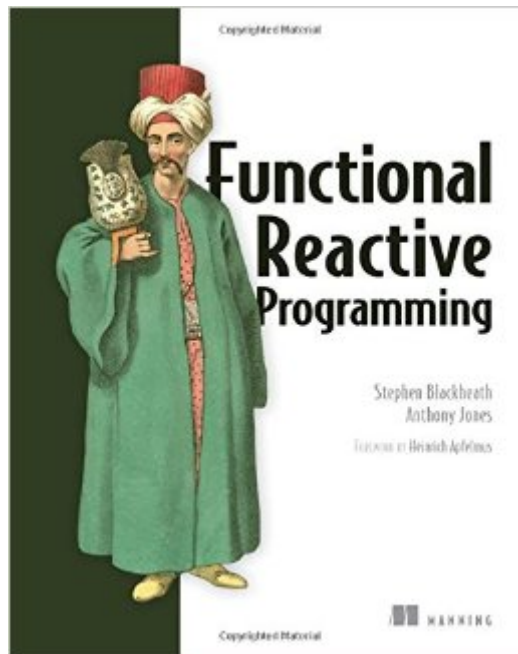


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# Functional Reactive Programming



## Synopsis

Summary Functional Reactive Programming teaches the concepts and applications of FRP. It offers a careful walk-through of core FRP operations and introduces the concepts and techniques you'll need to use FRP in any language. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Today's software is shifting to more asynchronous, event-based solutions. For decades, the Observer pattern has been the go-to event infrastructure, but it is known to be bug-prone. Functional reactive programming (FRP) replaces Observer, radically improving the quality of event-based code. About the Book Functional Reactive Programming teaches you how FRP works and how to use it. You'll begin by gaining an understanding of what FRP is and why it's so powerful. Then, you'll work through greenfield and legacy code as you learn to apply FRP to practical use cases. You'll find examples in this book from many application domains using both Java and JavaScript. When you're finished, you'll be able to use the FRP approach in the systems you build and spend less time fixing problems. What's Inside Think differently about data and events FRP techniques for Java and JavaScript Eliminate Observer one listener at a time Explore Sodium, RxJS, and Kefir.js FRP systems About the Reader Readers need intermediate Java or JavaScript skills. No experience with functional programming or FRP required. About the Authors Stephen Blackheath and Anthony Jones are experienced software developers and the creators of the Sodium FRP library for multiple languages. Foreword by Heinrich Apfelmus. Illustrated by Duncan Hill. Table of Contents Stop listening! Core FRP Some everyday widget stuff Writing a real application New concepts FRP on the web Switch Operational primitives Continuous time Battle of the paradigms Programming in the real world Helpers and patterns Refactoring Adding FRP to existing projects Future directions

## Book Information

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## Customer Reviews

Initially I thought that book will be a good starter for getting more familiar with concepts of functional reactive programming. I opened a book and ok, I don't think that Sodium library which is was created by authors is popular but book looks to provide basics of FRP. So I started to read, some parts are ok, like fragments about Von Neuman machine. Then my impression about book and it's contents was gradually dropping I read till half of it and then I said to myself enough. Why? It appeared that old truth that having knowledge about particular subject have nothing in common with ability to deliver and explain it. This book is intended for developers with OOP background or even functional programming to get familiar with FRP. Authors instead of focusing of explanation of simple concepts thus helping to understand I stress paradigm shift. Which is obviously always difficult writes that they are putting their reader on deep water ... This is not a proper way and this is excuse of mentioned inability of providing good simple introduction. Then programming examples too long, vague in subject. Code style far from what we call clean code. Authors stressed that readers should focus and put a lot of effort in analyzing their code (btw a lot of boilerplate code there). And again I think that is excuse on providing mediocre quality examples and forcing reader to do authors job. After a half I said sorry I gave up. Disappointing.

You will find this book useful if you have just started your journey of functional programming and running examples in UI excites you. It teaches you how to get rid of imperative mindset and think in terms of streams and expressions. In traditional UI thinking(imperative), you would attach listeners to the widgets and than deal with events. This book teaches you to look at widgets as a stream of events and then use filter, maps and other functional constructs to convert it into stream that you are really interested in. Concept of stream is applicable in variety of scenarios, for e.g reading files can be seen as stream of data chunks, data coming from a server can been seen as a stream. This approach has very less boilerplate code and it is solid(less defects). But it needs patience to appreciate it. UI is considered to be a stronghold of imperative listener based approach. I think authors have done excellent job in showing alternative . If you are excited about UI(bouncing balls, drag and drop to canvas etc) and want to look at an alternative way of solving problems that is gaining popularity these days, then this book is for you. Don't use this book to learn Swing or

Sodium, use it to mould your brain to functional stream based thinking from imperative thinking. I would suggest to type all the examples as you proceed . It is very satisfying to see running UI examples.

Who in this world uses swing and awt now? Examples are ok'ish but are based on swing n awt. I had to go thru these concepts since after school I have not seen dese at all. Disappointed

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