we can integrate it in to Java. It continues by introducing the new Java 8 syntax features, such as lambdas and function references, and some functional programming basics. From this point on, the book focuses on RxJava in depth. It goes through creating Observables, transforming, filtering, and combining them, and concurrency and testing to finish with extending the library itself. This book is a definite tutorial in RxJava filled with a lot of well-described examples. It explains reactive programming concepts in plain and readable language, without scientific formulas and terms.

This book is a must-have tutorial for software developers aiming to write concurrent programs in Scala, or broaden their existing knowledge of concurrency. This book is intended for Scala programmers that have no prior knowledge about concurrent programming, as well as those seeking to broaden their existing knowledge about concurrency. Basic knowledge of the Scala programming language will be helpful. Readers with a solid knowledge in another programming language, such as Java, should find this book easily accessible.

Get an easy introduction to reactive streams in Java to handle concurrency, data streams, and the propagation of change in today's applications. This compact book includes in-depth introductions to RxJava, Akka Streams, and Reactor, and integrates the latest related features from Java 9 and 11, as well as reactive streams programming with the Android SDK. Reactive Streams in Java explains how to manage the exchange of stream data across an asynchronous boundary—passing elements on to another thread or thread-pool—while ensuring that the receiving side is not forced to buffer arbitrary amounts of data which can reduce application efficiency. After reading and using this book, you'll be proficient in programming reactive streams for Java in order to optimize application performance, and improve memory management and data exchanges. What You Will Learn Discover reactive streams and how to use them Work with the latest features in Java 9 and Java 11Apply reactive streams using RxJava Program using Akka StreamsCarry out reactive streams programming in Android Who This Book Is For Experienced Java programmers.

Learn reactive programming using Java and its functional aspects, sometimes called RxJava. This book shows you how to solve "callback hell" with RxJava and shows you how to write thread-safe code without hanging onto state variables which comes in handy for cloud computing software-as-a-service issues, especially when dealing with big data processes through streaming. Reactive Java Programming includes unique coverage of reactive Android programming, growing more and more popular in mobile development with the Cloud. After reading this guide to reactive programming, you'll be able to apply it to your own big data cloud applications that use Java. What You'll Learn Use and map observables Filter and combine events Employ subjects, schedulers, and backpressure Handle reactive patterns Test your RxJava code Write your own operators Carry out reactive Android programming Who This Book Is For Experienced Java programmers new to reactive programming and those who may have some experience with reactive programming new to Java.

A comprehensive guide to help you understand the principles of Reactive and asynchronous programming and its benefits Key Features Explore the advantages of Reactive programming Use concurrency and parallelism in RxPY to build powerful reactive applications Deploy and scale your reactive applications using Docker Book Description Reactive programming is central to many concurrent systems, but it's famous for its steep learning curve, which makes most developers feel like they're hitting a wall. With this book, you will get to grips with reactive programming by steadily exploring various concepts This hands-on guide gets you started with Reactive Programming (RP) in Python. You will learn abouta the principles and benefits of using RP, which can be leveraged to build powerful concurrent applications. As you progress through the chapters, you will be introduced to the paradigm of Functional and Reactive Programming (FaRP), observables and observers, and concurrency and parallelism. The book will then take you through the implementation of an audio transcoding server and introduce you to a library that helps in the writing of FaRP code. You will understand how to use third-party services and dynamically reconfigure an application. By the end of the book, you will also have learned how to deploy and scale your applications with Docker and Traefik and explore the significant potential behind the reactive streams concept, and you'll have got to grips with a comprehensive set of best practices. What you will learn Structure Python code for better readability, testing, and performance Explore the world of event-based programming Grasp the use of the most common operators in Rx Understand reactive extensions beyond simple examples Master the art of writing reusable components Deploy an application on a cloud platform with Docker and Traefik Who this book is for If you are a Python developer who wants to learn Reactive programming to build powerful concurrent and asynchronous applications, this book is for you. Basic understanding of the Python language is all you need to understand the concepts covered in this book.

If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

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