Updated: 2021-03-31

5.5
Play

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What is Play?

- In the beginning (2005)…
  - there was Django (Python) and Rails (Ruby) (followed by Grails (Groovy), etc.)
  - MVC (model-view-controller) frameworks
    - COC (convention-over-configuration): configuration only necessary when deviating from standard pattern
    - DRY (don’t-repeat-yourself): minimal coupling
    - ARP (active-record-pattern): object-relational mappings, CRUD
  - Play (2007) (groovy for templates), Play2 (2012)
    - Stateless (***RESTful***: “representational state transfer” or, more simply, using HTTP properly)
    - Asynchronous I/O
    - Scala template engine
    - Native Scala support, etc.

Play/Activator components

- *Play* is based on the following:
  - JBoss ***Netty*** (non-blocking IO client-server framework, i.e. it's a web-server for JVM apps)
  - built-in hot reloading
  - choice of persistence layer: Slick, H2, Anorm, etc.
- *Activator* is deprecated:
  - https://groups.google.com/forum/#!topic/play-framework/NeMD04W6bN4
- Now, to create a new Play application based on a template, go to:
  - https://developer.lightbend.com/start/?group=play

Key Features

- Declarative application URL scheme configuration
- Type-safe mapping from HTTP to an idiomatic Scala API
- Type-safe template syntax
- Architecture that embraces HTML5 client technologies
- Live code changes when you reload the page in your browser
- Full-stack web framework features, including persistence, security, and internationalization.