

/whoami

and the current project "Currents"

- Background: Java, Ruby, JS, TS
- Influenced by: Scala, Haskell, Lisp, Rust
- Project: a money distribution system

about:talk

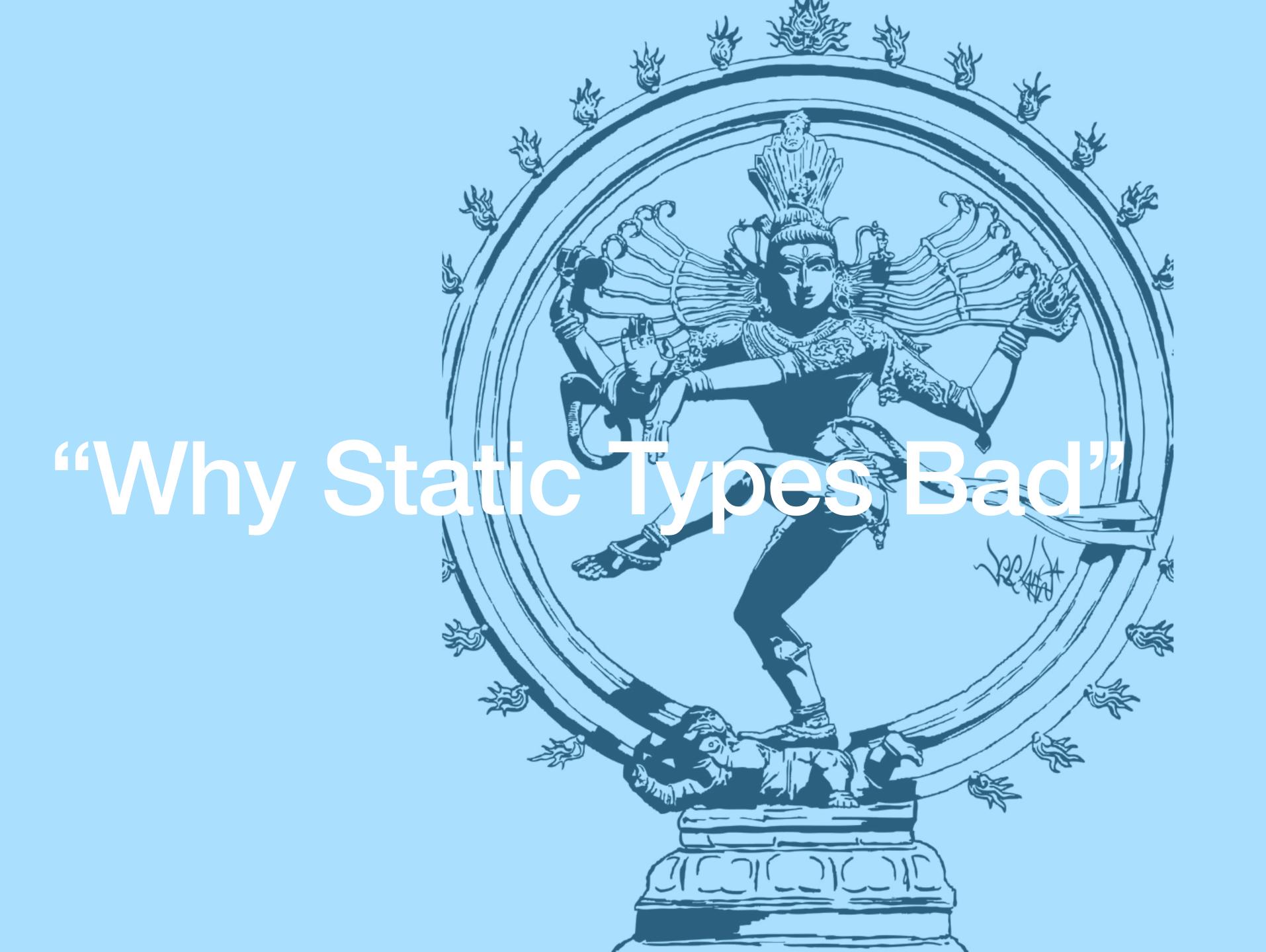
Goals

Intuition in static types and how we can benefit from those. A showcase of the approach.

Not about: declarative vs. imperative

Not about: functional vs. object-oriented

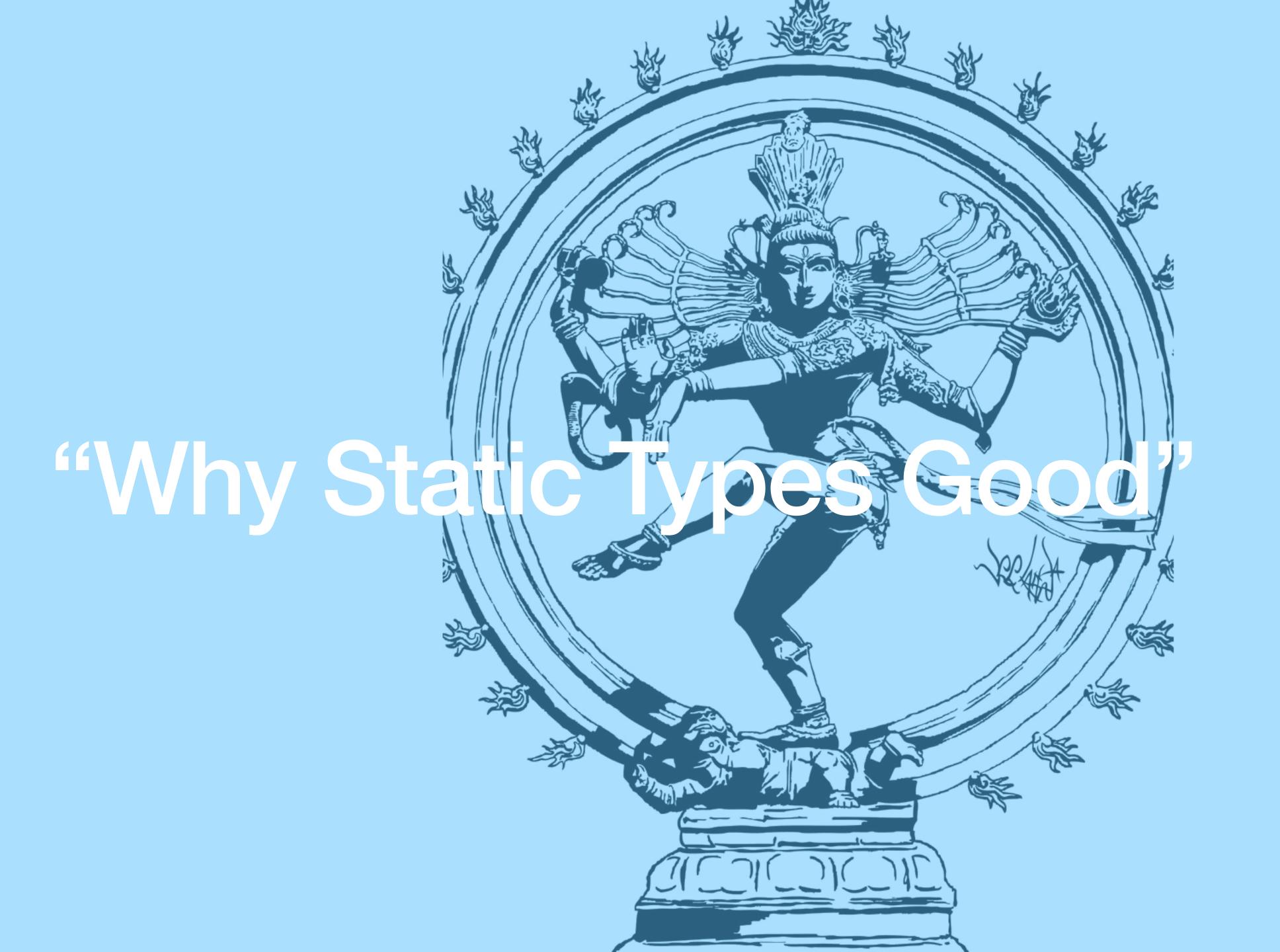
Not about: static vs. dynamic



Why Static Typing is Bad

Disadvantages

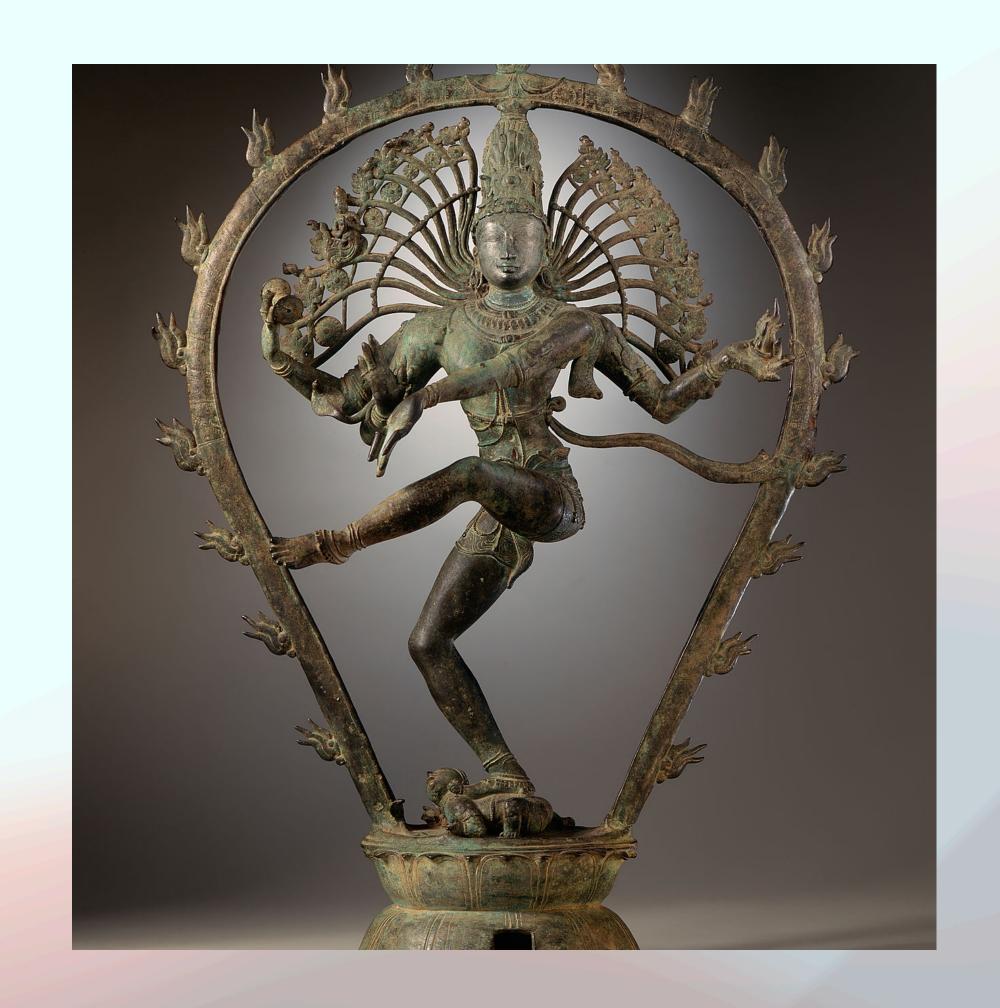
- Harder to start coding
- And to change existing code
- Harder to hire
- Bloated type-level code
- Your variant here



Why Static Typing is Good

Advantages

- Tests you don't have to maintain*
- Docs you don't have to keep in sync
- Brave and worry-free refactoring
- Understand existing codebases
- Code You Change Often
- Gradual Typing



Javascript and Typescript

The compiler should make you suffer*

- Javascript culture perpetuates low-effort solutions
- Business Value made by cutting corners is a lie
- A lie is always sweet until it's not
- Strict typing is there to render lies impossible
- "It's easy to start a project. It's not easy to finish it"
- Dynamic type systems are for very smart people

Tipping Point

"If it compiles, it works"

- Write code without running it for days
- Discover issues without running
- You don't need to debug it if it works
- You're welcome to have short attention span



Domain

Domain Model

And worry-free changes, again

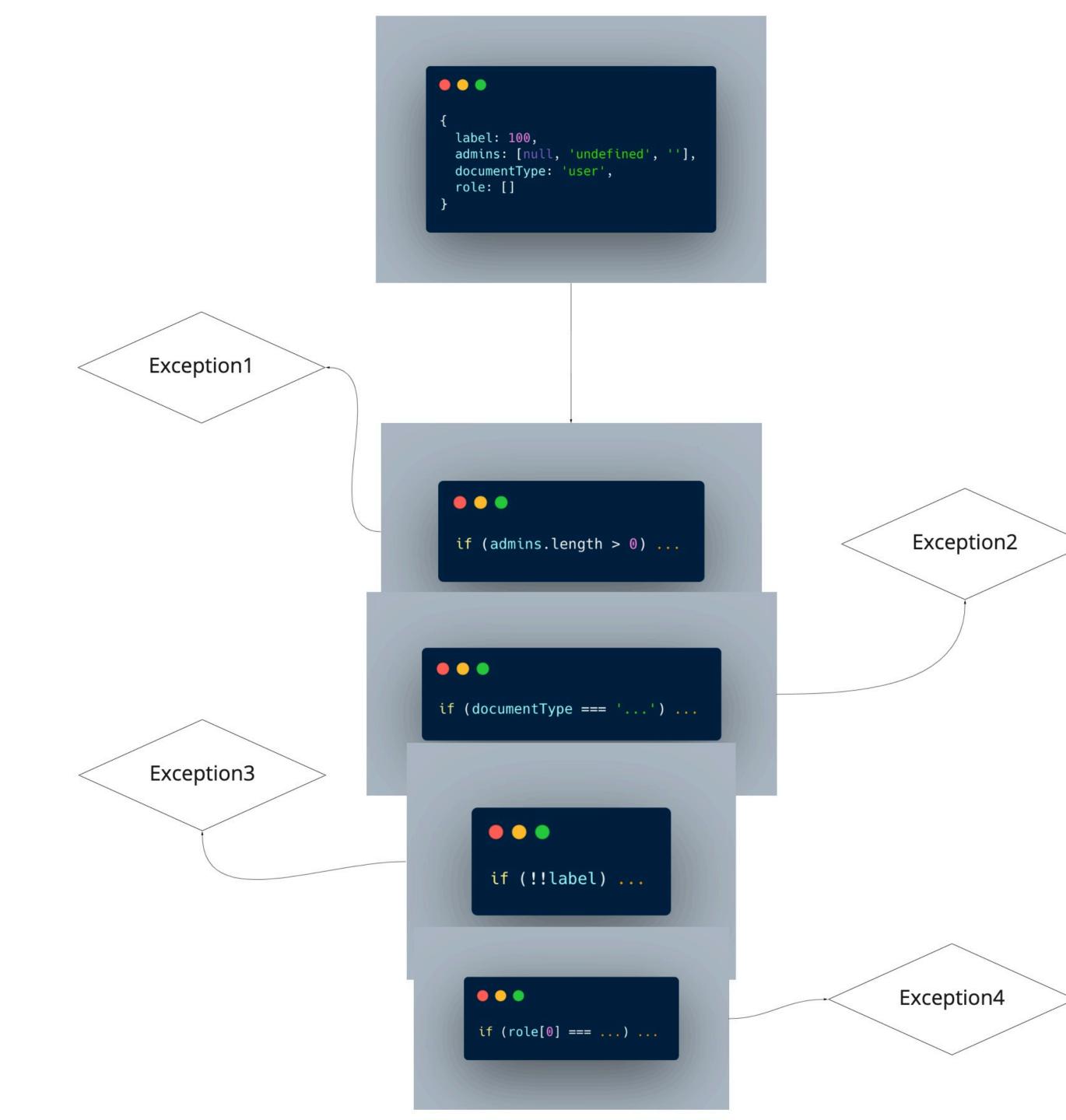
- Code is documentation
- Interlinked
- UUID ID UID userld userMetald customerld accountld
- status status



Dealing with the real world

"Parse, don't validate"

- Never enough validations (and it makes us think)
- Maybeld, LooksLikeld, Certainlyld, CertainlyldAtPoT
- Don't trust your frontend
- And maybe your backend too



Don't worry

And go break your codebase

