Diving into Reactive
A live-coding adventure

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Who am I?

• Author
• Architect & Developer
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New book!
But you can’t buy it yet...

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

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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
- RSocke
- 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!