

Writing applications in Elm Functional Programming

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Spring 2017

Railroad oriented programming

Parsing JSON in Elm

Decoder pipeline

Exercise 1

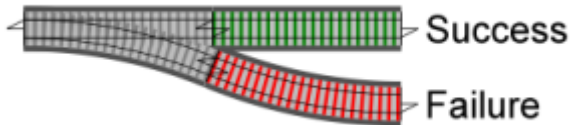
Subscriptions

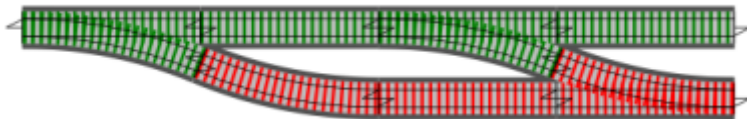
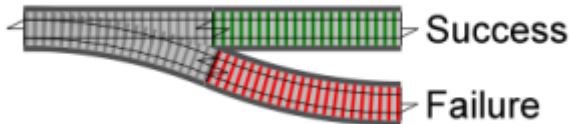
Exercise 2

Websockets

Exercise 3

Websocket assignment





Pipeline: A sequence of functions chained together.

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```
(|>) : a -> (a -> b) -> b
```

s

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```
function 1 |> function 2
```

Pipeline: A sequence of functions chained together. **Pipe:** Uses the output of one function as the input to another.

```
(|>) : a -> (a -> b) -> b
```

s

```
function 1 |> function 2
```

```
function 1 |> function 2 |> ... |> function n
```



```
[ "Daniel", "Dennett" ]  
  |> String.join "  
  |> String.length -- 13
```

JSON parsing in Elm

- What is the input?

- What is the input?
String

- What is the input?
String
- What is the output?

- What is the input?
String
- What is the output?
Result Http.Error String

From the package Decode

From the package Decode

A decoder decodes to a type `a`

From the package Decode

A decoder decodes to a type a

```
Decoder a
```

From the package Decode

A decoder decodes to a type a

```
Decoder a
```

```
Decode.int -- simply decodes JSON int to Elm Int
```

```
decodeString : Decoder a -> String -> Result String a
```

```
decodeString : Decoder a -> String -> Result String a
```

```
decodeString int "4" == Ok 4  
decodeString int "1_+_2" == Err ...
```

```
list : Decoder a -> Decoder (List a)
```

```
list : Decoder a -> Decoder (List a)
```

```
list int -- Decoder (List Int)
```

```
jsonString : String  
jsonString = "{ \"name\": \"David Chalmers\" }"
```

```
jsonString : String  
jsonString = "{ \"name\": \"David Chalmers\" }"
```

```
field : String -> Decoder a -> Decoder a
```



```
jsonString : String  
jsonString = "{ \"name\": \"David Chalmers\" } }
```

```
field : String -> Decoder a -> Decoder a
```

```
at "name" string
```

```
jsonString : String
jsonString =
  """{"result": {"name": "David Chalmers"}}"""
```

```
jsonString : String  
jsonString =  
  """{"result":{"name":"David Chalmers"}}"""
```

```
at : List String -> Decoder a -> Decoder a
```

```
jsonString : String
jsonString =
  """{"result":{"name":"David Chalmers"}}"""
```

```
at : List String -> Decoder a -> Decoder a
```

```
at ["result", "name"] string
```

```
jsonString : String
jsonString =
  """{"result": {"name": "David Chalmers"}}"""
```

```
jsonString : String
jsonString =
  """{"result":{"name":"David Chalmers"}}"""
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at : List String -> Decoder a -> Decoder a
```

```
jsonString : String  
jsonString =  
  """{"result":{"name":"David Chalmers"}}"""
```

```
at : List String -> Decoder a -> Decoder a
```

```
at ["result", "name"] string
```

```
jsonString : List String  
jsonString = """["Donald","Davidson"] """
```



```
jsonString : List String  
jsonString = """[␣"Donald",␣"Davidson"␣] """
```

```
index : Int -> Decoder a -> Decoder a
```

```
jsonString : List String  
jsonString = """["Donald","Davidson"] """
```

```
index : Int -> Decoder a -> Decoder a
```

```
index 0 string
```

```
jsonString : String  
jsonString = "{ \"name\": \"Richard Dawkins\" }
```

```
jsonString : String  
jsonString = "{ \"name\": \"Richard Dawkins\" } }
```

```
type alias Person  
= { name: String }
```

```
jsonString : String  
jsonString = "{\u0022name\u0022:\u0022Richard Dawkins\u0022}"
```

```
type alias Person  
= { name: String }
```

```
personParser : Decoder Person  
personParser =  
  field "name" string
```

```
jsonString : String  
jsonString = "{ \"name\": \"Richard Dawkins\" }"
```

```
type alias Person  
= { name: String }
```

```
personParser : Decoder Person  
personParser =  
  field "name" string
```

```
parsePerson : String -> Result String Person  
parsePerson =  
  decodeString personParser
```

NoRedInk/elm-decode-pipeline

A library for building decoders using the pipeline ($|>$) operator and plain function calls.

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```
Install with elm-package install  
NoRedInk/elm-decode-pipeline
```


Building a pipeline:

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```
decode : a -> Decoder a
```

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Required fields:

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```

Required fields:

```
required : String -> Decoder a  
          -> Decoder (a -> b) -> Decoder b
```

Building a pipeline:

```
decode : a -> Decoder a
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```
(|>) : a -> (a -> b) -> b
```

Required fields:

```
required : String -> Decoder a  
          -> Decoder (a -> b) -> Decoder b
```

Optional fields:

Building a pipeline:

```
decode : a -> Decoder a
```

```
(|>) : a -> (a -> b) -> b
```

Required fields:

```
required : String -> Decoder a  
          -> Decoder (a -> b) -> Decoder b
```

Optional fields:

```
optional : String -> Decoder a  
          -> a -> Decoder (a -> b) -> Decoder b
```

```
import Json.Decode.Pipeline exposing (..)
```



```
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```

```
type alias User  
  = { id : Int }
```

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```

```
type alias User  
  = { id : Int }
```

```
userDecoder : Decoder User  
userDecoder =  
  decode User  
    |> required "id" int
```

```
import Json.Decode.Pipeline exposing (..)
```

```
type alias User  
  = { id : Int  
      , name : String  
      , email : String  
    }
```

```
import Json.Decode.Pipeline exposing (..)
```

```
type alias User
  = { id : Int
      , name : String
      , email : String
    }
```

```
userDecoder : Decoder User
userDecoder =
  decode User
    |> required "id" int
    |> required "name" string
    |> optional "email" string "no_email"
```

Clone the elm-exercises from
cphbus-functional-programming

`https://github.com/cphbus-functional-programming/
elm-exercises`

Work on the `json.elm` file in the `basicelem` folder

Goal 1: Parse the incoming JSON to a `Person`

Goal 2: Display all the fields in the `Person` type in the HTML

Handled by the Time package

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```
type alias Time = Float
```

Time can be converted into

- Hours: `inHours : Time -> Float`

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- Minutes: `inMinutes : Time -> Float`

Time can be converted into

- Hours: `inHours : Time -> Float`
- Minutes: `inMinutes : Time -> Float`
- ... and seconds and milliseconds

Periodic updates is something in a fixed interval

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Like `setInterval` in JavaScript

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```
every : Time -> (Time -> msg) -> Sub msg
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`msg` is used in `update`

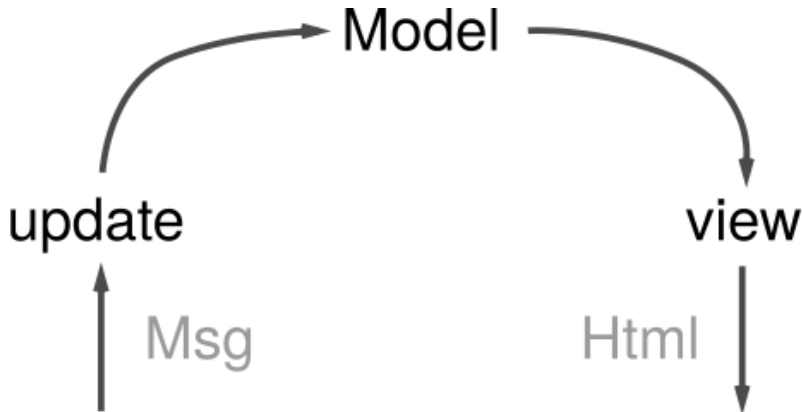
Periodic updates is something in a fixed interval

Like `setInterval` in JavaScript

```
every : Time -> (Time -> msg) -> Sub msg
```

`msg` is used in `update`

```
update : msg -> model -> model
```



Elm Runtime


```
type Sub msg
```

```
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```

A subscription is a way of telling Elm, “Hey, let me know if anything interesting happens over there!”

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What's the Input? And output?

```
type Msg = Tick Time
```

```
type Sub msg
```

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What's the Input? And output?

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type Sub msg
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A subscription is a way of telling Elm, "Hey, let me know if anything interesting happens over there!"

What's the Input? And output?

```
type Msg = Tick Time
```

```
every : Time -> (Time -> msg) -> Sub msg
```

```
subscriptions : Model -> Sub Msg  
subscriptions model =  
    Time.every millisecond Tick
```

Clone the elm-exercises from
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<https://github.com/cphbus-functional-programming/elm-exercises>

Work on the `subscriptions.elm` file in the `basicelm` folder

Goal 1: Start a subscription every millisecond

Goal 2: Update the model when the subscription arrive in the update functions

Goal 3: Set the width of the second progress-bar in the view (by correctly updating the 'progress' variable in line 51) to go from 0 to 100 once every 5 seconds.

Defined with the URI prefix: `ws` and `wss` (secure).

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Full duplex between over a single TCP channel.

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Full duplex between over a single TCP channel.

What are the pros and cons of using websockets?

```
listen : String -> (String -> msg) -> Sub msg
```

```
listen : String -> (String -> msg) -> Sub msg
```

```
type Msg = Echo String | ...  
  
subscriptions model =  
  listen "ws://echo.websocket.org" Echo
```

Clone the elm-exercises from
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elm-exercises`

Work on the `chat.elm` file in the `chat` folder

Goal 1: Start the node websocket server available in `server.js`

Goal 2: Connect to the websocket server on port 3000 from Elm

Goal 3: Write the response from the server to your HTML

Use the following JSON protocol

```
{ command: "login|send", content: "userName|message" }
```

and extend the `chat.elm` page to:

1. Send and receive messages in JSON
2. Display a full list of the last chat messages
This includes changing the model to contain a list of chat messages
3. Login with a user name
Implement this either by prefixing the user name in the button with "login" (so to log in with "Anders" you write "loginAnders"), or by creating a new input field

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Hand in before **10th April 23:59**