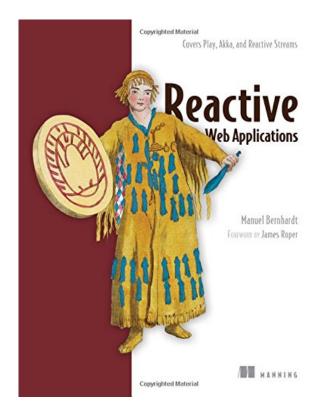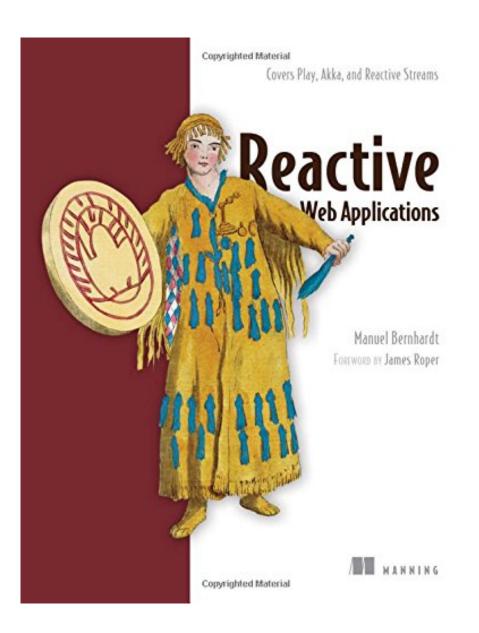# REACTIVE WEB APPLICATIONS: COVERS PLAY, AKKA, AND REACTIVE STREAMS BY MANUEL BERNHARDT

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Reactive
Web Applications

Manuel Bernhardt

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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.

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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.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.

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Most helpful customer reviews

0 of 0 people found the following review helpful.
Excelent for start develop reactive web application
By Amazon Customer
Cover all the reactive team in a practice way

3 of 3 people found the following review helpful.
Not a beginner's book, but definitely useful if you want to learn how to work in the world of large-scale, reactive platforms
By Si Dunn
"Reactive web applications are designed to cope with varying loads," the author, Manuel Bernhardt, notes. "When building web applications, one critical piece of informatin that should flow into the design is the expected load in terms of requests per second that the application should be able to handle." For some applications, such as a small-town plumber's business-card-style website, this will not be much of a worry. But what if you are building a product site or social media site that may suddenly draw many thousands, or even tens of thousands, of users following a burst of online publicity? If your site can't adjust to handle the load and crashes, instead, it might "lose one of its few chances to get noticed by the general public," the

author points out.

This book provides good overviews of how to create reactive web applications, and it offers numerous code examples. But it is not a beginners' book at all. "To get the most out of this book," Bernhardt cautions, "you should be a seasoned programmer and be well acquainted with at least one modern language such as Java or C#. Furthermore, you should know enough about the syntax and main concepts of Scala to read the examples in the book and implement the exercises."

You may wonder why the author chose the seemingly odd combination of Play, Akka and Scala (with a detour into examples that use ScalaJS and AngularJS and even MongoDB). "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 Scala programming language is to enable developers to tackle the complexity of programming multicore and distributed systems." It takes a while for Akka's purpose to be spotlighted, but on page 114, Bernhardt finally states: "Akka is a toolkit for concurrent programming." And, one of the tools it offers is "dispatchers, which provide a way to configure diverse thread execution strategies in detail. Play uses this configuration facility to configure its own web worker pool."

Like I said, this is not a web beginner's book. But if you are planning to work, or are already working, in the growing arena of real-world, large-scale reactive platforms, definitely give "Reactive Web Applications" some good consideration. It explains and illustrates numerous concepts you will need to understand. (My thanks to Manning for providing a review copy.)

2 of 2 people found the following review helpful.
and I would like to say this is one of BEST books in ...
By Kuo-Lung Chin
I bought this E-book from Manning.com. So far I have gone through it from chapter 1 to chapter 9, and I would like to say this is one of BEST books in Scala solution stack that I have read. It provides some great examples in reactive design patterns; however, this book requires the readers have some Scala knowledge or experience. And it covers how to utilize Akka in your web application although it is not a total package book of Akka. But it brings the concepts of reactive programming to the readers. If you already have some experience or knowledge in Scala, and are looking into the field of Reactive Programming. This is a great book to start. This book also clearly guides you the steps of building the applications, including adding/removing dependencies in SBT files. Overall, this is a great book and easy to use for those who know Scala.

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