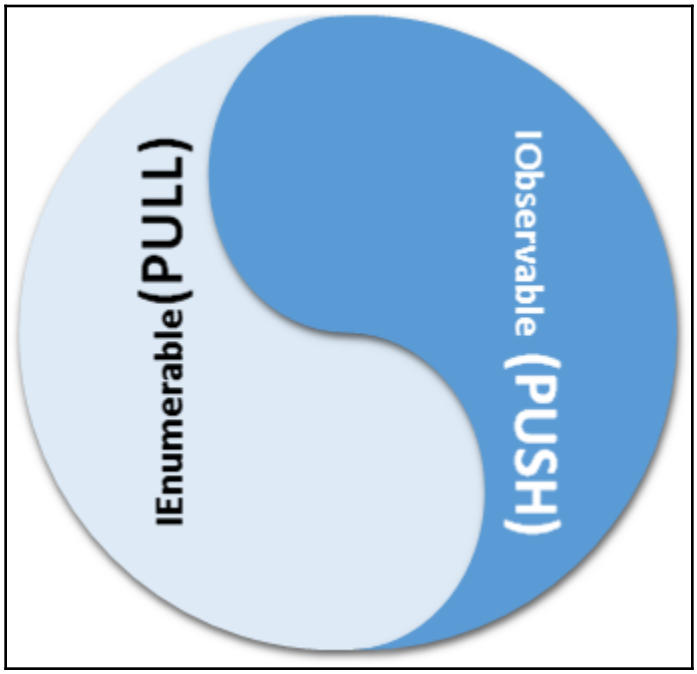
Chapter 1: Reactive Programming Model - Overview and History



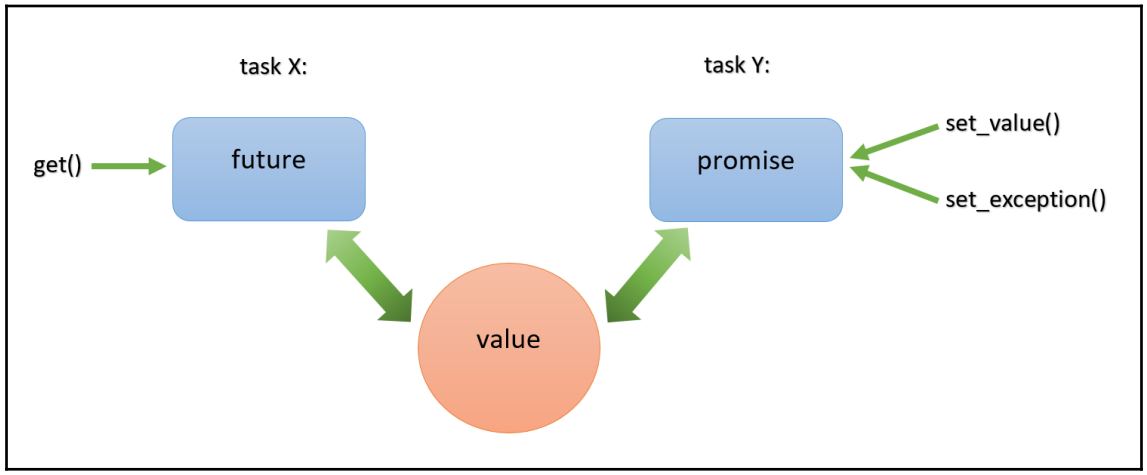
Chapter 2: A Tour of Modern C++ and its Key Idioms

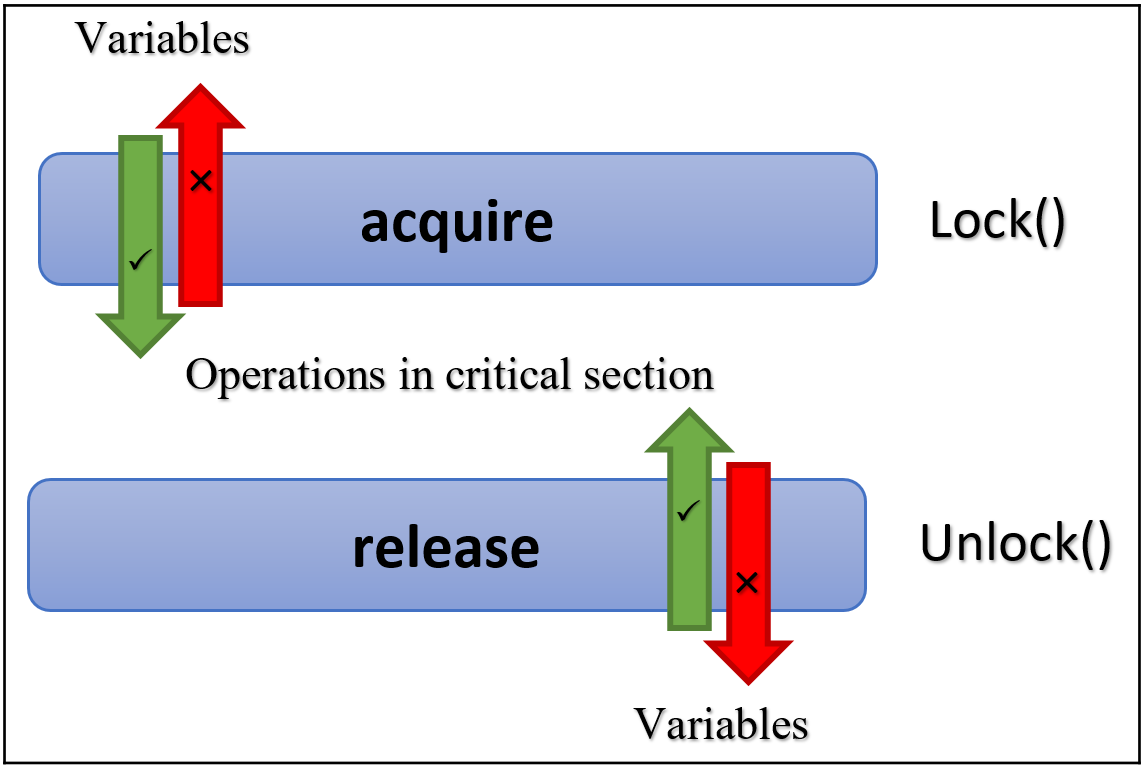
No images.

Chapter 3: Language-Level Concurrency and Parallelism in C++

No images.

Chapter 4: Asynchronous and Lock-Free Programming in C++

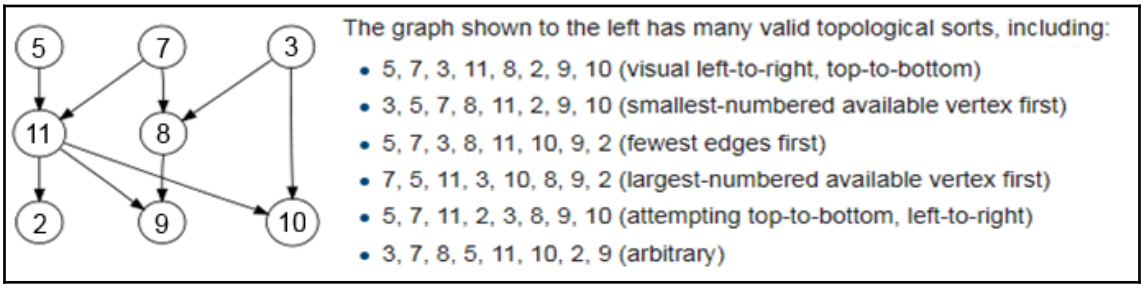


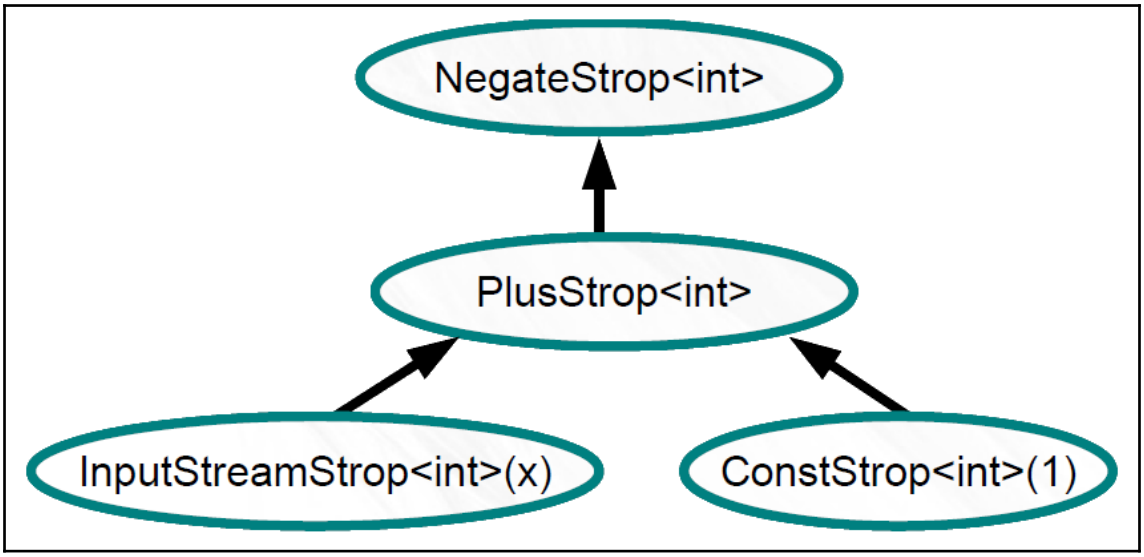

Variables
acquire
Lock()
Operations in critical section
release
Unlock()
Variables

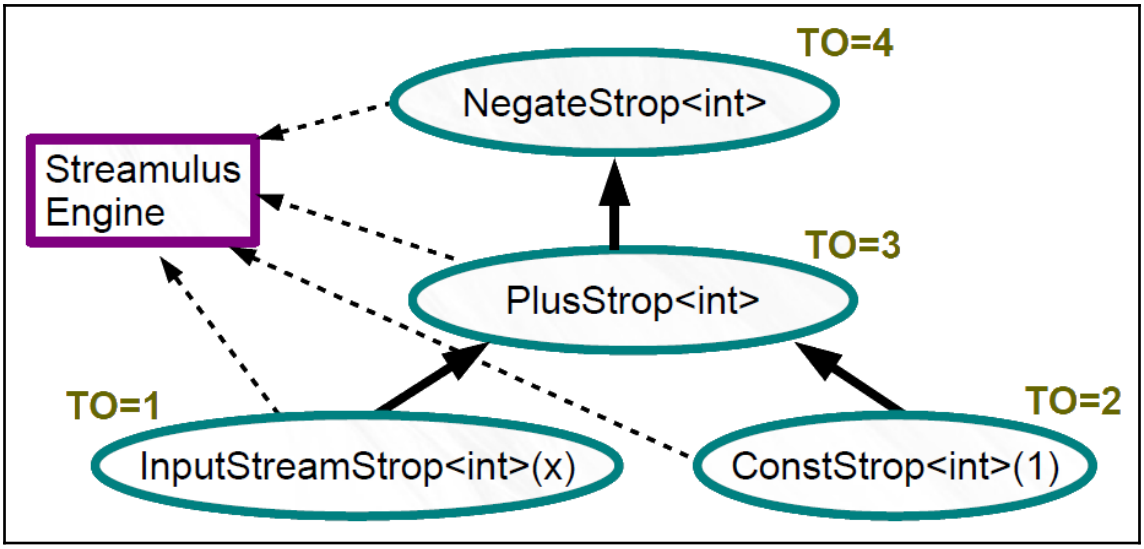
Chapter 5: Introduction to Observables

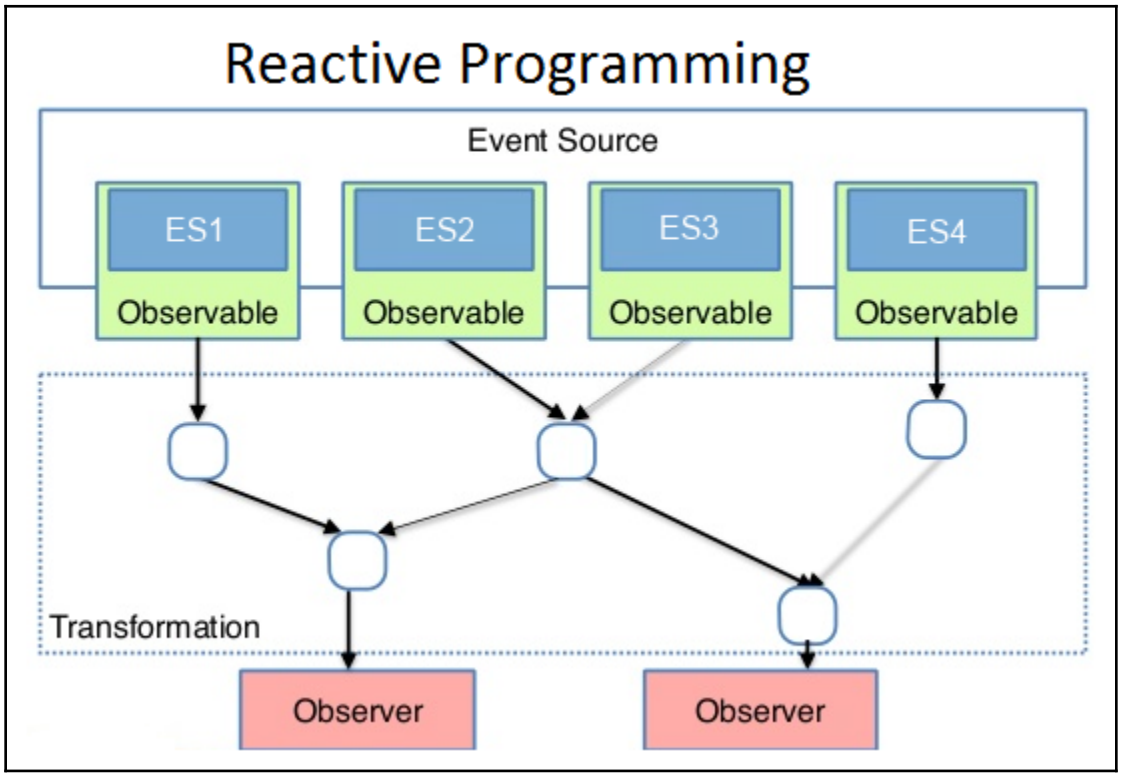
No images.

Chapter 6: Introduction to Event Stream Programming Using C++

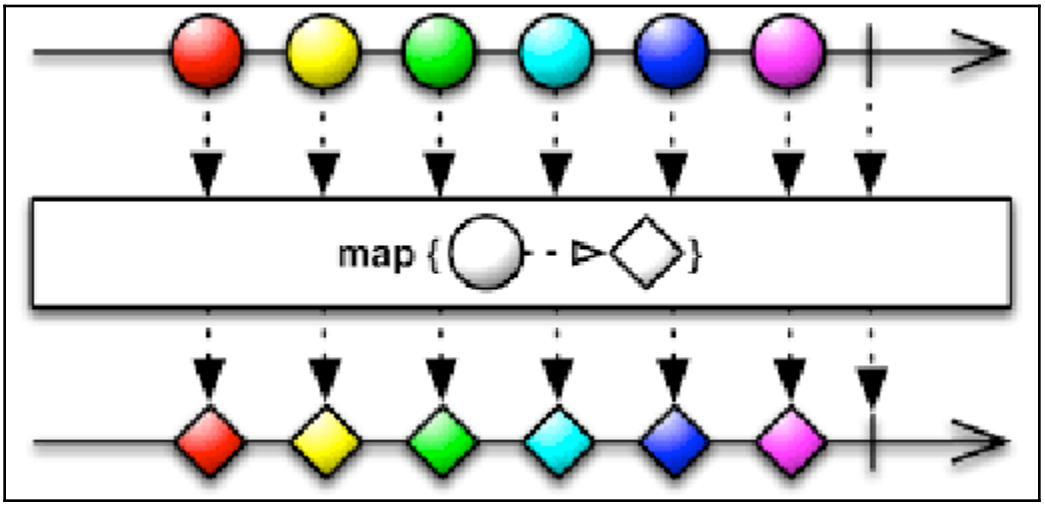


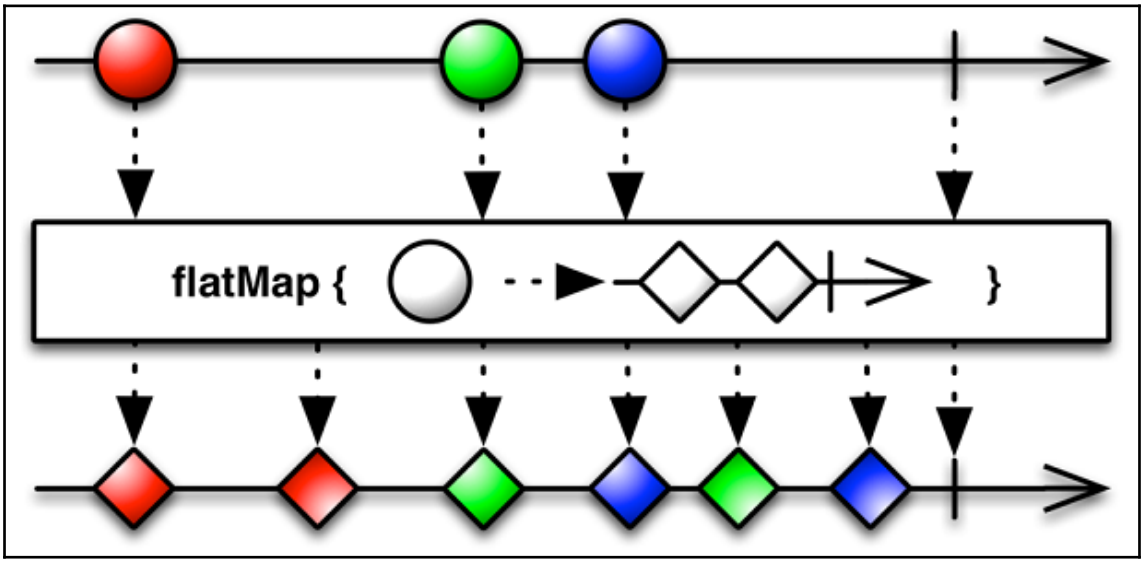


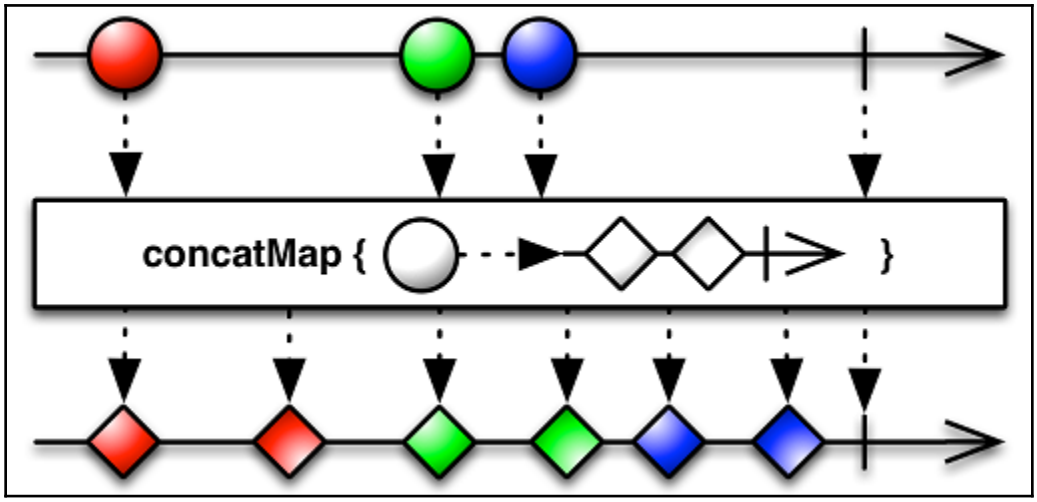

TO=4
NegateStrop<int>
Streamulus Engine
TO=3
PlusStrop<int>
TO=1
TO=2
InputStreamStrop<int>(x)
ConstStrop<int>(1)

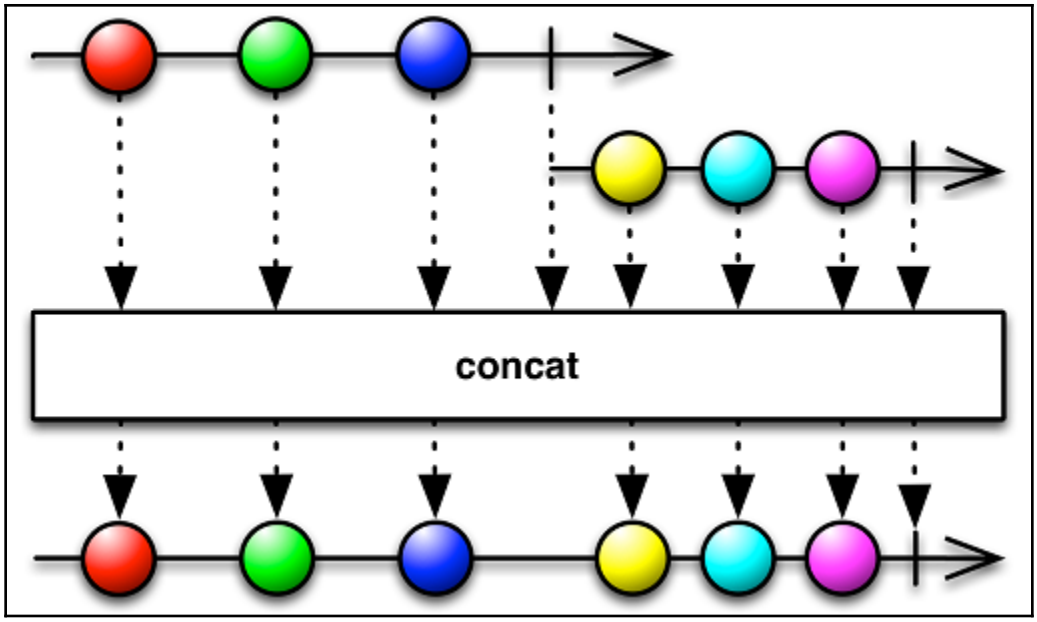

Reactive Programming
Event Source
ES1
ES2
ES3
ES4
Observable
Observable
Observable
Observable
Transformation
Observer
Observer

Chapter 7: Introduction to Data Flow Computation and the RxCpp Library






concatMap {
}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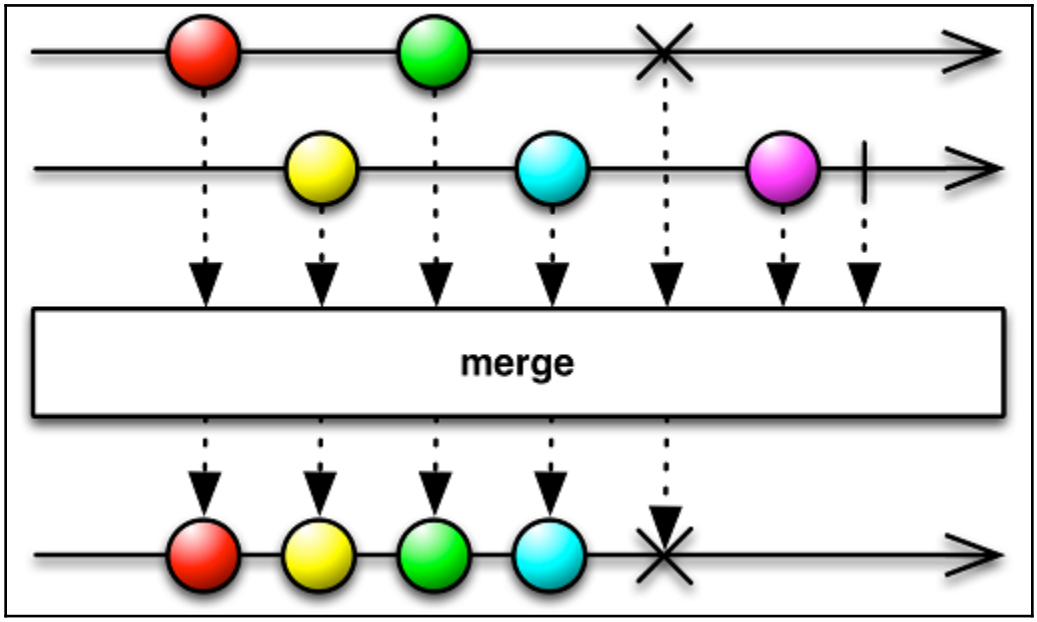
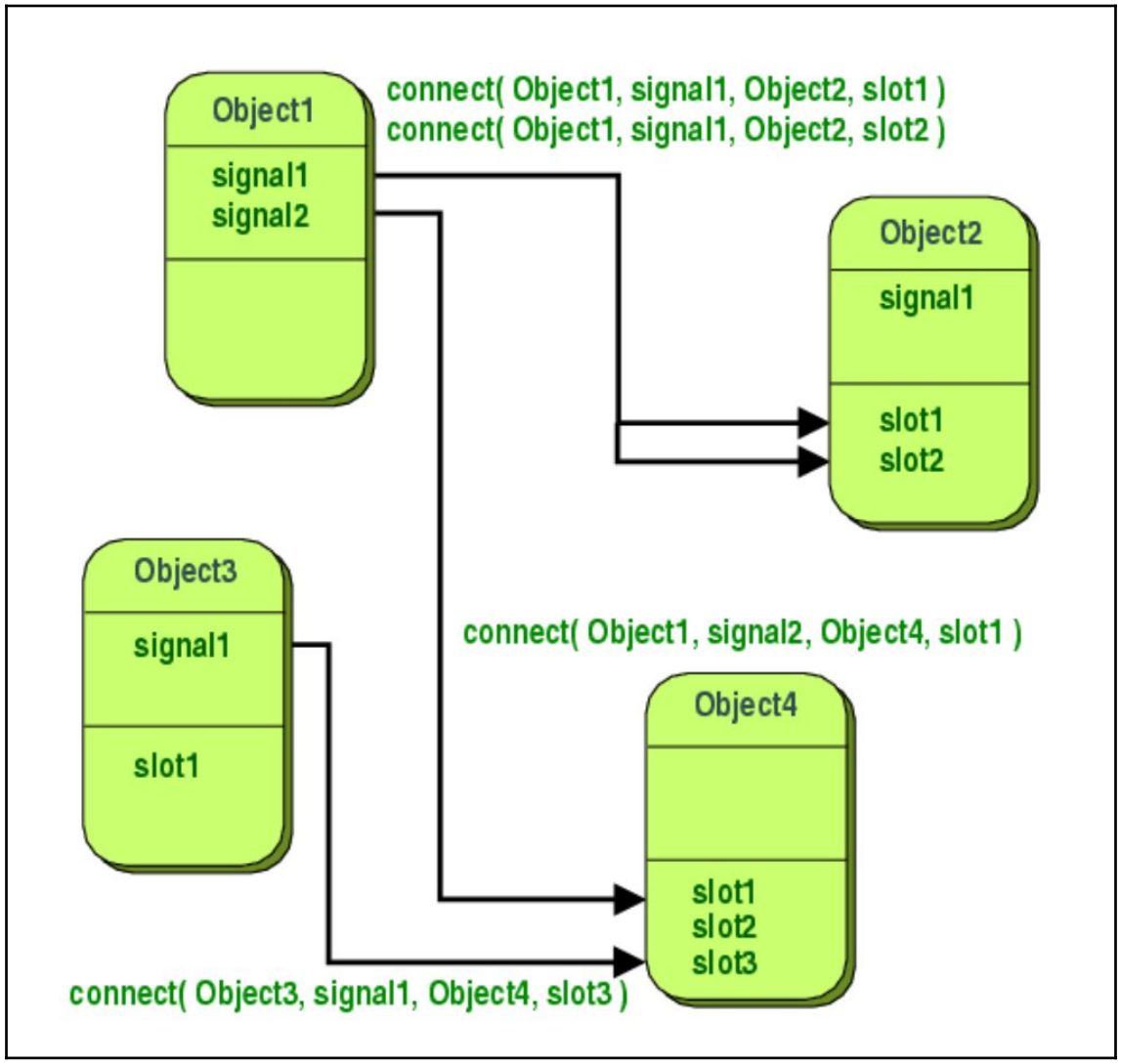
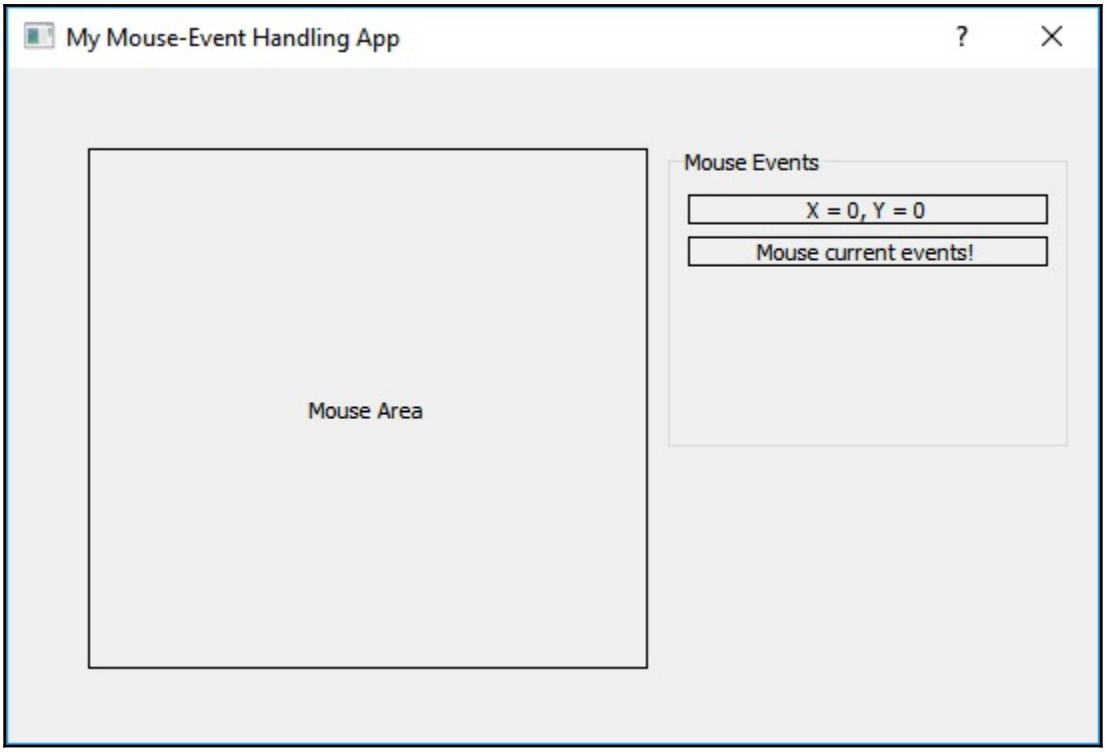

merge

Chapter 8: RxCpp - the Key Elements

No images.

Chapter 9: Reactive GUI Programming Using Qt/C++

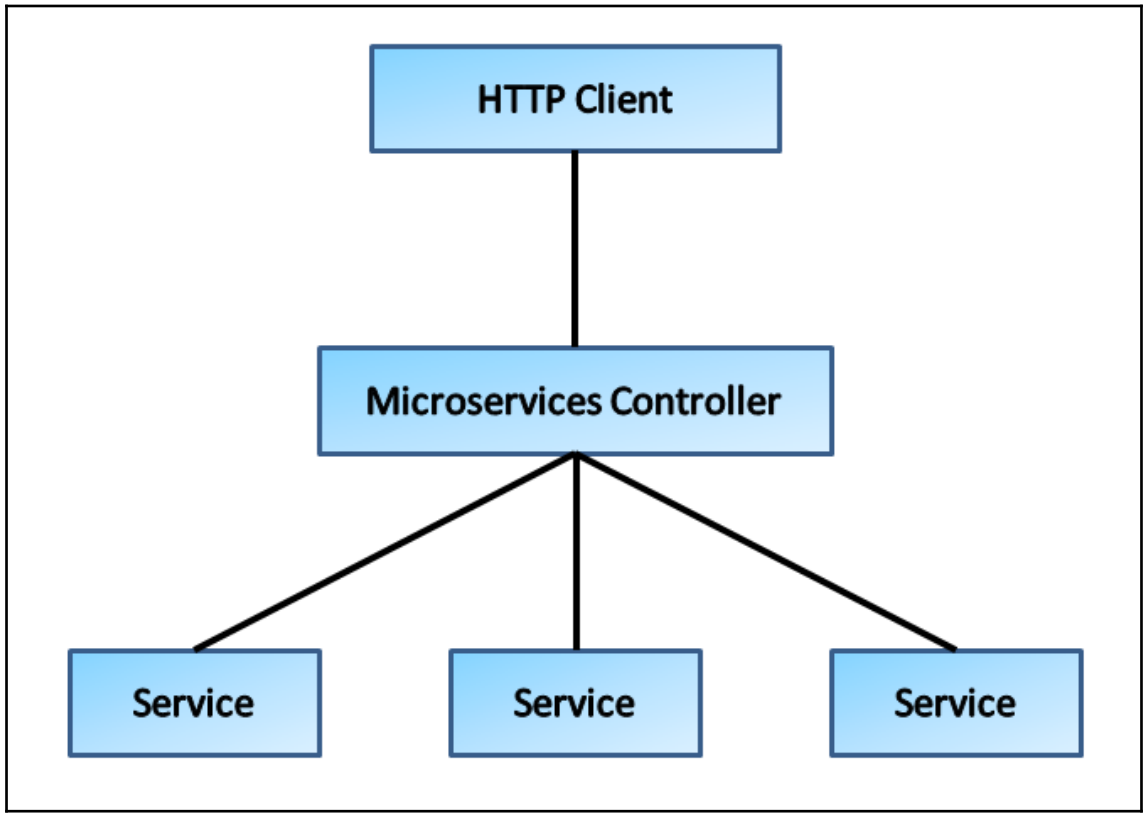



My Mouse-Event Handling App
Mouse Area
Mouse Events
X = 0, Y = 0
Mouse current events!

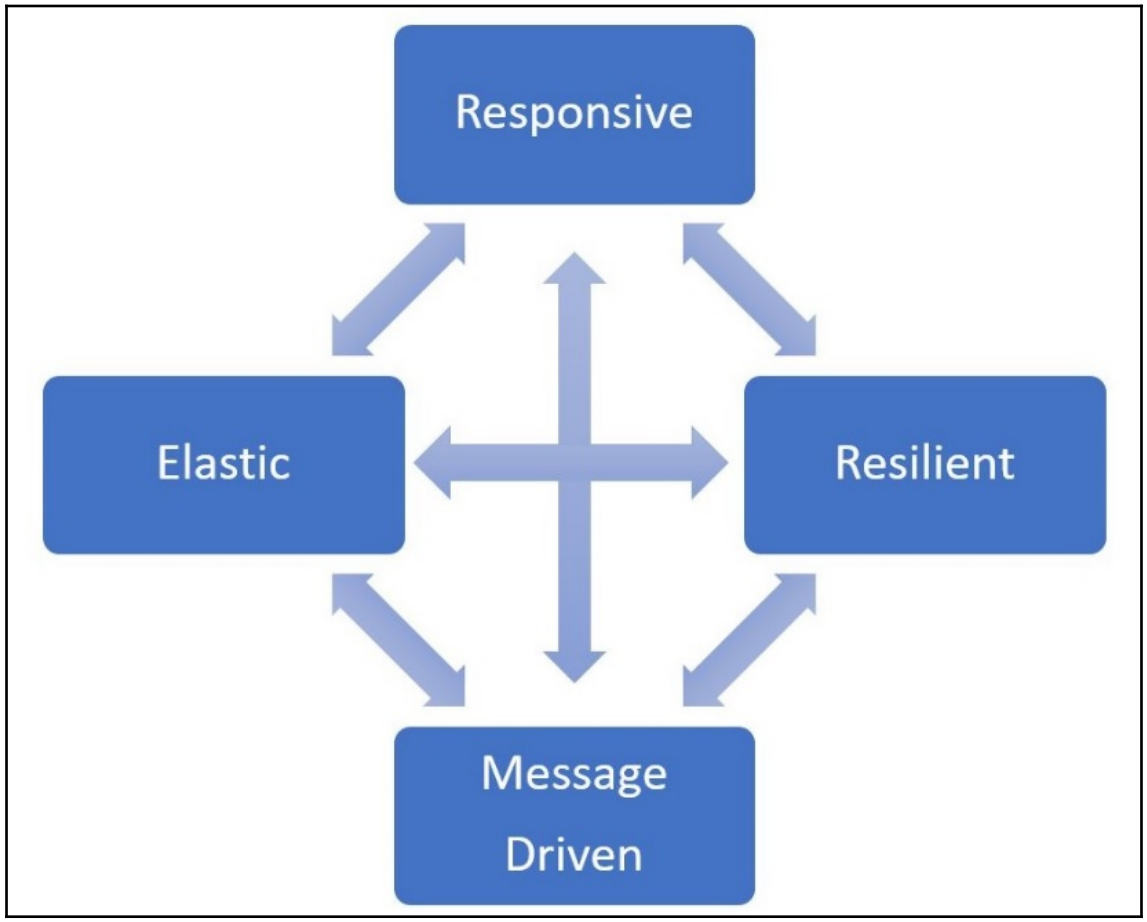
Chapter 10: Design Patterns and Idioms for C++ Rx Programming

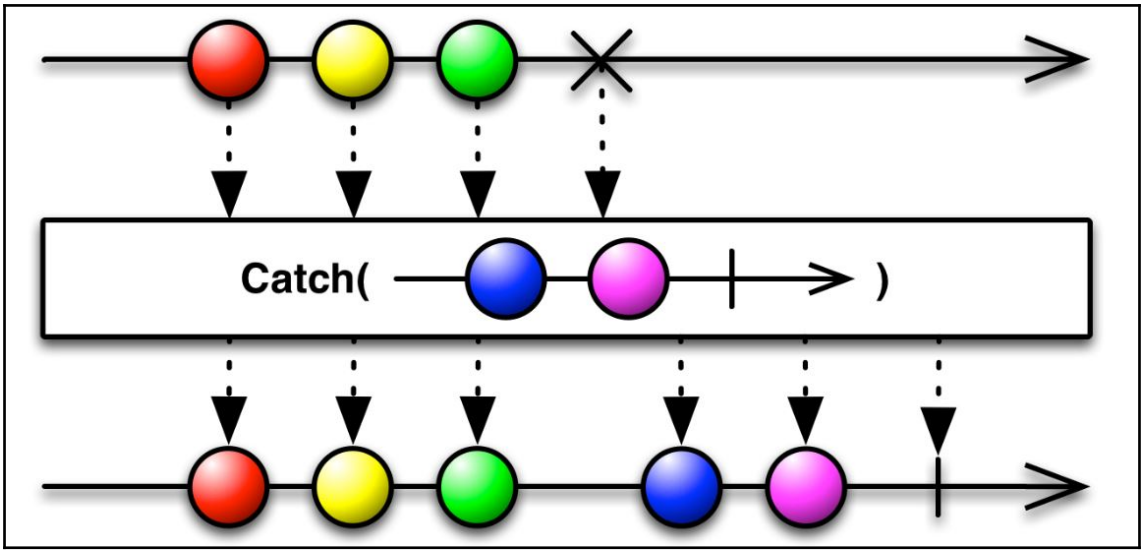
No images.

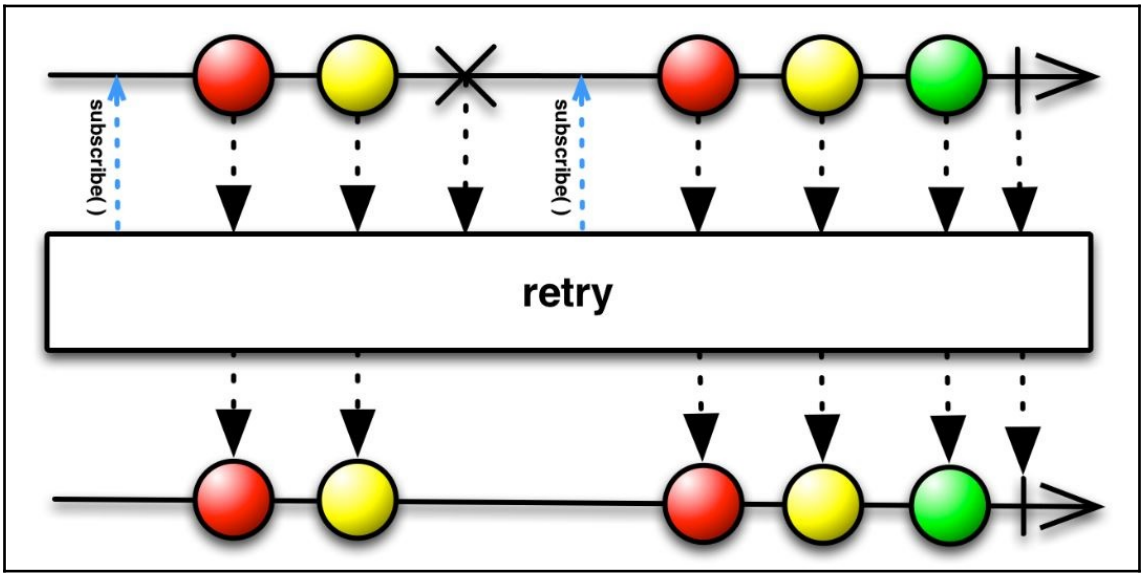
Chapter 11: Reactive Microservices Using C++



Chapter 12: Advanced Streams and Handling Errors




Catch( )


subscribe( )
subscribe( )
retry