Elm

http://elm-lang.org/

Mostovenko Alexander

- fullstack engineer in datarobot
- for inspiration: haskell, elm, purescript
- for job: python, javascript
- twitter https://twitter.com/MostovenkoA
- github https://github.com/AlexMost

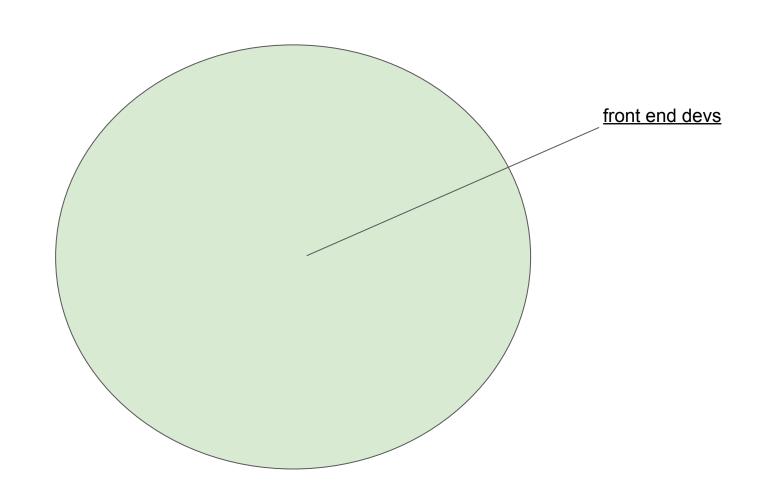
Elm in general

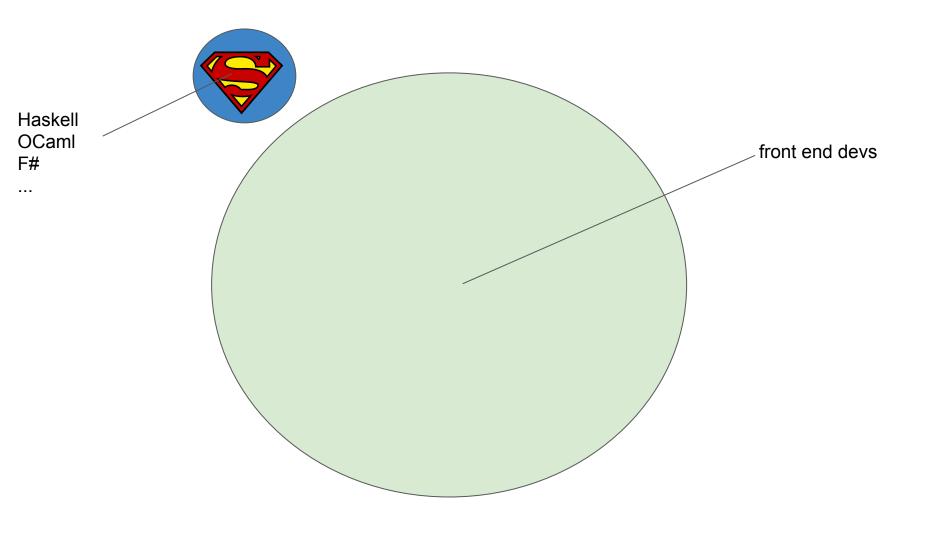
- Functional (ML-like, compiles to js).
- Immutable data structures.
- Statically typed. (ADT, type inference).
- With FRP in mind (Signals are built in language).
- Created for building rich UI apps.

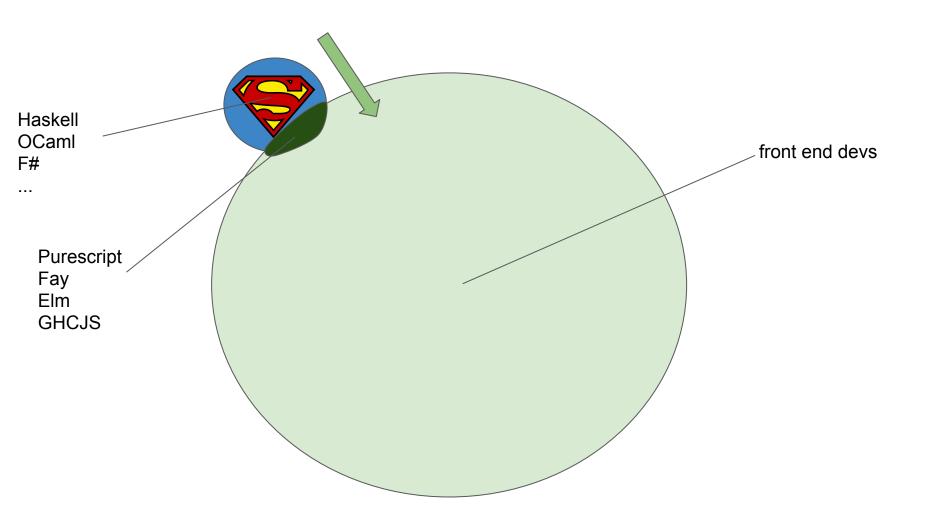


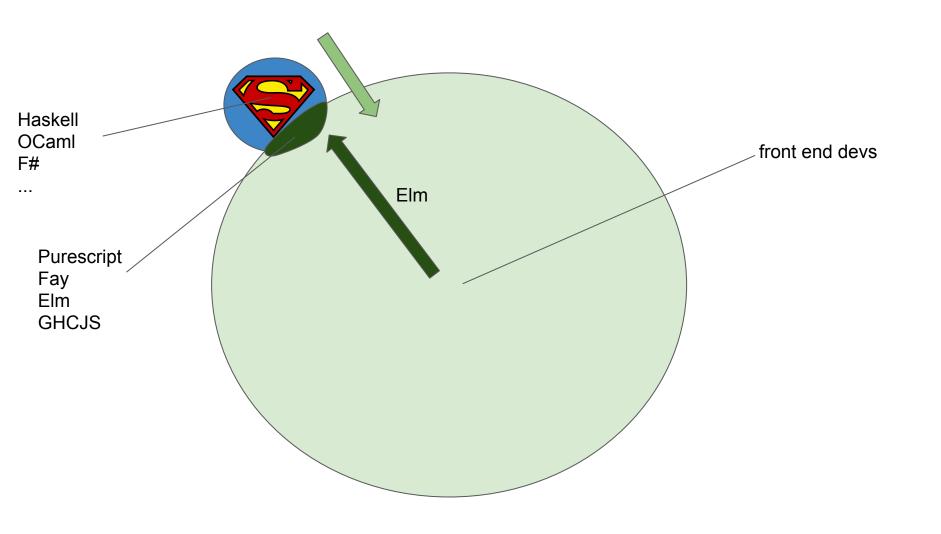
Idea

Why another to-js lang?









The main focus

- Easy to get started.
- Simple and clean syntax.
- Focus on business logic (no frameworks holy wars e.t. c.).
- Simple refactor.
- Simple add features.
- Less bugs in production.

Minimal but powerful syntax

```
type alias Model = Int
-- UPDATE
type Action = Increment | Decrement
update : Action -> Model -> Model
update action model =
 case action of
   Increment -> model + 1
   Decrement -> model - 1
```

- Comments
- Literals
- Lists
- Conditionals
- Union Types
- Records
- Functions
- Infix Operators
- Let Expressions
- Applying Functions
- Mapping with (<~) and (~)
- Modules
- Type Annotations
- Type Aliases
- JavaScript FFI

Extensible records

```
point = \{x = 3, y = 4\} -- create a record
point.x
                             -- access field
map x [point, x=0,y=0] -- field access function
                             -- remove field
{ point - x }
\{ point \mid z = 12 \}
                             -- add field
{ point - x | z = point.x } -- rename field
\{ point - x \mid x = 6 \}
                    -- update field
{ point | x <- 6 } -- nicer way to update a field
{ point | x < - point.x + 1
       , y <- point.y + 1 } -- batch update fields</pre>
```

Extensible records

```
sumCoordinates: {a | x: Int, y: Int} -> Int
sumCoordinates {x, y} = x + y
```

No runtime exceptions

(almost)

```
js
                                                       Elm
                                               list = [1, 2, 3]
let list = [1, 2, 3];
                                               first lst = List.get 0 list
let first = (lst) => lst[0];
let doubleFirst = (lst) => first(list) * 2
                                               doubleFirst lst = (first lst) * 2
```

```
Elm
             js
let list = [1, 2, 3];
                                                    list = [1, 2, 3]
let first = (lst) => lst[0];
                                                    first lst = List.get 0 list
let dTYPE MISMATCH
                                                                             jump to error
     The left argument of (*) is causing a type mismatch.
     9 | doubleFirst list = (first list) * 2
     As I infer the type of values flowing through your program, I see a conflict
     between these two types:
         number
         Maybe a
```

```
js
                                                       Elm
                                                list = [1, 2, 3]
let list = [1, 2, 3];
                                                first list = get 0 list
let first = (lst) => lst[0];
                                                doubleFirst list = case first list of
let doubleFirst = (lst) => first(list) * 2
                                                  Just n -> Just (n * 2)
                                                  Nothing -> Nothing
```

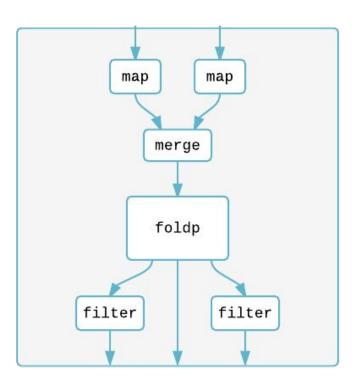
But it doesn't fail if []?

```
let list = [1, 2, 3];
let first = (lst) => lst[0];
let doubleFirst = (lst) => first(list) * 2
```

NaN



Signals



transform inputs into the right shape

merge the inputs into a single signal

update the state of your application (The Elm Architecture)

route values to the appropriate service

UI app architecture

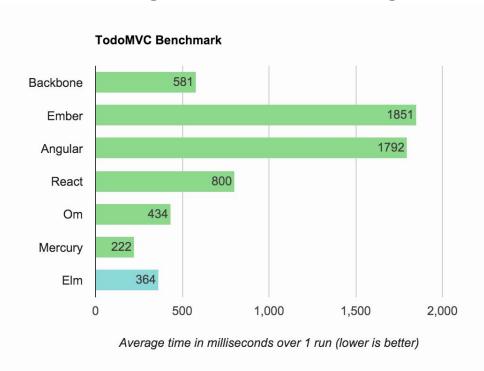
- Unidirectional data flow
- Virtual dom
- FRP based approach

The Elm architecture

https://github.com/evancz/elm-architecture-tutorial/

- Model (State)
- Update
- View

Blazing fast rendering



http://evancz.github.io/todomvc-perf-comparison/

Ecosystem

- Package manager
- Packege catalog http://package.elm-lang.org/
- build tool (elm-make, elm-reactor)
- time travel debugger
- hot swap

Elm package manager

Semantic versioning (1.0.0 - major.minor.patch)

elm-package bump - new version

can see diff - elm-package diff 1.0.1

Time travel debugger

mario demo - http://debug.elm-lang.org/edit/Mario.elm

Unit Testing

https://github.com/deadfoxygrandpa/Elm-Test

- 1 suites run, containing 5 tests
- 0 suites and 4 tests passed
- 1 suites and 1 tests failed

Test Suite: Utils test suite: FAILED

trans: passed.

zerosMap: FAILED. Expected: Dict.fromList [(0,0),(1,1),(2,6),(3,5)]; got: Dict.fromList [(0,0),(1,1),(2,4),(3,5)]

reaplace zero: passed.

bubble zeros: passed.

test move: passed.

Elm exists in production



Demo

2048 - https://github.com/AlexMost/2048

more demos - http://elm-lang.org/examples

