

# Actors



# Recap

Actors are defined in terms of their behavior

```
val simpleActorBehavior: Behavior[String] = Behaviors.receiveMessage { (message: String) =>
  // do something with the message
  println(s"[simple actor] I have received: $message")

  // new behavior for the NEXT message
  Behaviors.same
}
```

Ways of building behaviors:

- receiveMessage
- receive
- setup

Advice

- build behaviors in factory methods of objects, e.g. apply()
- NEVER use Behavior[Any]

**Akka rocks**

