

## Reactive Web Applications With Scala Play And Reactive Streams

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Reactive applications build on top of components that communicate asynchronously as they react to user and system events. As a result, they become scalable, responsive, and fault-tolerant. Java and Scala developers can use the Play Framework and the Akka concurrency toolkit to easily implement reactive applications without building everything from scratch.

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Reactive Web Applications Covers Play Akka And Reactive the play framework he says has been designed from the ground up to make it possible to build reactive web applications that are capable of providing real time behavior to users even under high load and in a decentralized setting he adds on the jvm the only mature full stack reactive web application framework is the play framework as for scala one of the main design goals of the Playframework [Reactive Web Applications](#) [Read Twitter](#)

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## 30 E-Learning Book Reactive Web Applications With Scala ...

Sep 04, 2020 reactive web applications with scala play akka and reactive streams Posted By Danielle SteelLibrary TEXT ID c67c54cc Online PDF Ebook Epub Library REACTIVE WEB APPLICATIONS WITH SCALA PLAY AKKA AND REACTIVE

The emerging reactive model is ideal for high-performance web applications that need to manage the unpredictably-bursty behavior of the web, along with the potential instability of running on networks not fully controlled. By using application components that communicate asynchronously as they react to user and system events, reactive applications are more scalable, responsive, and fault-tolerant than standard monolithic applications. For web developers working in Java or Scala, the Play framework makes it easy to implement reactive applications without taking on the overhead of building everything from scratch. Reactive Web Applications teaches web developers how to benefit from the reactive application architecture and presents hands-on examples using the Play framework. It introduces Play as a framework to handle the plumbing of applications. The book alternates between chapters that introduce reactive ideas like asynchronous programming, managing distributed state, and fault tolerance and examples that show how to build such applications using Play. Readers new to Play will be able to learn from the ground up. Those already using Play will get a deeper look at how to implement reactive web applications effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Reactive Web Applications teaches web developers how to benefit from the reactive application architecture and presents hands-on examples using the Play framework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Reactive applications build on top of components that communicate asynchronously as they react to user and system events. As a result, they become scalable, responsive, and fault-tolerant. Java and Scala developers can use the Play Framework and the Akka concurrency toolkit to easily implement reactive applications without building everything from scratch. About the Book Reactive Web Applications teaches web developers how to benefit from the reactive application architecture and presents hands-on examples using Play, Akka, Scala, and Reactive Streams. This book starts by laying out the fundamentals required for writing functional and asynchronous applications and quickly introduces Play as a framework to handle the plumbing of your application. The book alternates between chapters that introduce reactive ideas (asynchronous programming with futures and actors, managing distributed state with CQRS) and practical examples that show you how to build these ideas into your applications. What's Inside Reactive application architecture Basics of Play and Akka Examples in Scala Functional and asynchronous programming About Reader Description For readers comfortable programming with a higher-level language such as Java or C#, and who can read Scala code. No experience with Play or Akka needed. About the Author Manuel Bernhardt is a passionate engineer, author, and speaker. As a consultant, he guides companies through the technological and organizational transformation to distributed computing. Table of Contents PART 1 GETTING STARTED WITH REACTIVE WEB APPLICATIONS Did you say reactive? Your first reactive web application Functional programming primer Quick introduction to Play PART 2 CORE CONCEPTS Futures Actors Dealing with state Responsive user interfaces PART 3 ADVANCED TOPICS Reactive Streams Deploying reactive Play applications Testing reactive web applications

Reactive programming is a better, scalable, and faster way to build applications, and one that helps us write code that is concise, clear, and readable. It can be used for many purposes such as GUIs, robotics, music, and more, and is central to many concurrent systems. This book will be your guide to getting started with Reactive programming ...

Experienced developers looking to integrate the Play framework into their systems will find everything they need in this practical book. By examining the details of a real-world application, you'll go into the details of making Play 2.4 work as a system--using non-blocking actions, isolating services, recovering from failure, using CQRS and microservices, providing backpressure and rate limiting, deploying applications, and scaling up. Author Will Sargent is a frequent Play contributor and a Typesafe consultant who has ample experience working with many different web application frameworks. If you're well-versed in Java and Scala, you're ready to get started.

Summary Reactive Application Development is a hands-on guide that teaches you how to build reliable enterprise applications using reactive design patterns. Purchase of the print book includes a free eBook

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in PDF, Kindle, and ePub formats from Manning Publications. Foreword by Jonas Bonér, Creator of Akka About the Technology Mission-critical applications have to respond instantly to changes in load, recover gracefully from failure, and satisfy exacting requirements for performance, cost, and reliability. That's no small task! Reactive designs make it easier to meet these demands through modular, message-driven architecture, innovative tooling, and cloud-based infrastructure. About the Book Reactive Application Development teaches you how to build reliable enterprise applications using reactive design patterns. This hands-on guide begins by exposing you to the reactive mental model, along with a survey of core technologies like the Akka actors framework. Then, you'll build a proof-of-concept system in Scala, and learn to use patterns like CQRS and Event Sourcing. You'll master the principles of reactive design as you implement elasticity and resilience, integrate with traditional architectures, and learn powerful testing techniques. What's Inside Designing elastic domain models Building fault-tolerant systems Efficiently handling large data volumes Examples can be built in Scala or Java About the Reader Written for Java or Scala programmers familiar with distributed application designs. About the Author Duncan DeVore, Sean Walsh, and Brian Hanafee are seasoned architects with experience building and deploying reactive systems in production. Table of Contents PART 1 - FUNDAMENTALS What is a reactive application? Getting started with Akka Understanding Akka PART 2 - BUILDING A REACTIVE APPLICATION Mapping from domain to toolkit Domain-driven design Using remote actors Reactive streaming CQRS and Event Sourcing A reactive interface Production readiness

Build reactive, scalable applications and integrate Java code with the power of Scala Overview Learn the syntax interactively to smoothly transition to Scala by reusing your Java code Leverage the full power of modern web programming by building scalable and reactive applications Easy to follow instructions and real world examples to help you integrate java code and tackle big data challenges In Detail Scala for Java Developers is a step-by-step guide full of easy-to-follow code taken from real-world examples explaining the migration and integration of Scala in a Java project. With this book, you will first get comfortable with the Scala syntax and its Java-like ecosystem, and then dive into new ways of building reactive web apps using the Typesafe stack including the actor-based Akka framework, the Play web framework, and the emerging Slick framework for persistence. The book will then teach you how to review useful tools for unit, integration, and functional testing; demonstrate how integrating with external systems applies to the Scala world and what its benefits are. From learning the Scala syntax interactively to writing modern, scalable, reactive applications, this book will help you to take your skills to the next level by solving complex problems in a concise and maintainable way. What you will learn from this book Apply and control the Scala Ecosystem Migrate Java code to Scala Discover Play Framework web development Test data using Scala's testing frameworks Manipulate XML and JSON in Scala Learn the Scala syntax interactively Integrate Java projects in Scala Build reactive web apps using the Typesafe stack Use new systems including the Akka framework, the Play web framework, and the emerging Slick framework Tackle big data challenges Approach This step-by-step guide is full of easy-to-follow code taken from real-world examples explaining the migration and integration of Scala in a Java project. Who this book is written for If you are a Java developer or a Java architect working with Java EE-based solutions and want to start using Scala in your daily programming, then this book is ideal for you. This book will get you up and running quickly by adopting a pragmatic approach with real-world code samples. No prior knowledge of Scala is required.

USE THE ACTOR MODEL TO BUILD SIMPLER SYSTEMS WITH BETTER PERFORMANCE AND SCALABILITY Enterprise software development has been much more difficult and failure-prone than it needs to be. Now, veteran software engineer and author Vaughn Vernon offers an easier and more rewarding method to succeeding with Actor model. Reactive Messaging Patterns with the Actor Model shows how the reactive enterprise approach, Actor model, Scala, and Akka can help you overcome previous limits of performance and scalability, and skillfully address even the most challenging non-functional requirements. Reflecting his own cutting-edge work, Vernon shows architects and developers how to translate the longtime promises of Actor model into practical reality. First, he introduces the tenets of reactive software, and shows how the message-driven Actor model addresses all of them-making it possible to build systems that are more responsive, resilient, and elastic. Next, he presents a practical Scala bootstrap tutorial, a thorough introduction to Akka and Akka Cluster, and a full chapter on maximizing performance and scalability with Scala and Akka. Building on this foundation, you'll learn to apply enterprise application and integration patterns to establish message channels and endpoints; efficiently construct, route, and transform messages; and build robust systems that are simpler and far more successful. Coverage Includes How reactive architecture replaces complexity with simplicity throughout the core, middle, and edges The characteristics of actors and actor systems, and how Akka makes them more powerful Building systems that perform at scale on one or many computing nodes Establishing channel mechanisms, and choosing appropriate channels for each application and integration challenge Constructing messages to clearly convey a sender's intent in communicating with a receiver Implementing a Process Manager for your Domain-Driven Designs Decoupling a message's source and destination, and integrating appropriate business logic into its router Understanding the transformations a message may experience in applications and integrations Implementing persistent actors using Event Sourcing and reactive views using CQRS Find unique online training on Domain-Driven Design, Scala, Akka, and other software craftsmanship topics using the [for{comprehension} website at forcomprehension.com](http://forcomprehension.com).

Summary Play for Scala shows you how to build Scala-based web applications using the Play 2 framework. This book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll deepen your knowledge of Scala as a programming language and work with tools like Akka. About this Book Play is a Scala web framework with built-in advantages: Scala's

strong type system helps deliver bug-free code, and the Akka framework helps achieve hassle-free concurrency and peak performance. Play builds on the web's stateless nature for excellent scalability, and because it is event-based and nonblocking, you'll find it to be great for near real-time applications. Play for Scala teaches you to build Scala-based web applications using Play 2. It gets you going with a comprehensive overview example. It then explores each facet of a typical Play application by walking through sample code snippets and adding features to a running example. Along the way, you'll deepen your knowledge of Scala and learn to work with tools like Akka. Written for readers familiar with Scala and web-based application architectures. No knowledge of Play is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside

Intro to Play 2 Play's MVC structure Mastering Scala templates and forms Persisting data and using web services Using Play's advanced features About the Authors Peter Hiltonv, Erik Bakker, and Francisco Canedo, are engineers at Lunatech, a consultancy with Scala and Play expertise. They are contributors to the Play framework.

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PART 1: GETTING STARTED Introduction to Play Your first Play application

PART 2: CORE FUNCTIONALITY Deconstructing Play application architecture Defining the application's HTTP interface Storing data—the persistence layer Building a user interface with view templates Validating and processing input with the forms API

PART 3: ADVANCED CONCEPTS Building a single-page JavaScript application with JSON Play and more Web services, iteratees, and WebSockets

This step-by-step guide is full of easy-to-follow code taken from real-world examples explaining the migration and integration of Scala in a Java project. If you are a Java developer or a Java architect, working in Java EE-based solutions and want to start using Scala in your daily programming, this book is ideal for you. This book will get you up and running quickly by adopting a pragmatic approach with real-world code samples. No prior knowledge of Scala is required.

As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise applications using the mature, rock-solid Vert.x framework. Vert.x in Action gets you up to speed in the basics of asynchronous programming as you learn to design and code reactive applications. Using the Vert.x asynchronous APIs, you'll build services including web stack, messaging, authentication, and access control. You'll also dive into deployment of container-native components with Docker, Kubernetes, and OpenShift. Along the way, you'll check your app's health and learn to test its resilience to external service failures. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

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