

Diving into Reactive

A live-coding adventure

Mark Heckler

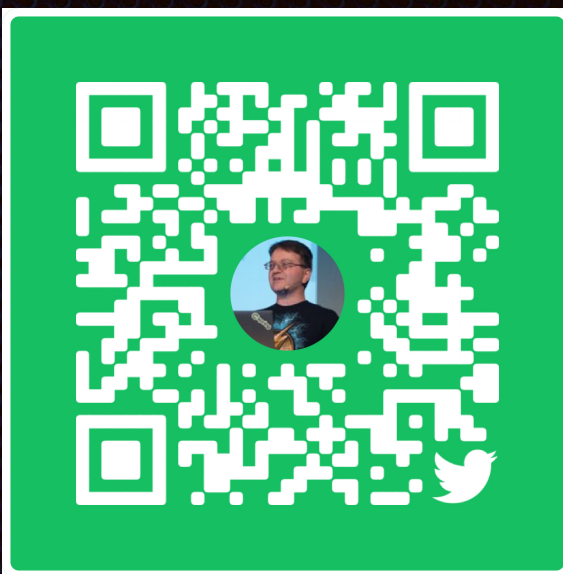
Professional Problem Solver, Spring Developer Advocate

www.thehecklers.com

mark@thehecklers.com

mheckler@pivotal.io

[@mkheck](https://twitter.com/mkheck)



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Who am I?

- Author
- Architect & Developer
- Java Champion, Rockstar
- Professional Problem Solver
- Spring Developer & Advocate
- Creador y curador de

SPRING NOTICIAS
EN ESPAÑOL



New book!

But you can't buy it yet...

DISCLAIMER: artist's rendition only, not the real cover

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www.thehecklers.com

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“In a nutshell reactive programming is about **non-blocking, event-driven applications** that **scale with a small number of threads** with **backpressure as a key ingredient** that aims to ensure producers do not overwhelm consumers.”

–Rossen Stoyanchev, Project Reactor team

Reactive Streams: 4 interfaces

- ✦ Publisher<T>
- ✦ Subscriber<T>
- ✦ Subscription
- ✦ Processor<T,R>

What else?

- Reactive database access
- RSocket
- Testing, debugging, blocking call identification
- (and more)

Let's code!



Resources

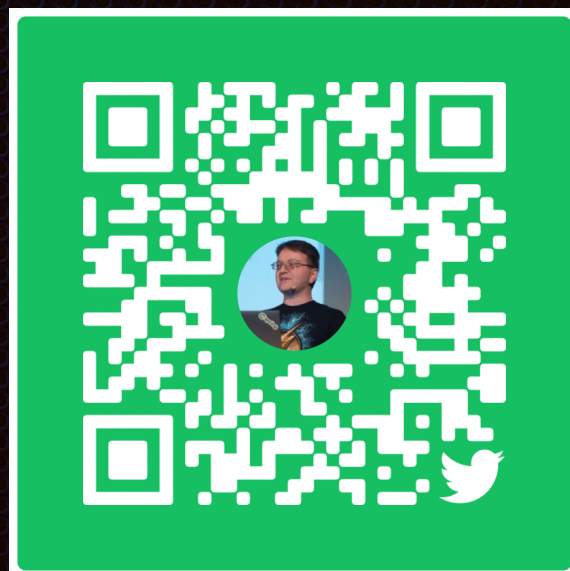
- ✦ <https://github.com/mkheck/DIR>
- ✦ <http://www.reactive-streams.org>
- ✦ <https://projectreactor.io>

THANKS FOR COMING,
stay in touch!



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