LE FONCTIONNEL PAR LA PRATIQUE LIVE CODING D'UN JEU WEB

QUENTIN **DUVAL** @quduval GUILLAUME **EVEILLARD** @geveillard





PROTAGONISTES



6 ans à Murex

C++ le jour

Haskell & Clojure



LIVE CODER

NE PAS SE PLANTER





PROTAGONISTES



5 ans à Murex

JAVA le jour

Cherche son language



MEUBLER

PENDANT LES BUGS





CLOJURE (SCRIPT)

(((LISP)))

Functional

JVM: Clojure

JS: ClojureScript



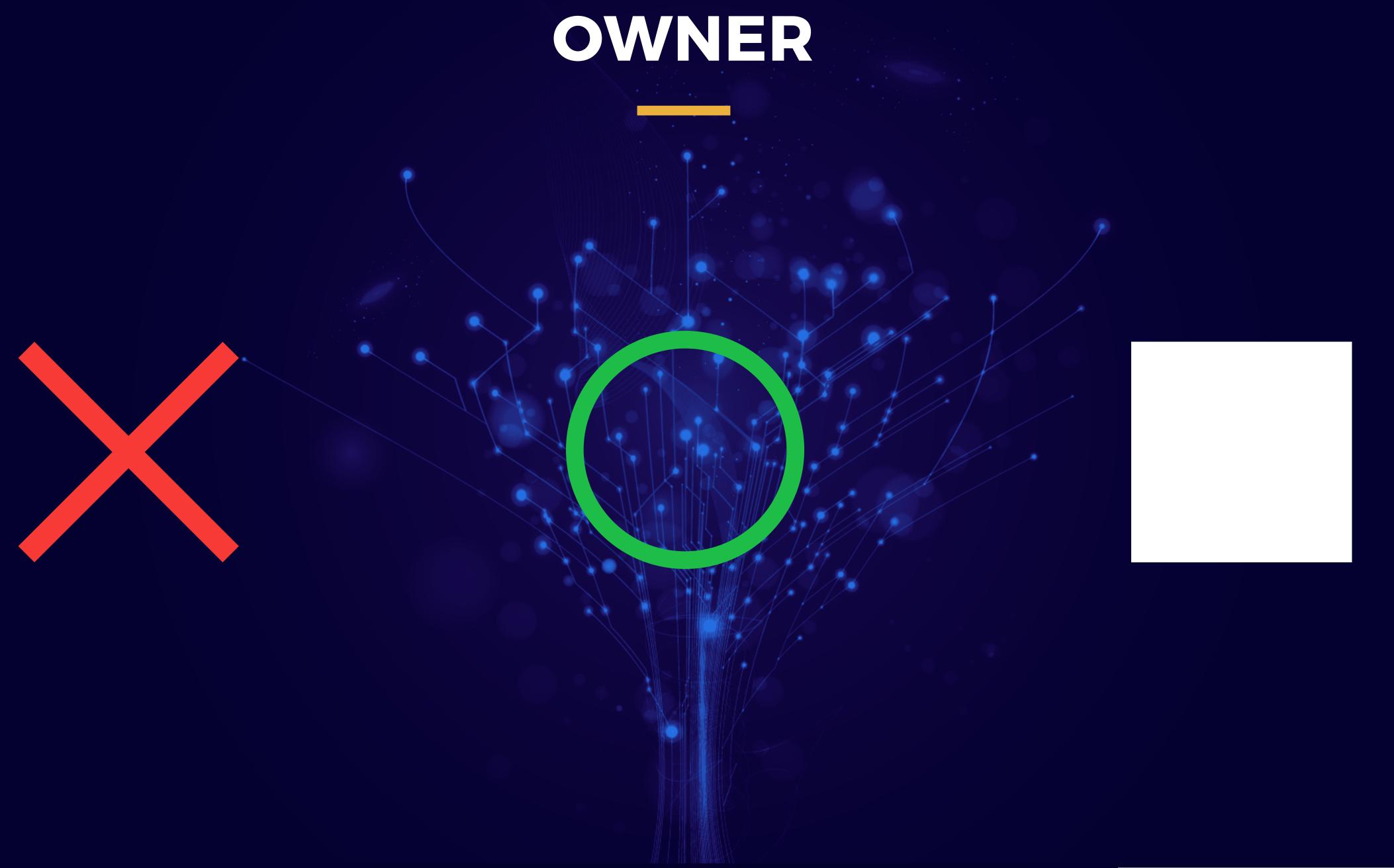
40 min de Talk





CLOJURE DEMOREPL

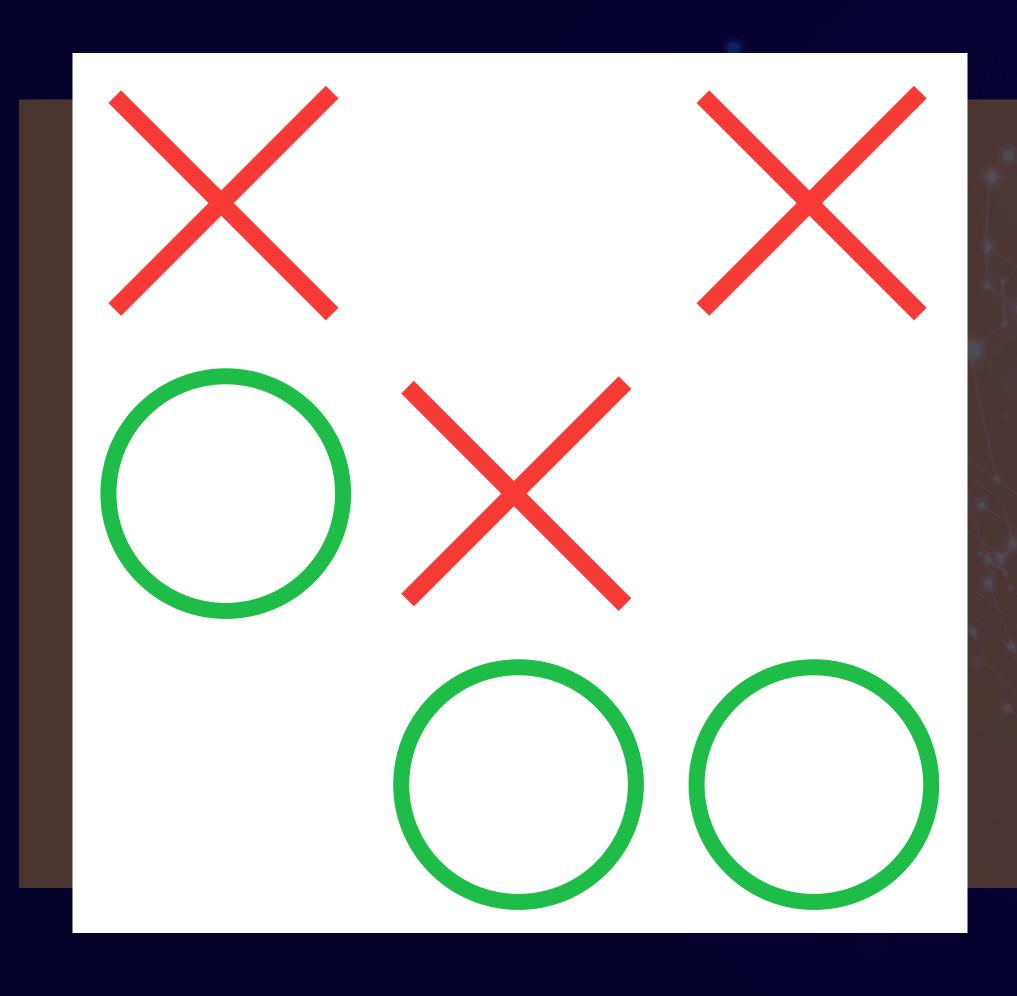
TCTACTOE



OWNER :owner/circle :owner/cross :owner/none

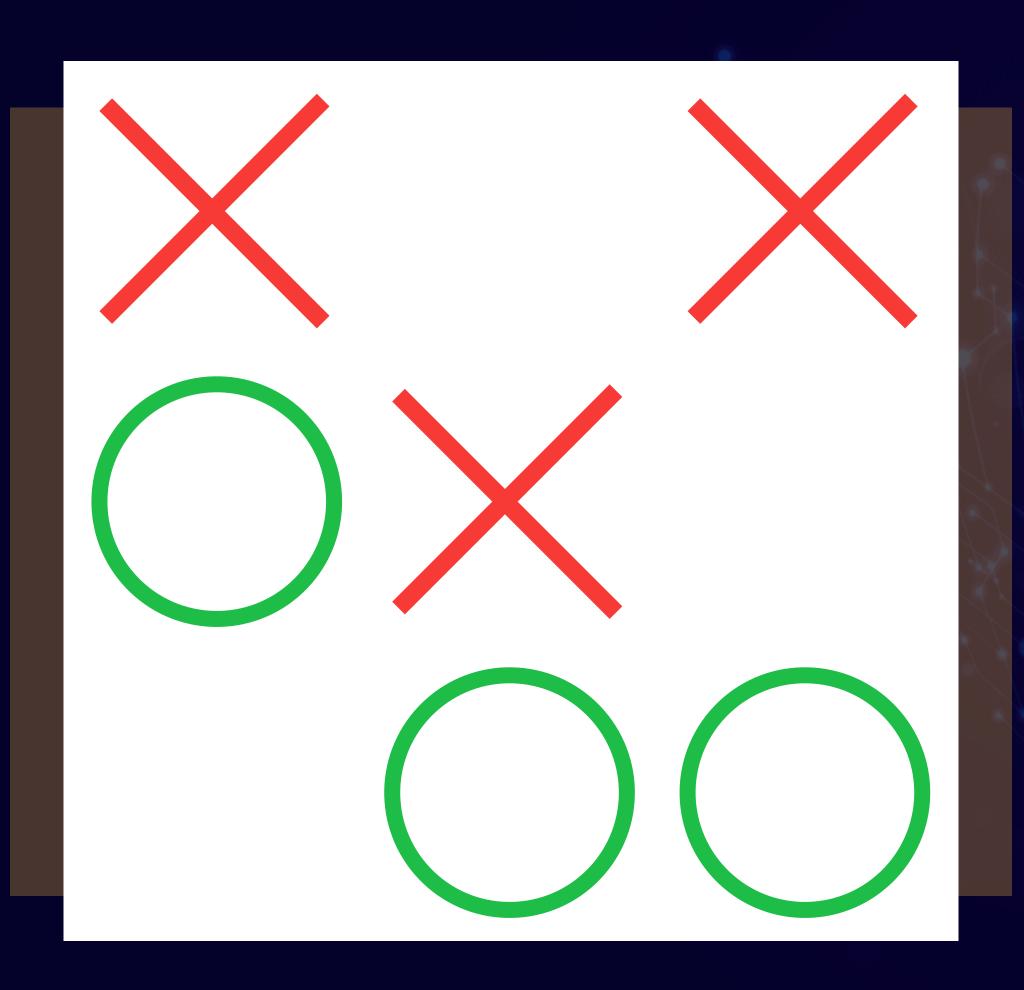


BOARD





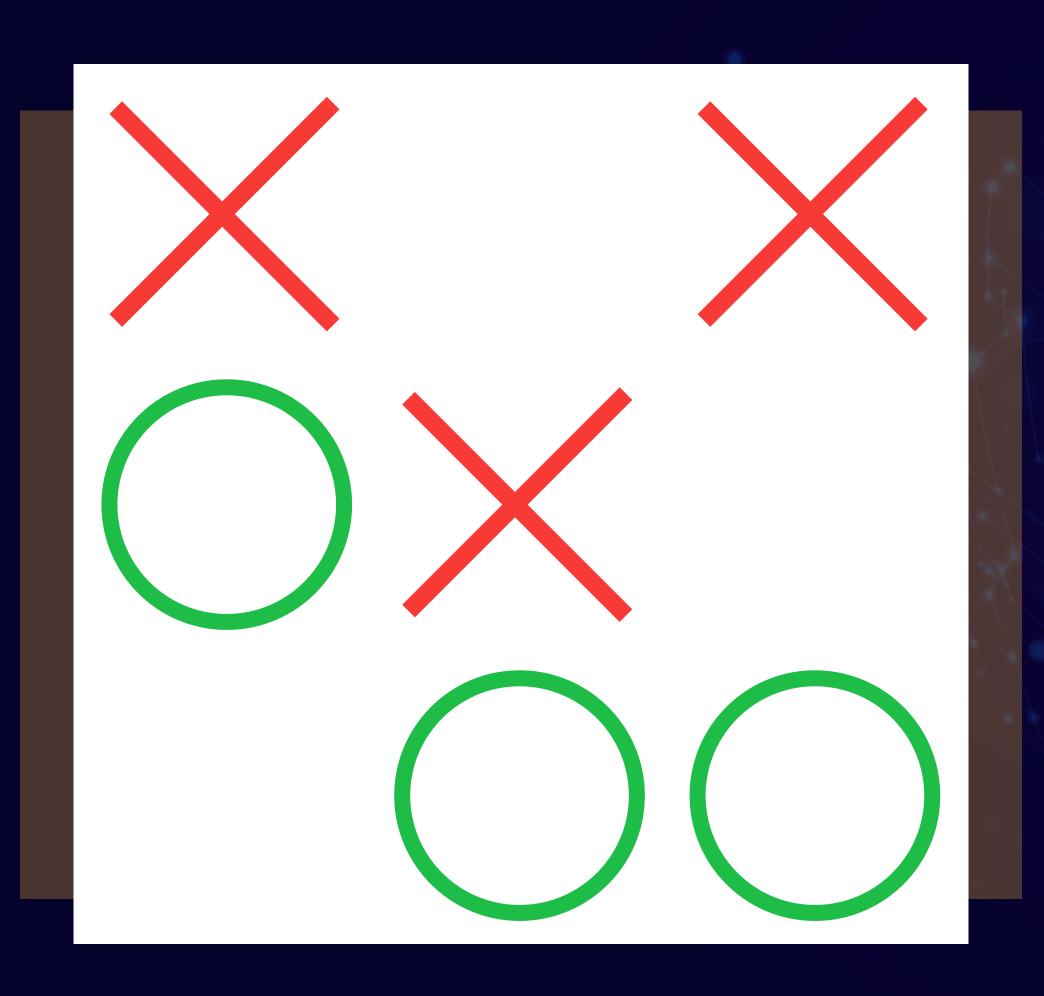
BOARD



```
{ [0 0] :owner/cross
[1 0] :owner/circle
[2 0] :owner/none
...}
```



TURN

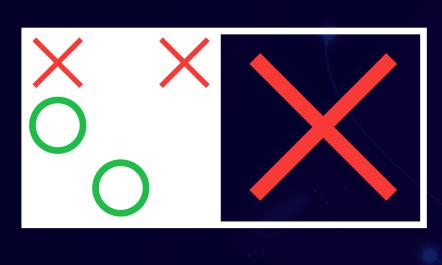


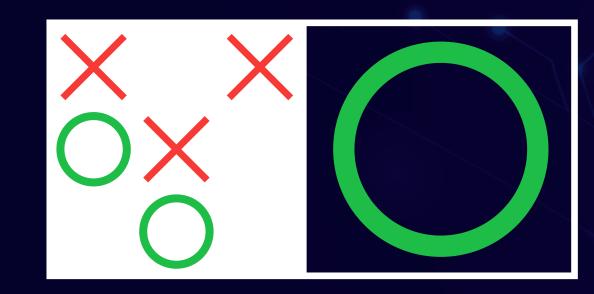


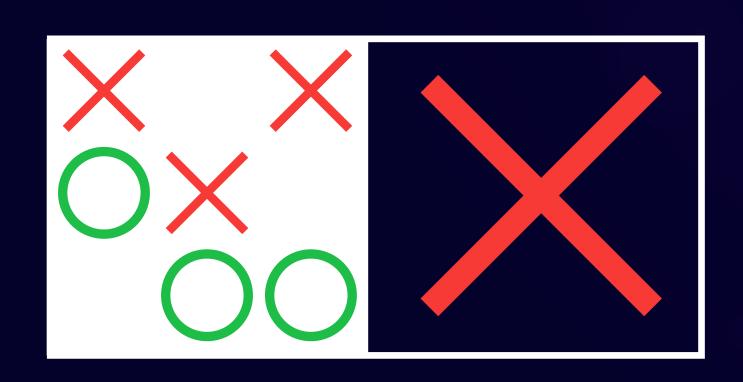
```
:board ... }
```



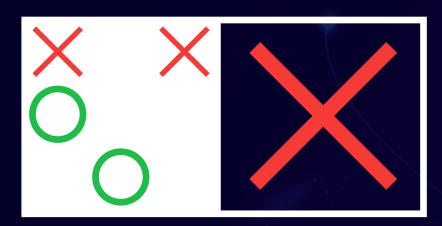
GAME

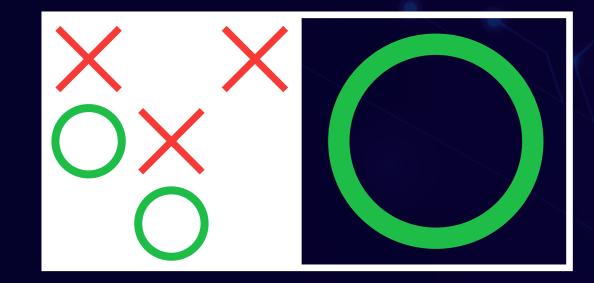


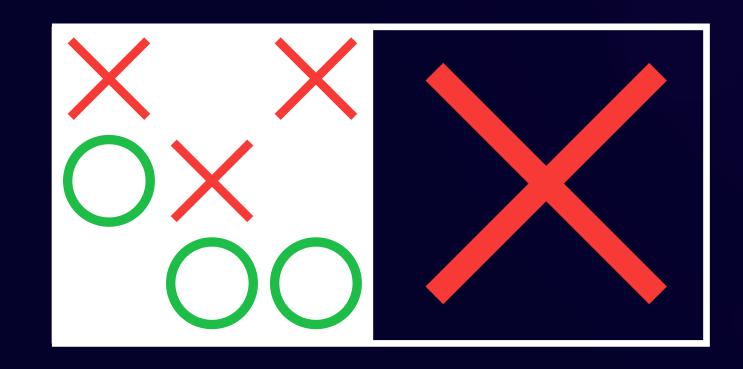




GAME







[turn-0

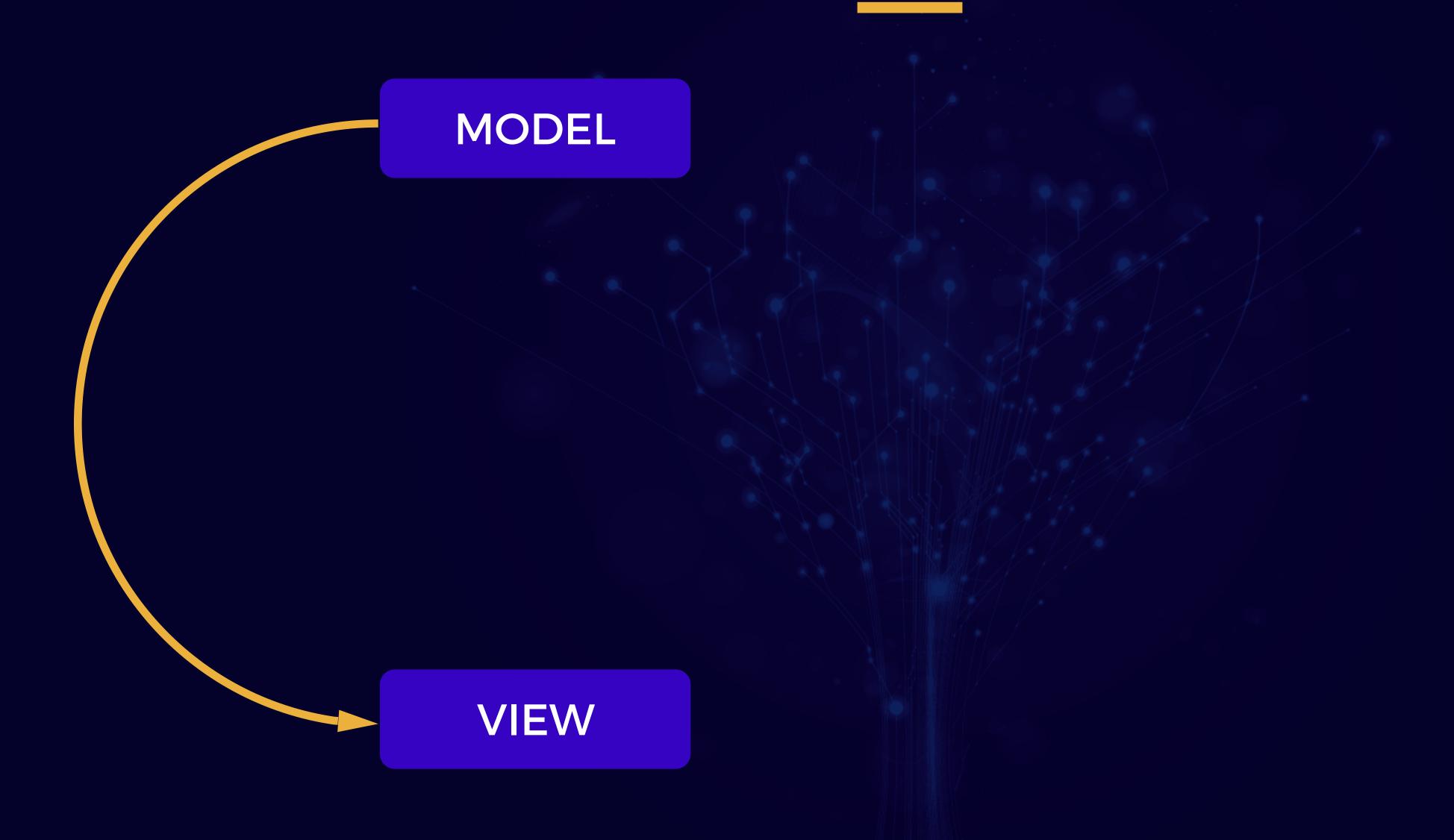
turn-1

• • •

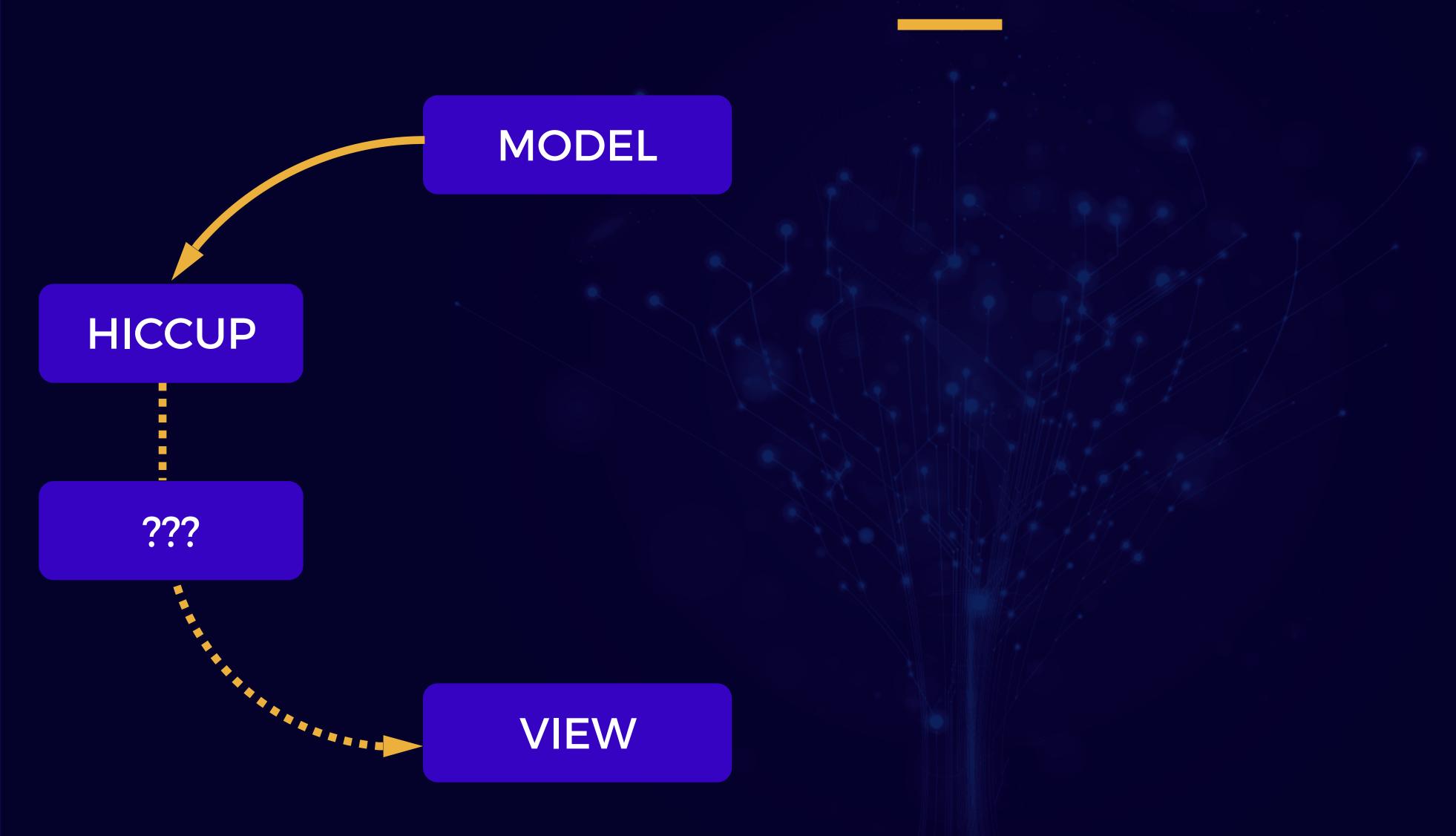
previous-turn

current-turn]





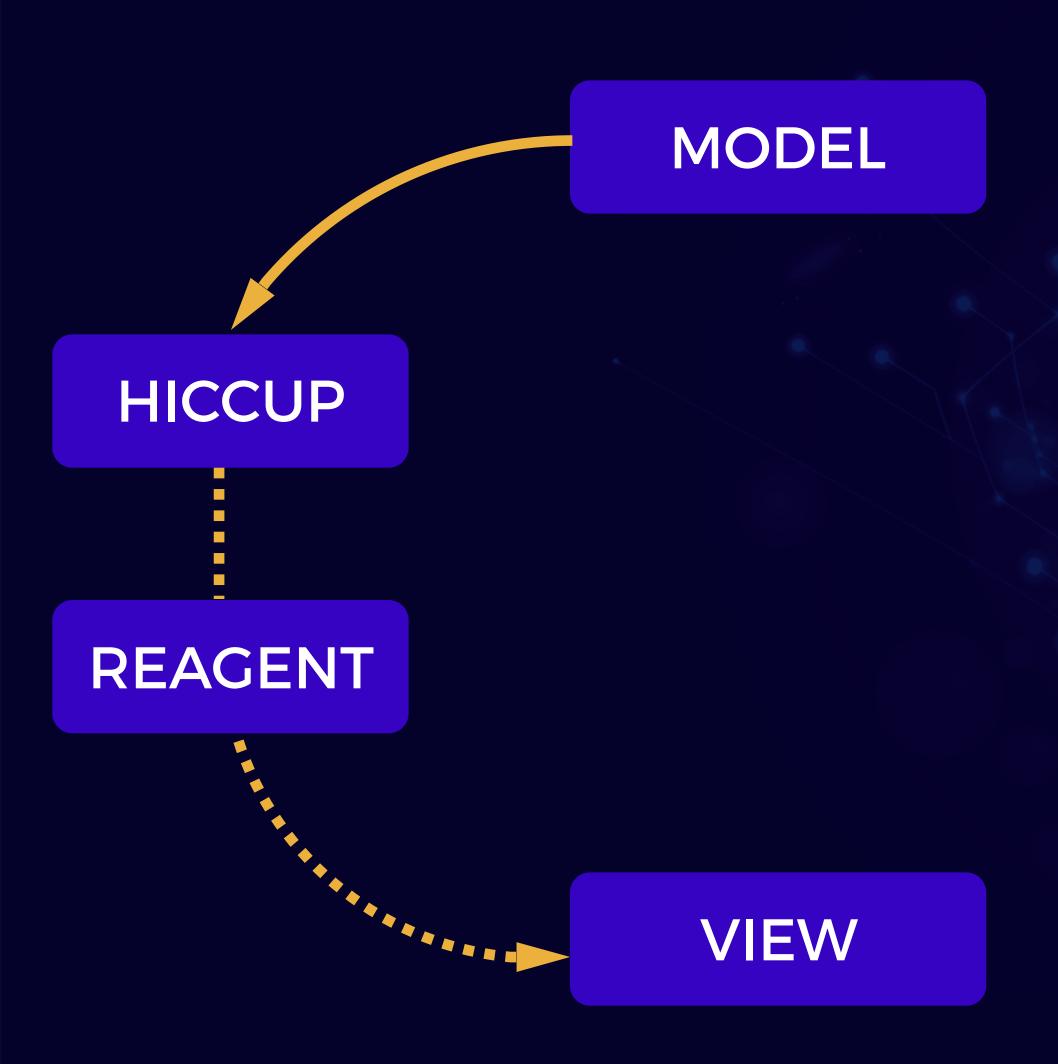






LIVE COE

REAGENT



SURCOUCHE SUR REACT

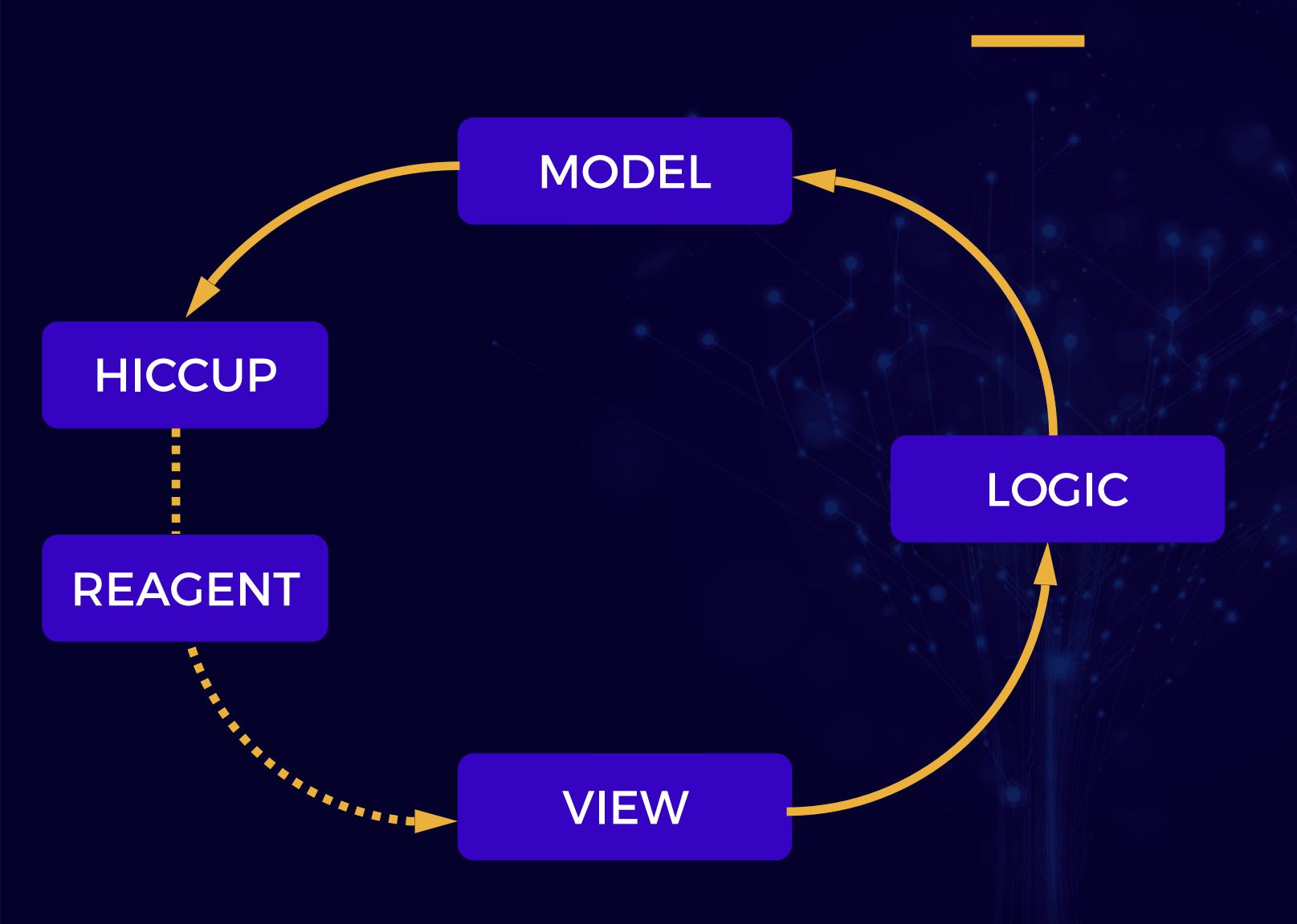
INTÉGRÉ DANS LE LANGUAGE

PAS DE TEMPLATING

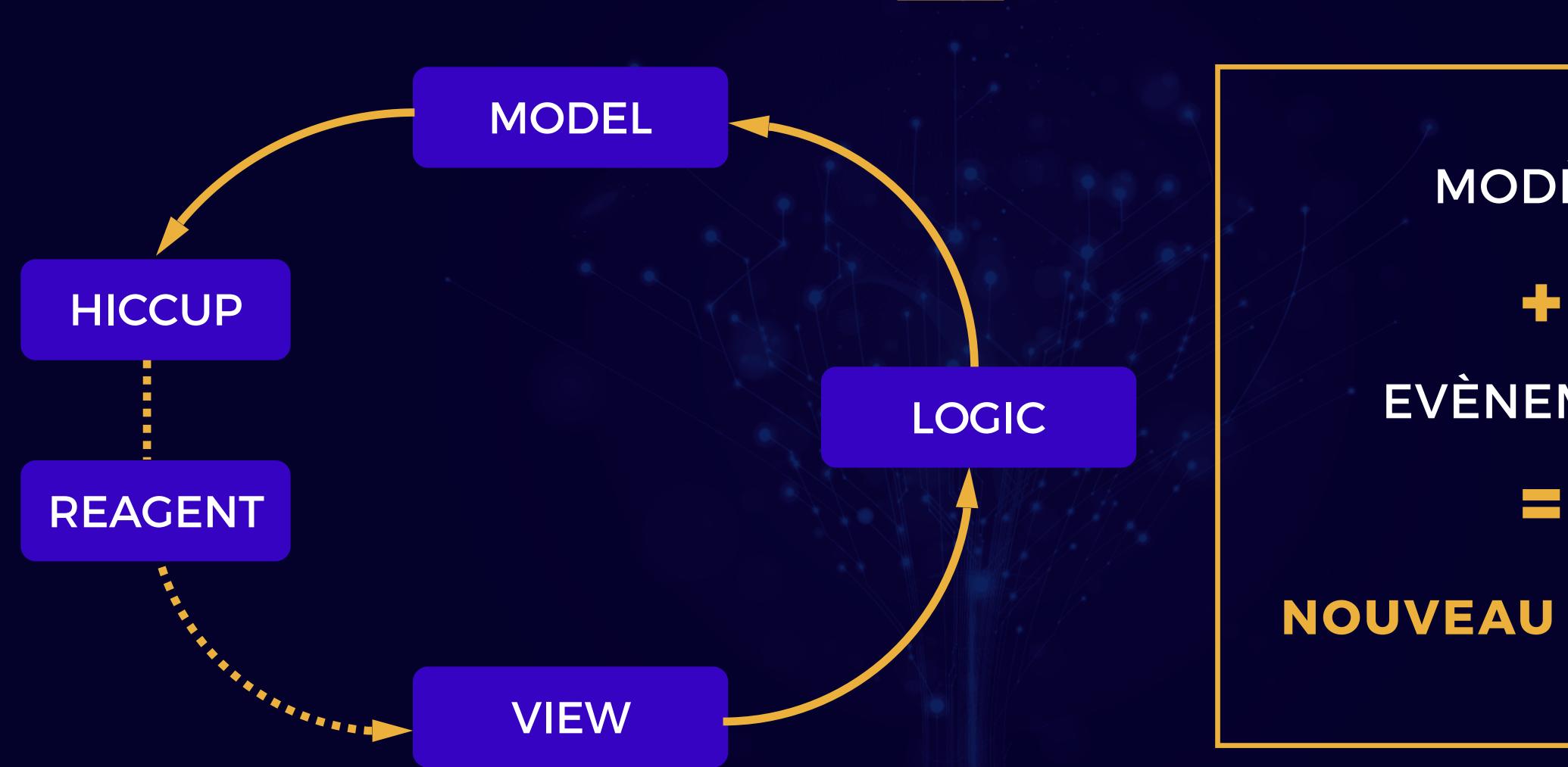


LIVE COE









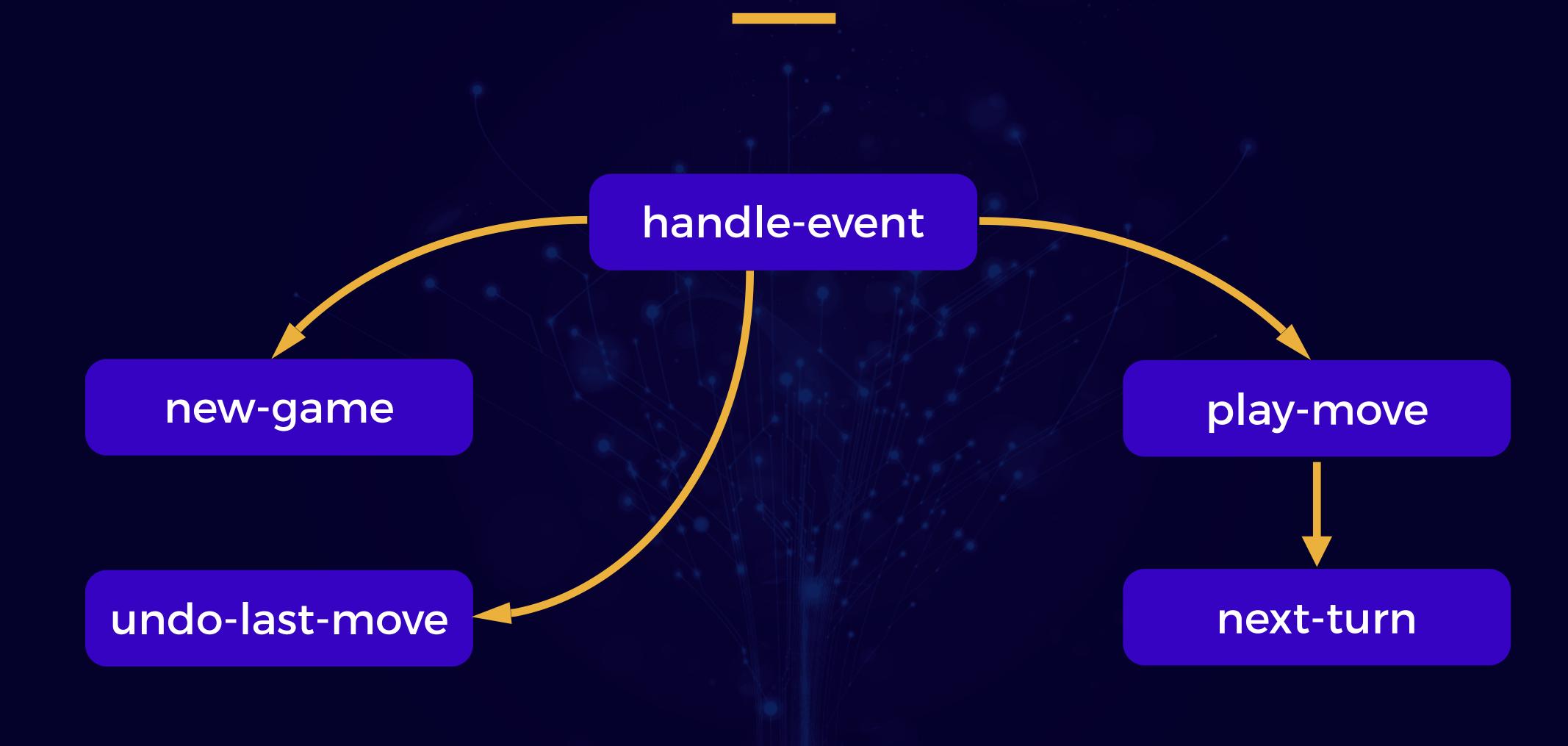


EVÈNEMENT

NOUVEAU MODÈLE



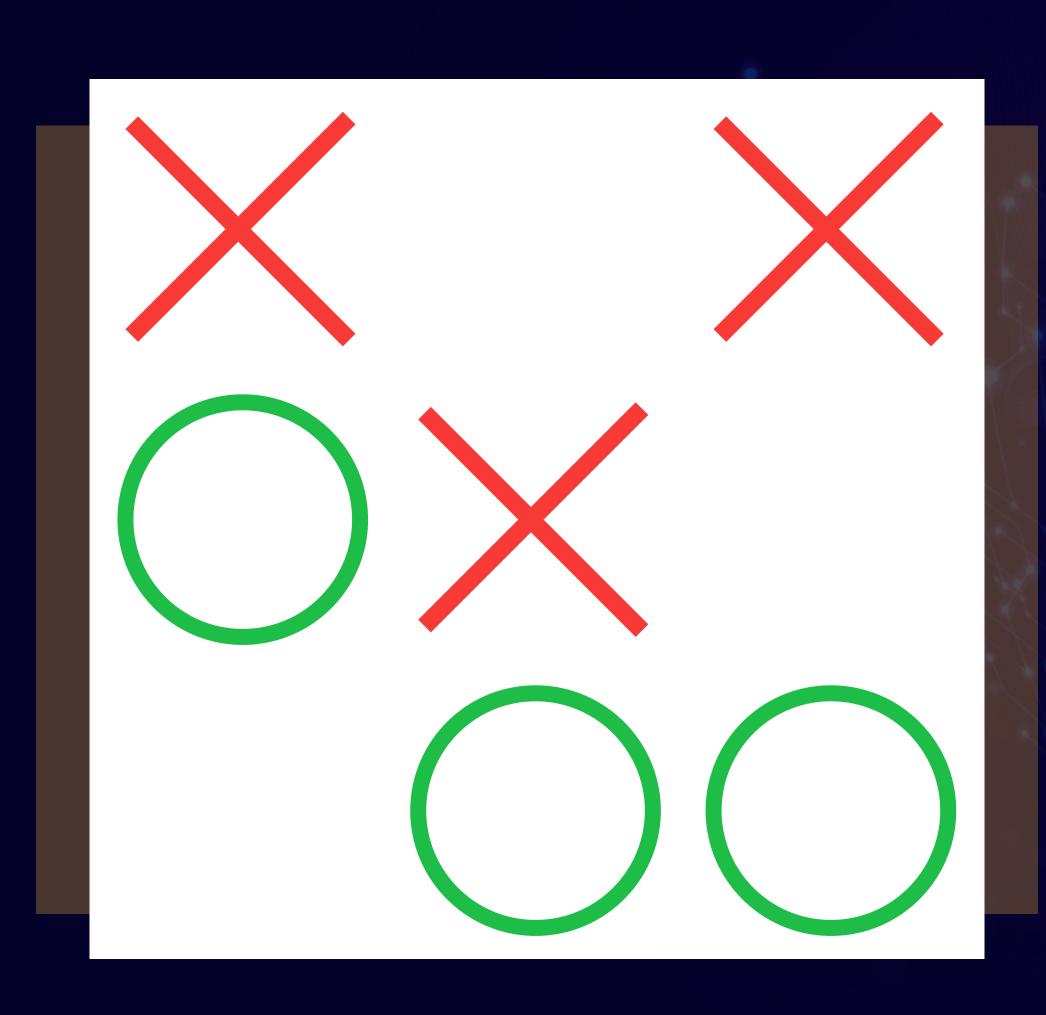




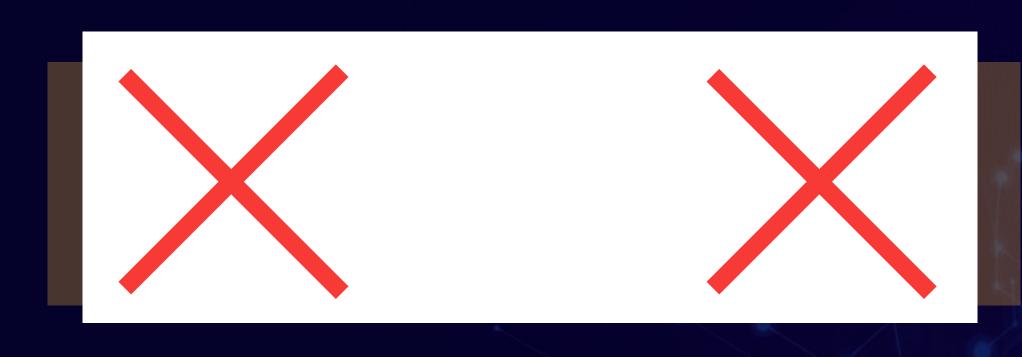


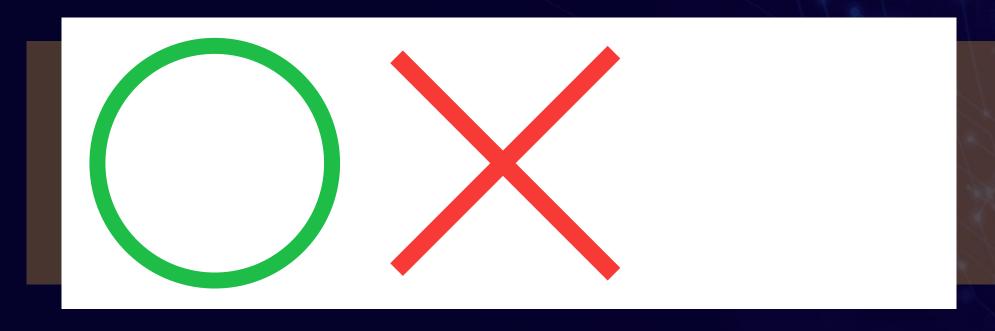


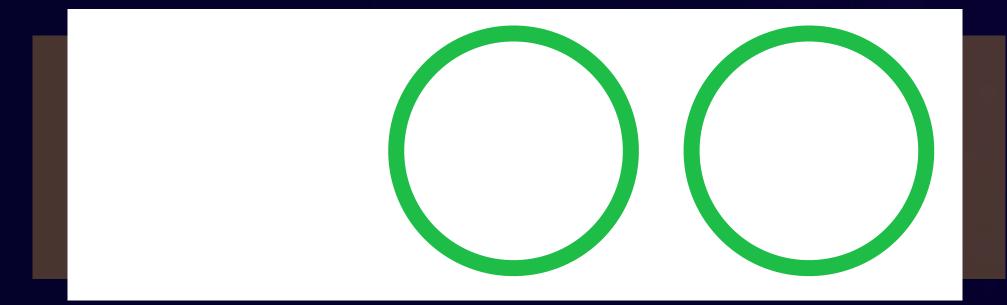
LIVE COE











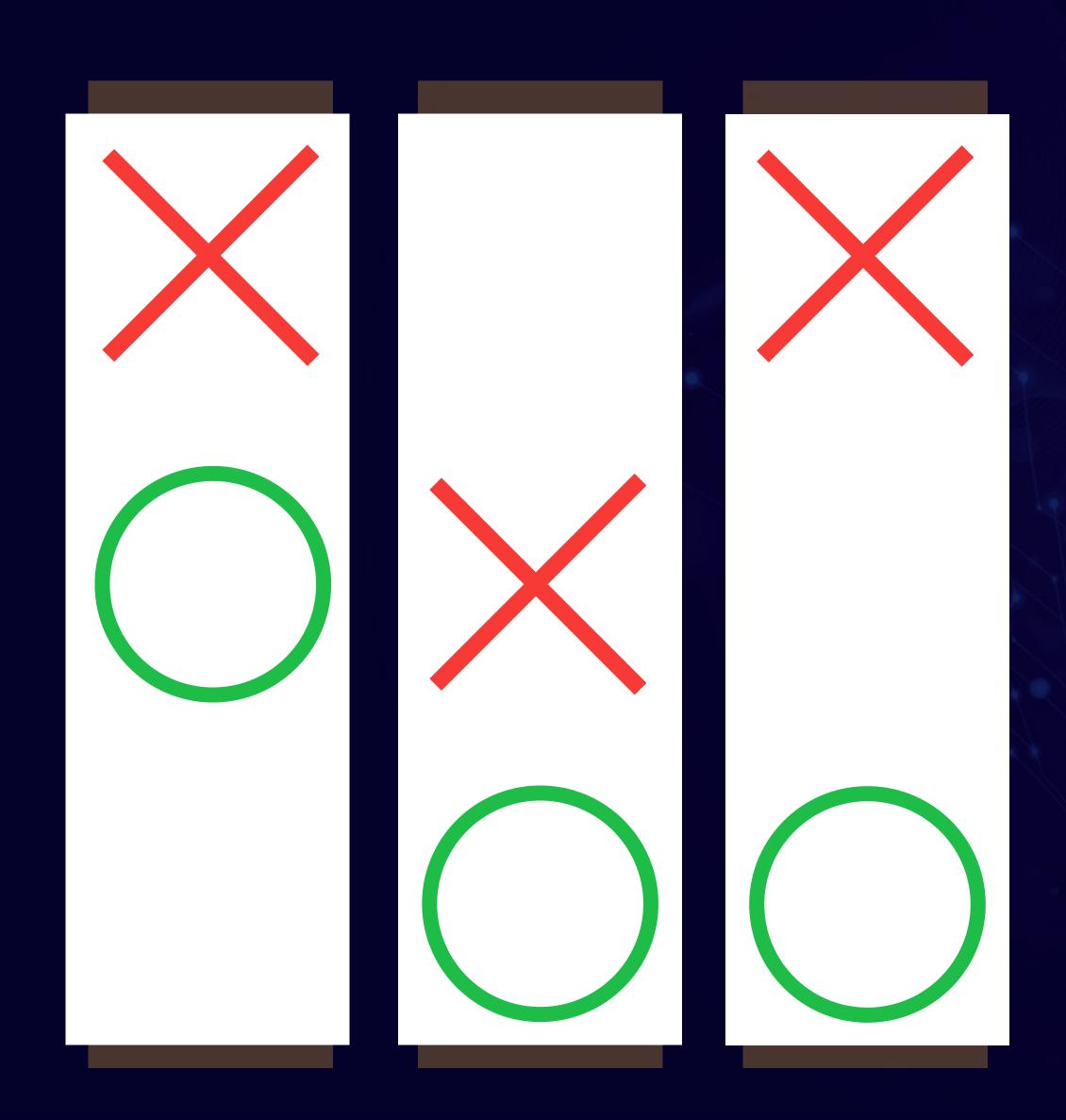


[[10][11][12]]

[[2 0] [2 1] [2 2]]





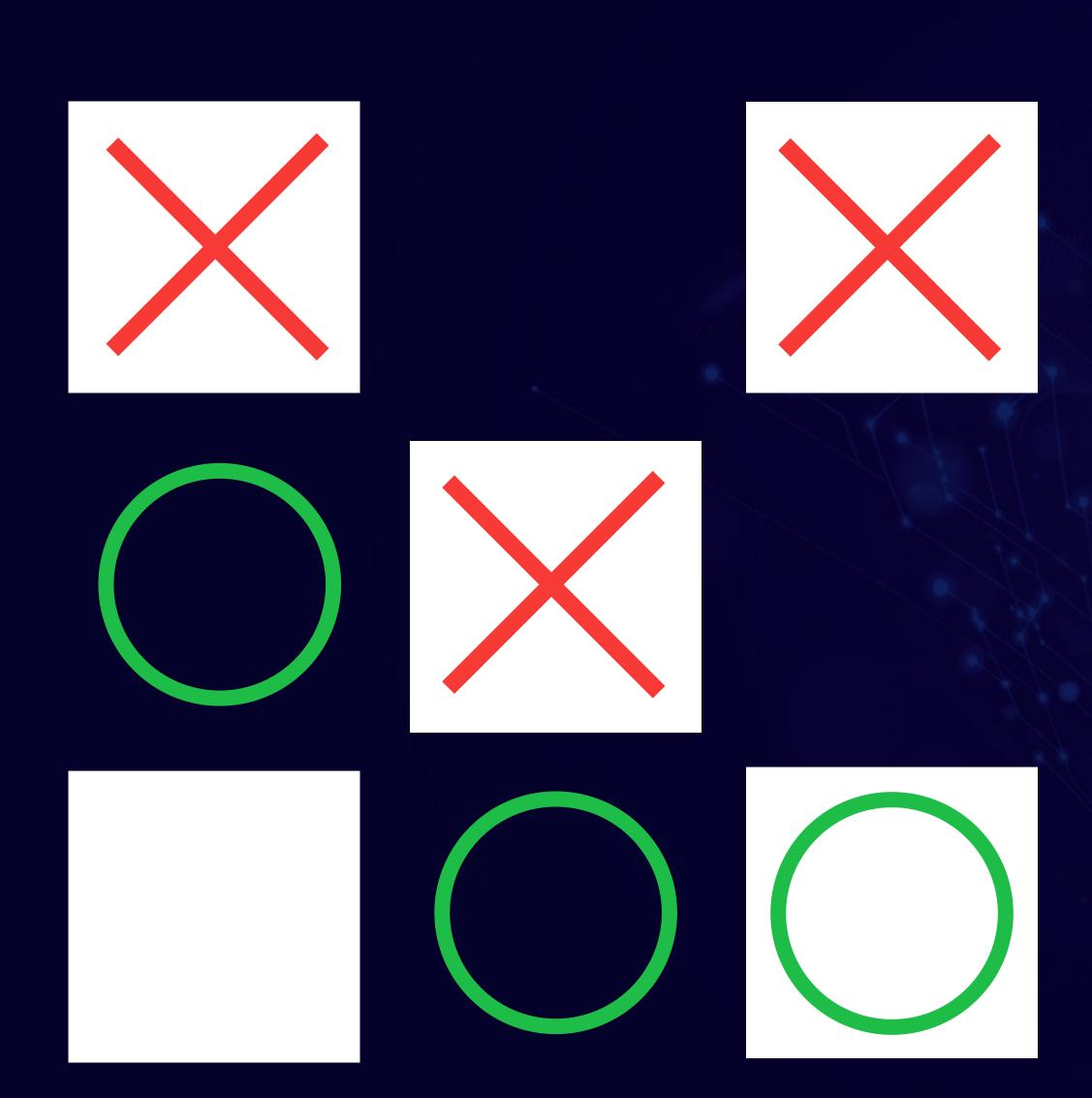


[[00][10][20]]

[[0 1] [1 1] [2 1]]

[[0 2] [1 2] [2 2]]





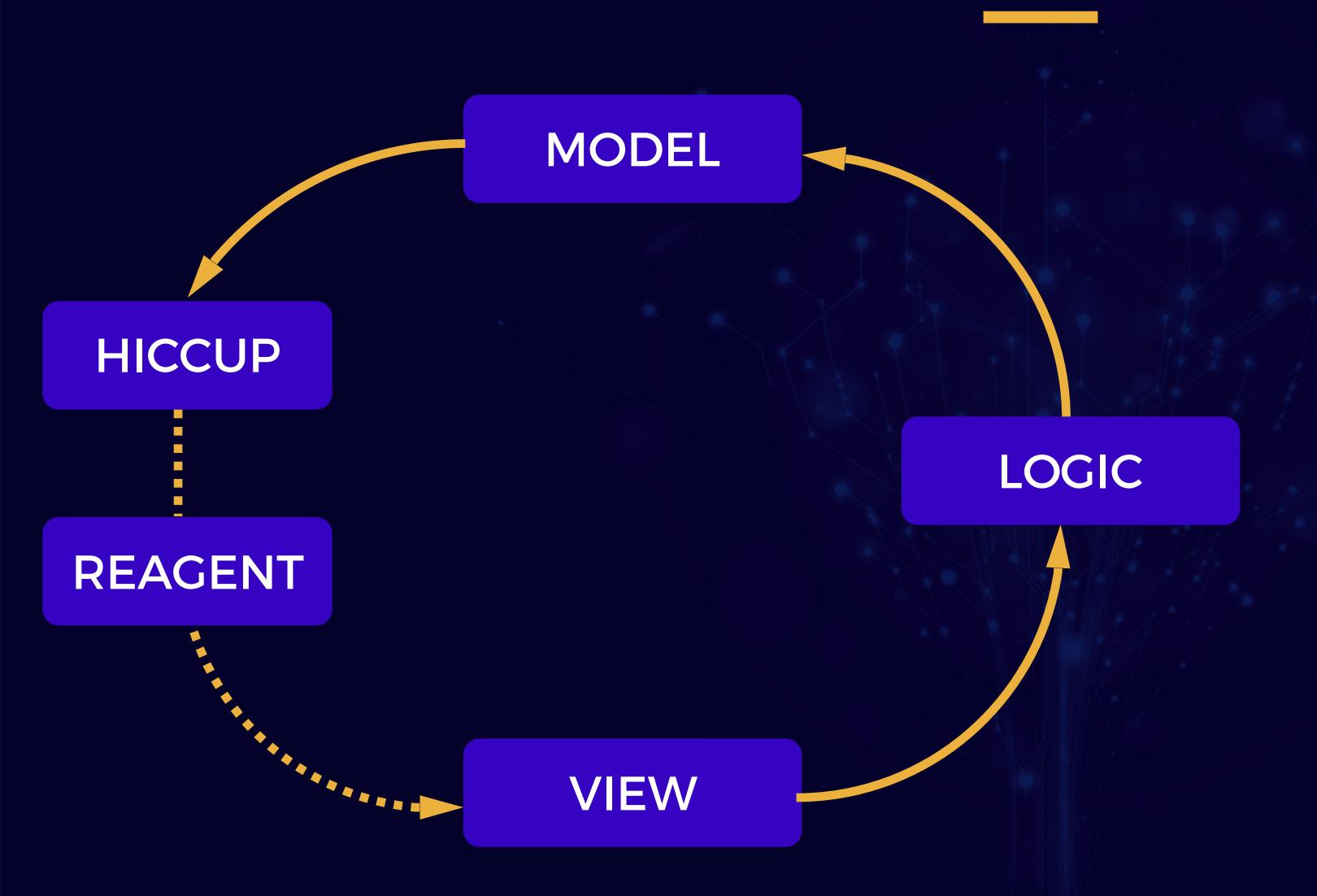
[[00][11][22]]

[[0 2] [1 1] [2 0]]





LIVE COE



SIMPLE

UN SEUL D'ÉTAT

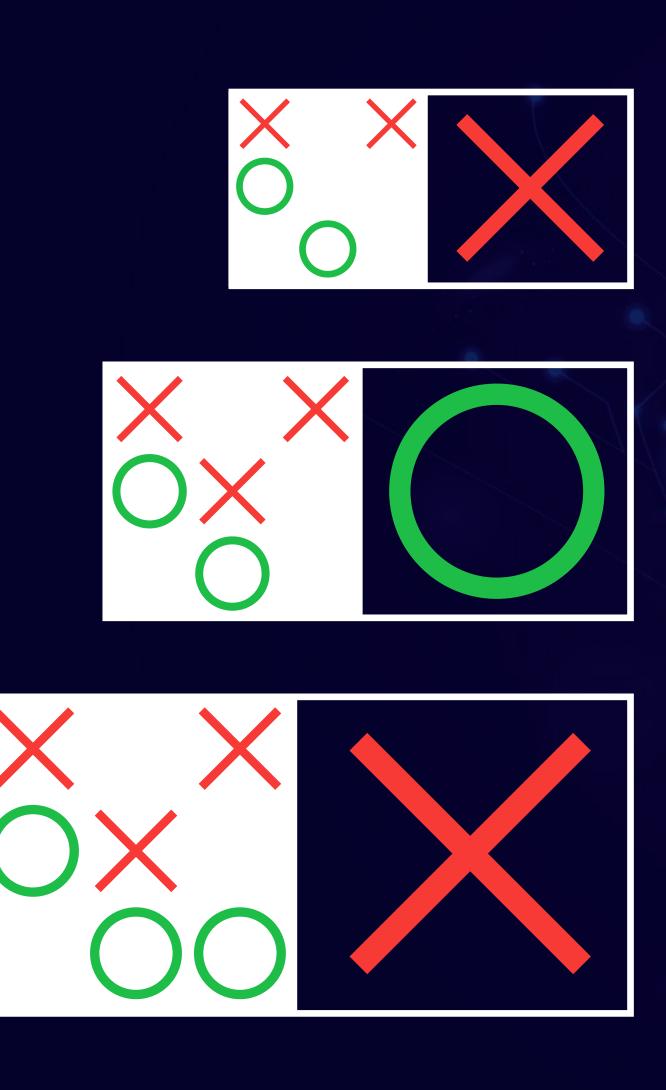
TESTABLE

ÉVÈNEMENTS MÉTIER





ETAT = SUCCESSION DE VALEURS



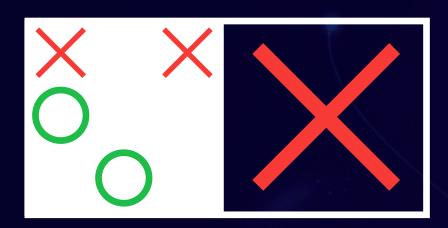


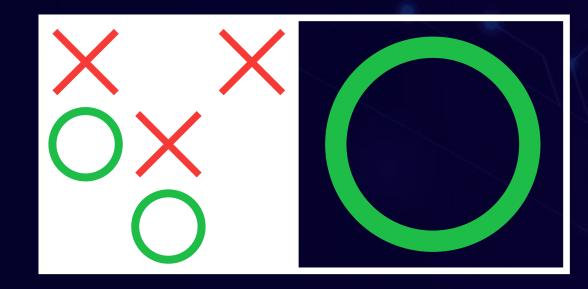


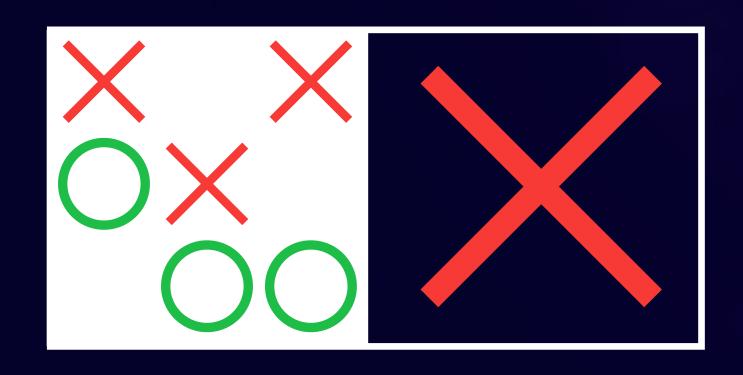
LIVE COE



ETAT = SUCCESSION DE VALEURS







UNE CATÉGORIE ENTIÈRE DE PROBLÈMES EN MOINS

REJOUABLE

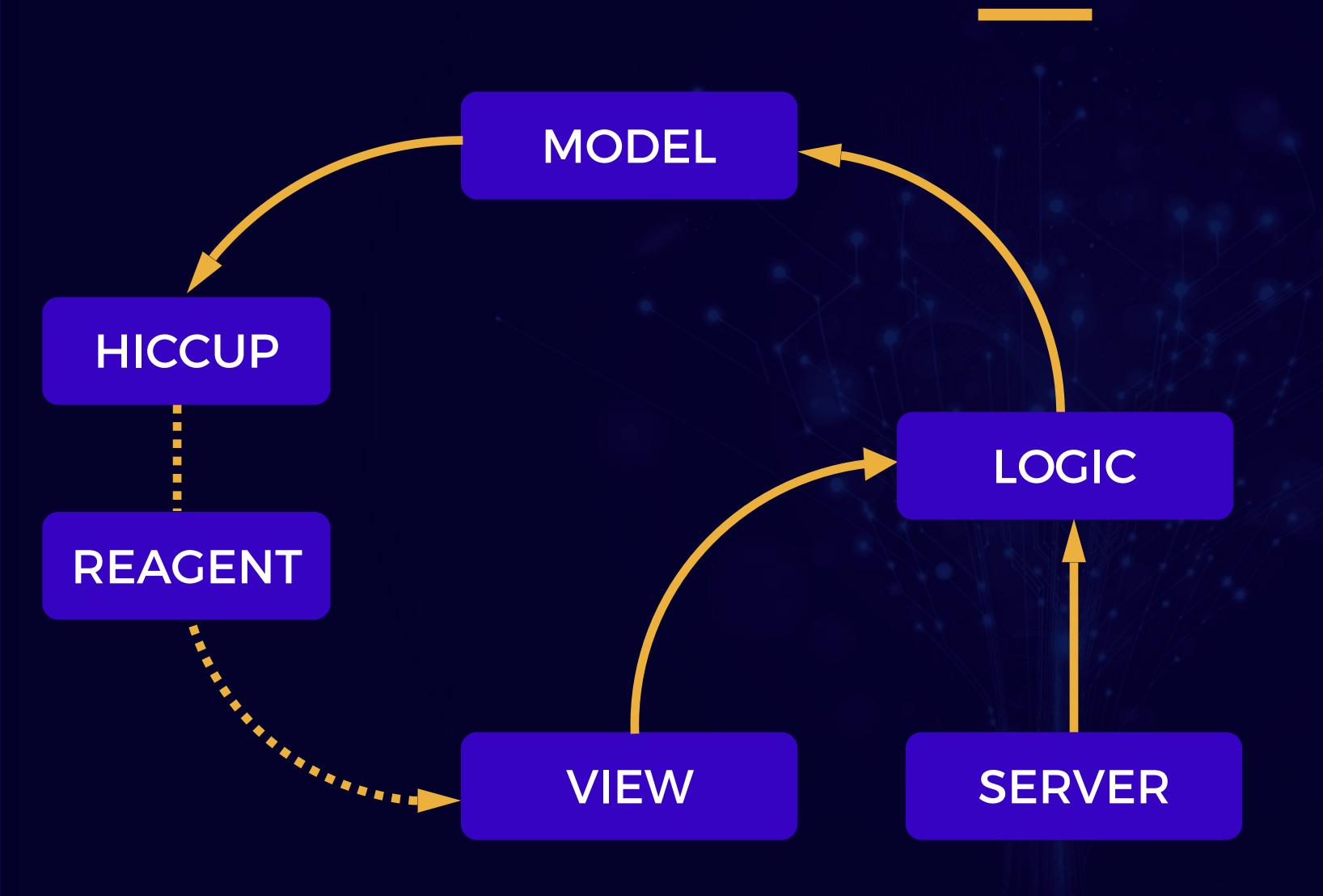
OBSERVABLE

EFFICIENT





UN PATTERN EFFICACE



ÉVÈNEMENT SERVEUR

DÉCOUPLÉDE LA SOURCE

SCALABLE

THREAD-SAFE





LE FONCTIONNEL C'EST...



ACCESSIBLE ET CONCRET



SIMPLE ET EFFICACE



CARREMENT JOUISSIF



SOURCE D'INSPIRATION







BLOG POST DÉDIÉ:

https://deque.blog/ 2017/03/03/building-aclojurescript-gamearchitecture-poc



PRÉSENTATION ET RESSOURCES:

https://github.com/
QuentinDuval/
TicTacToeDevoxx/tree/
master



JOUEZ AU JEU:

https://
quentinduval.github.io/
tictactoe



