

# **Clients in control**

*building demand-driven  
systems with Om Next*

Craft Conf 2016

@anmonteiro90









# REST: expectations

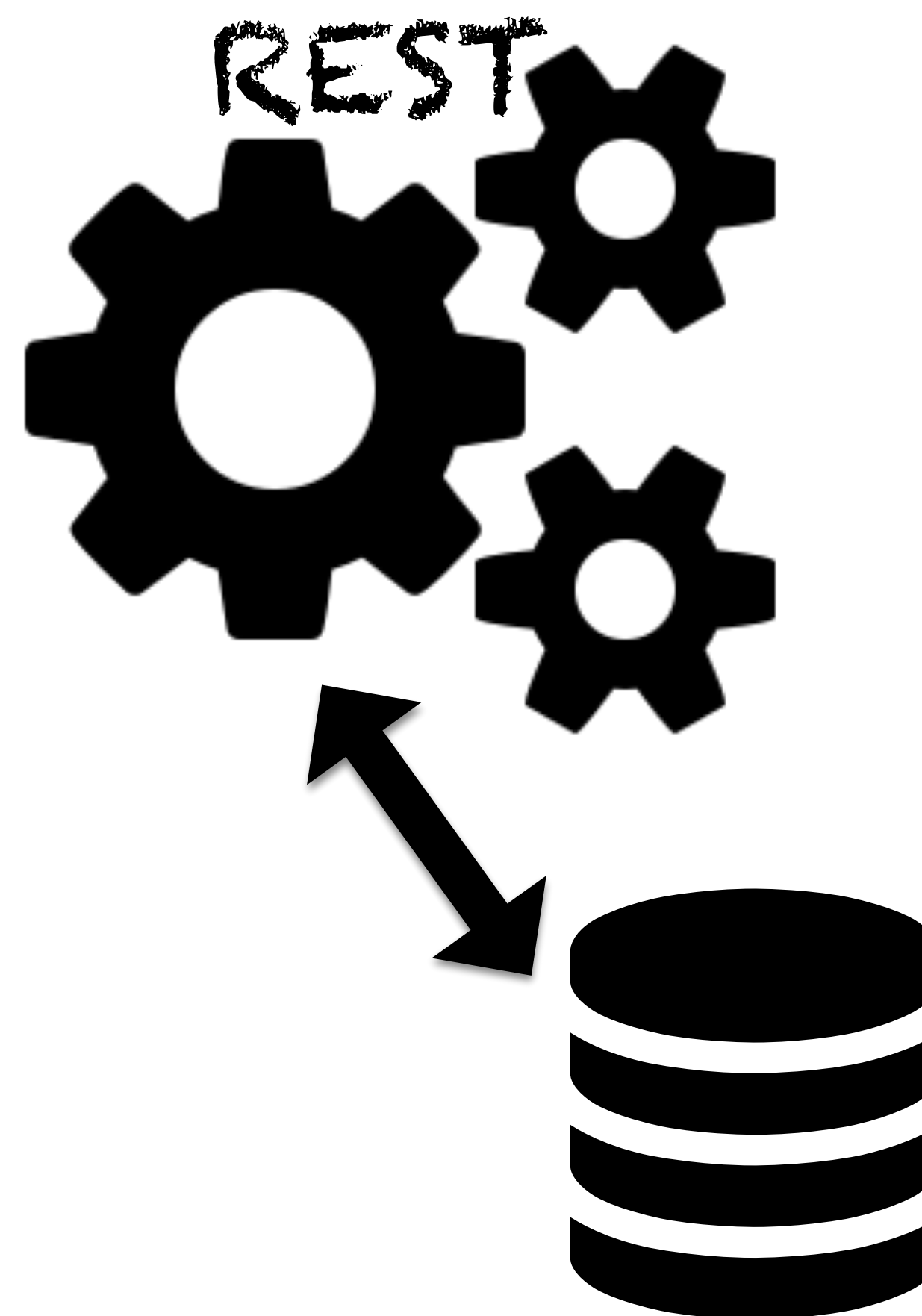
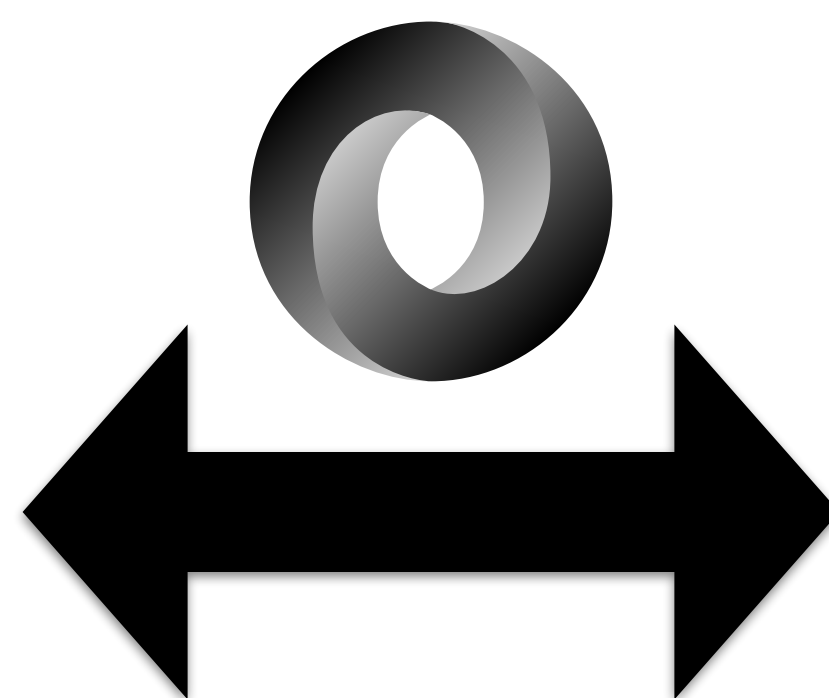
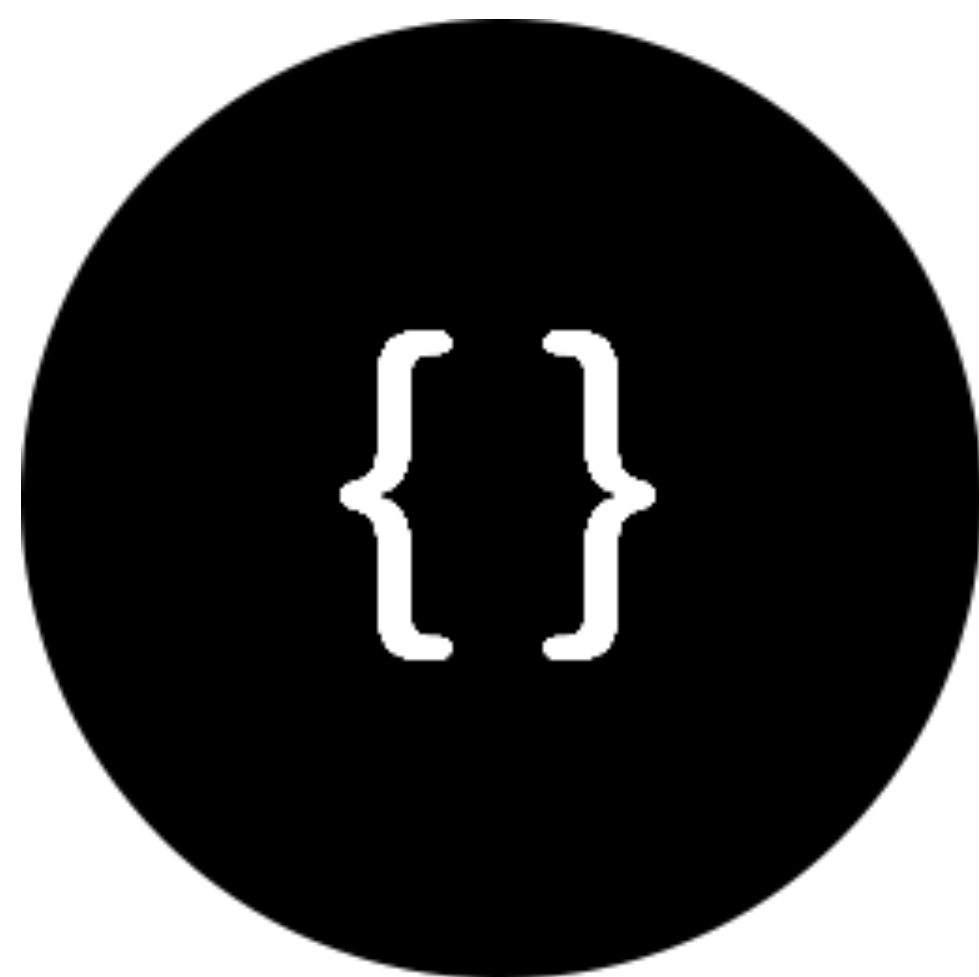
- define logical “resources”
  - identified by URIs
- clients request them

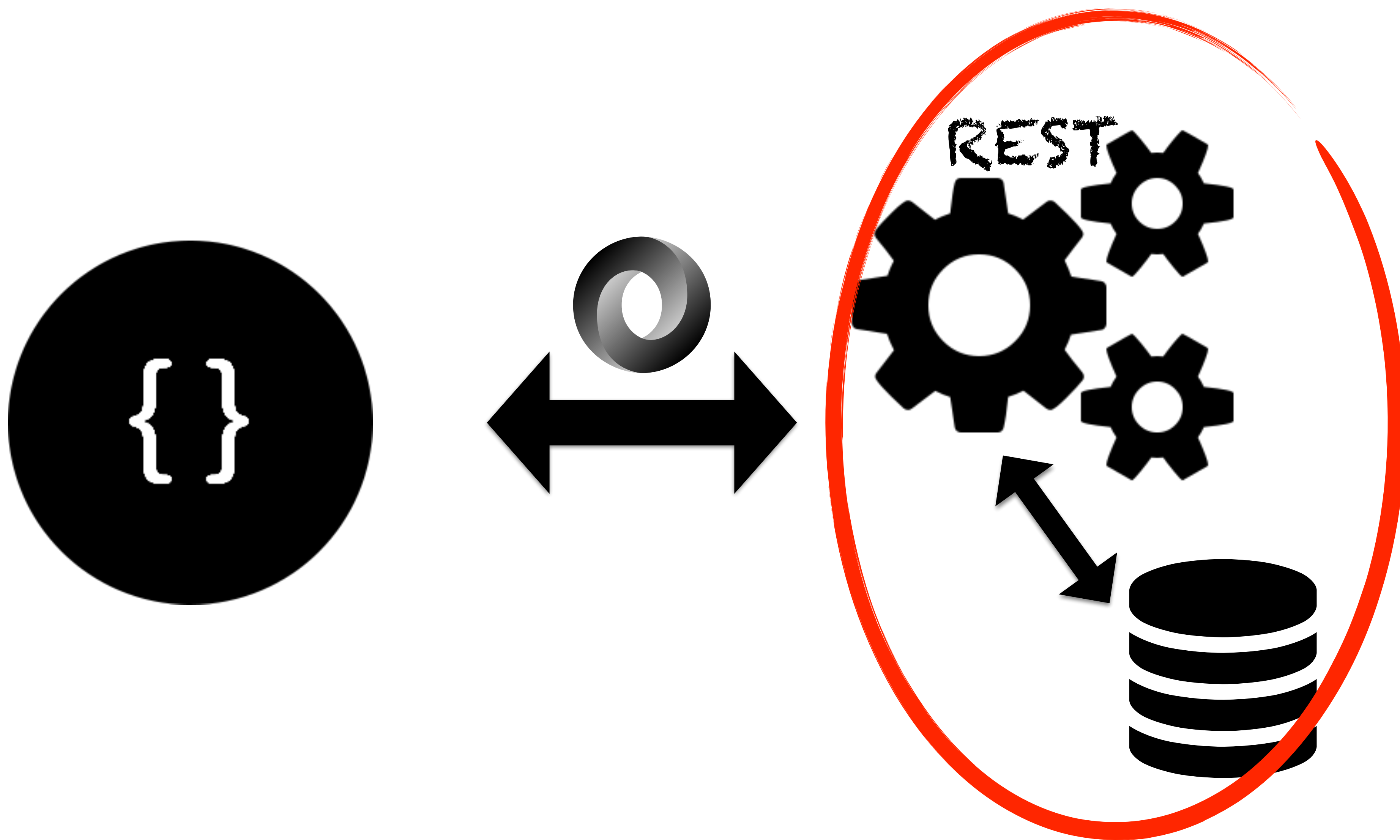
# REST: reality

- only able to request trivial data
- “joined” resources
  - bloat endpoint?
  - multiple requests?

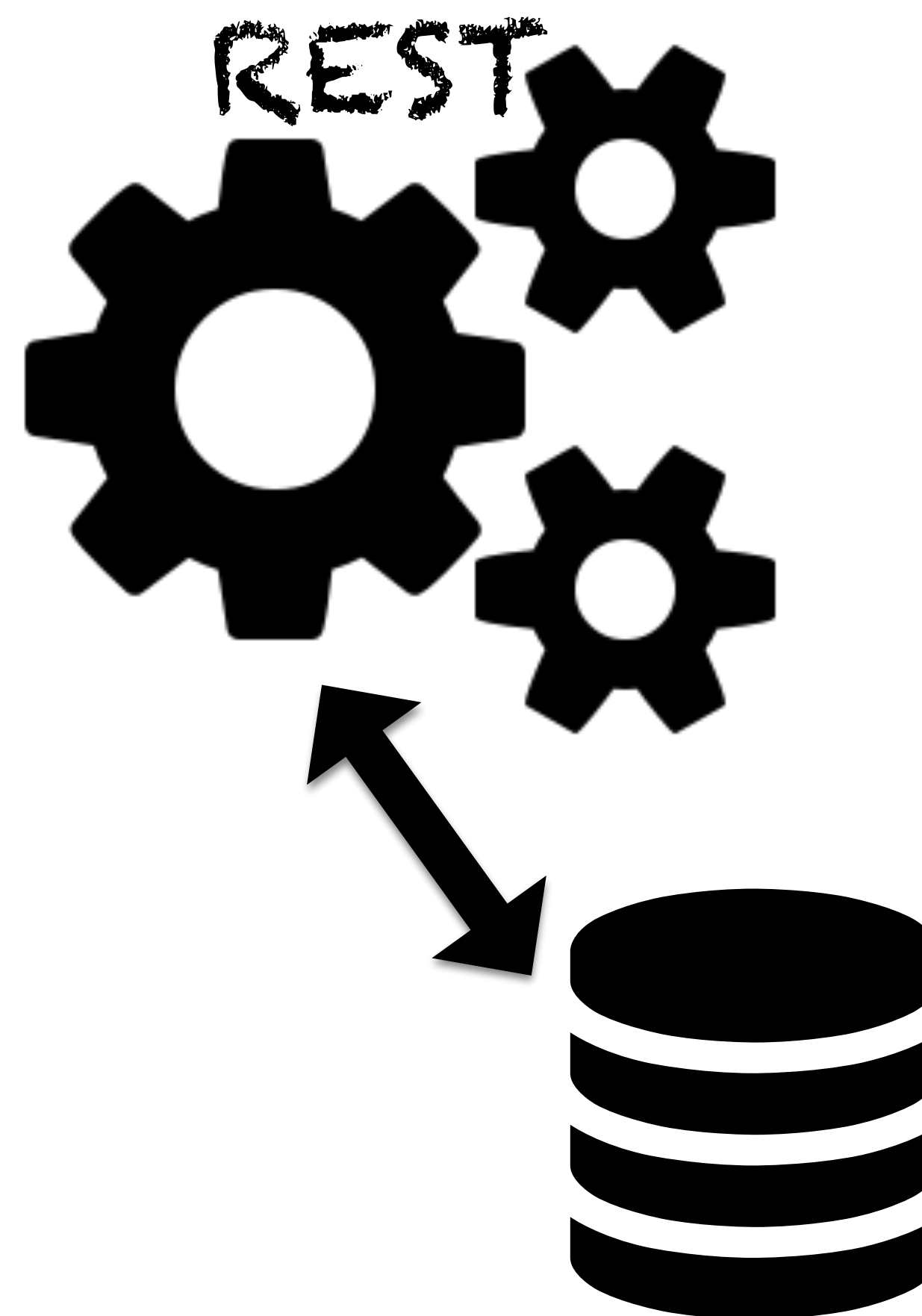
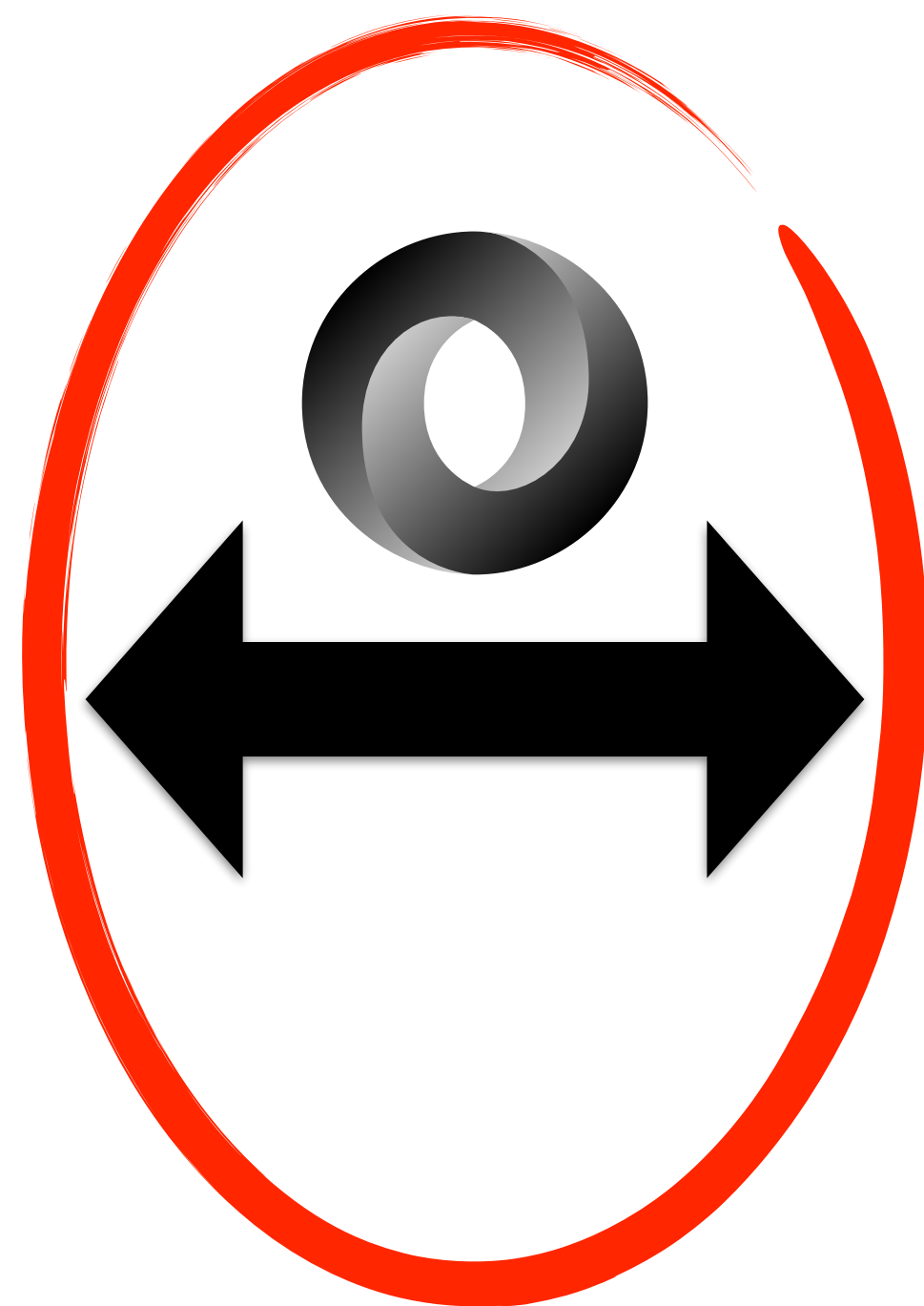
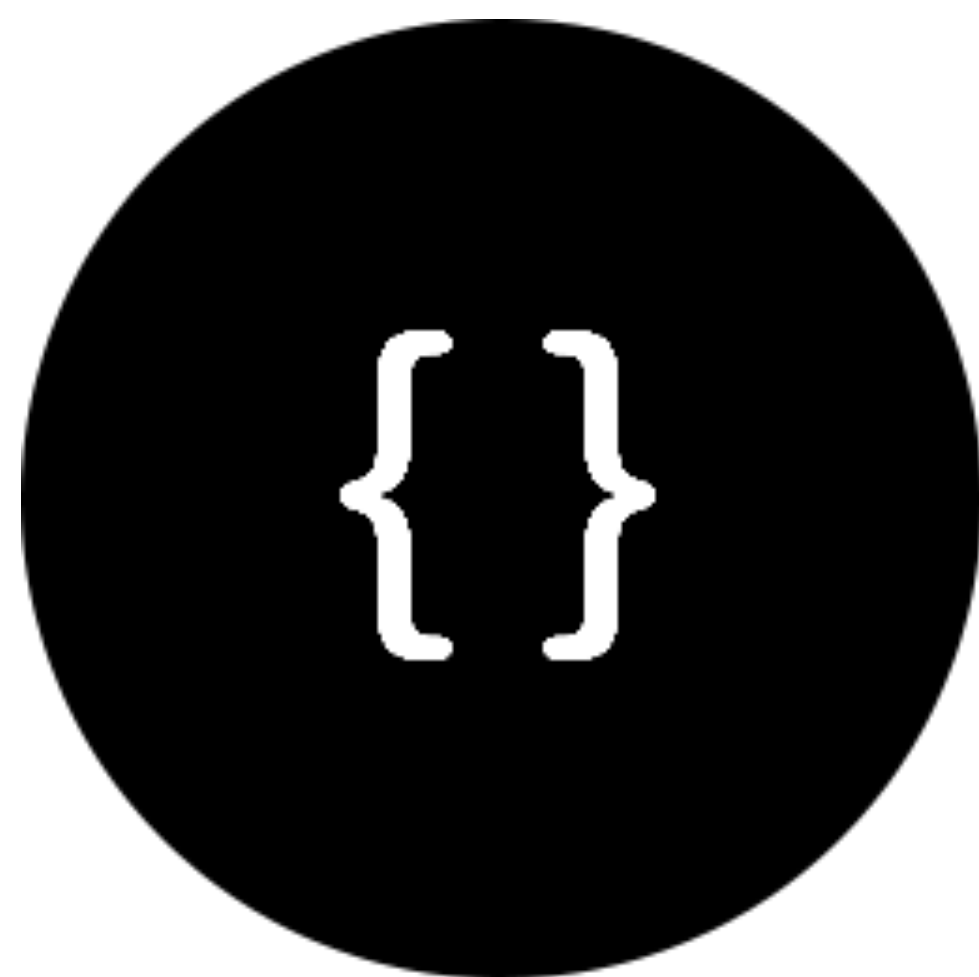
“The REST interface is designed to be efficient for **large-grain hypermedia data transfer**, [...] resulting in an interface that is not optimal for other forms of architectural interaction.”

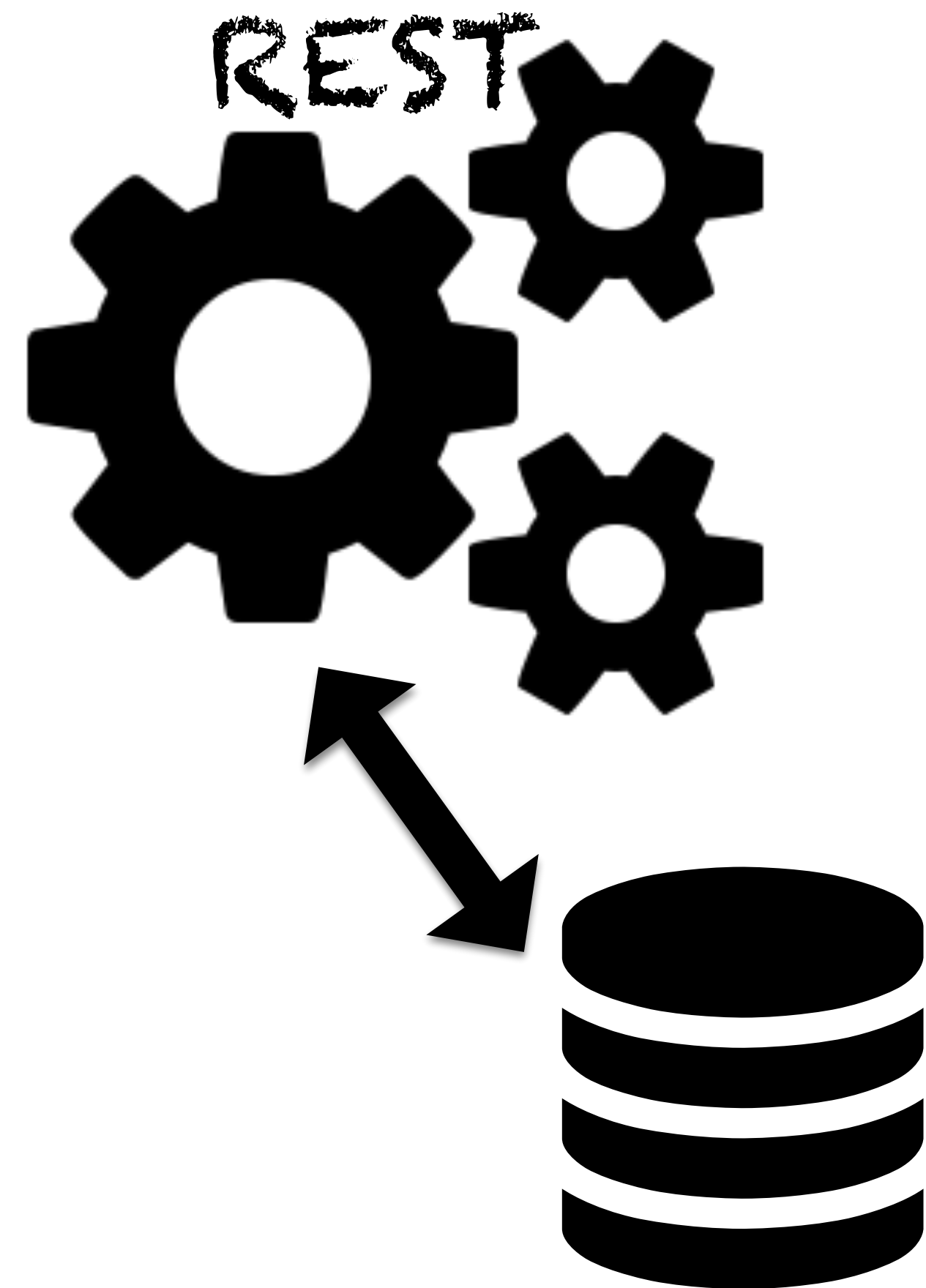
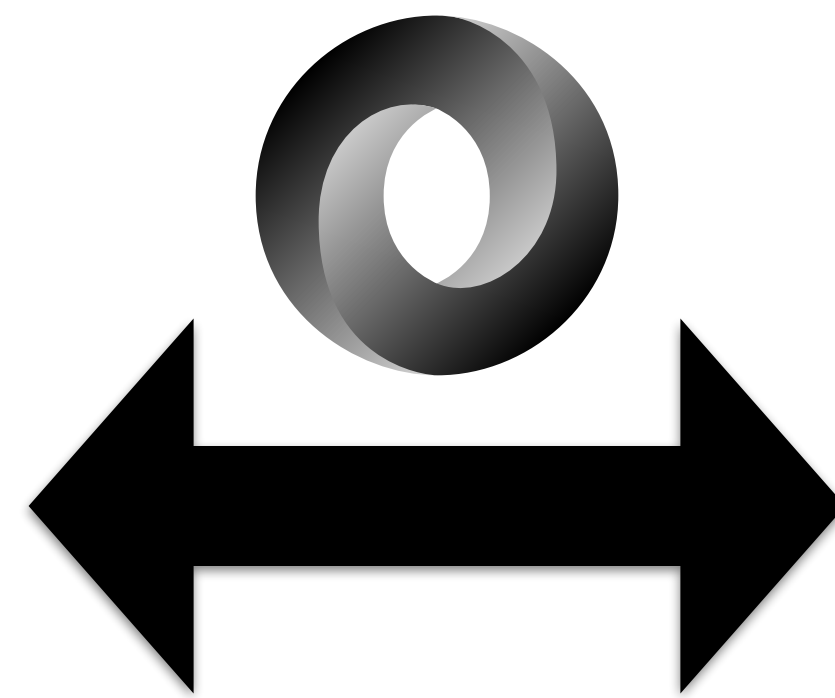
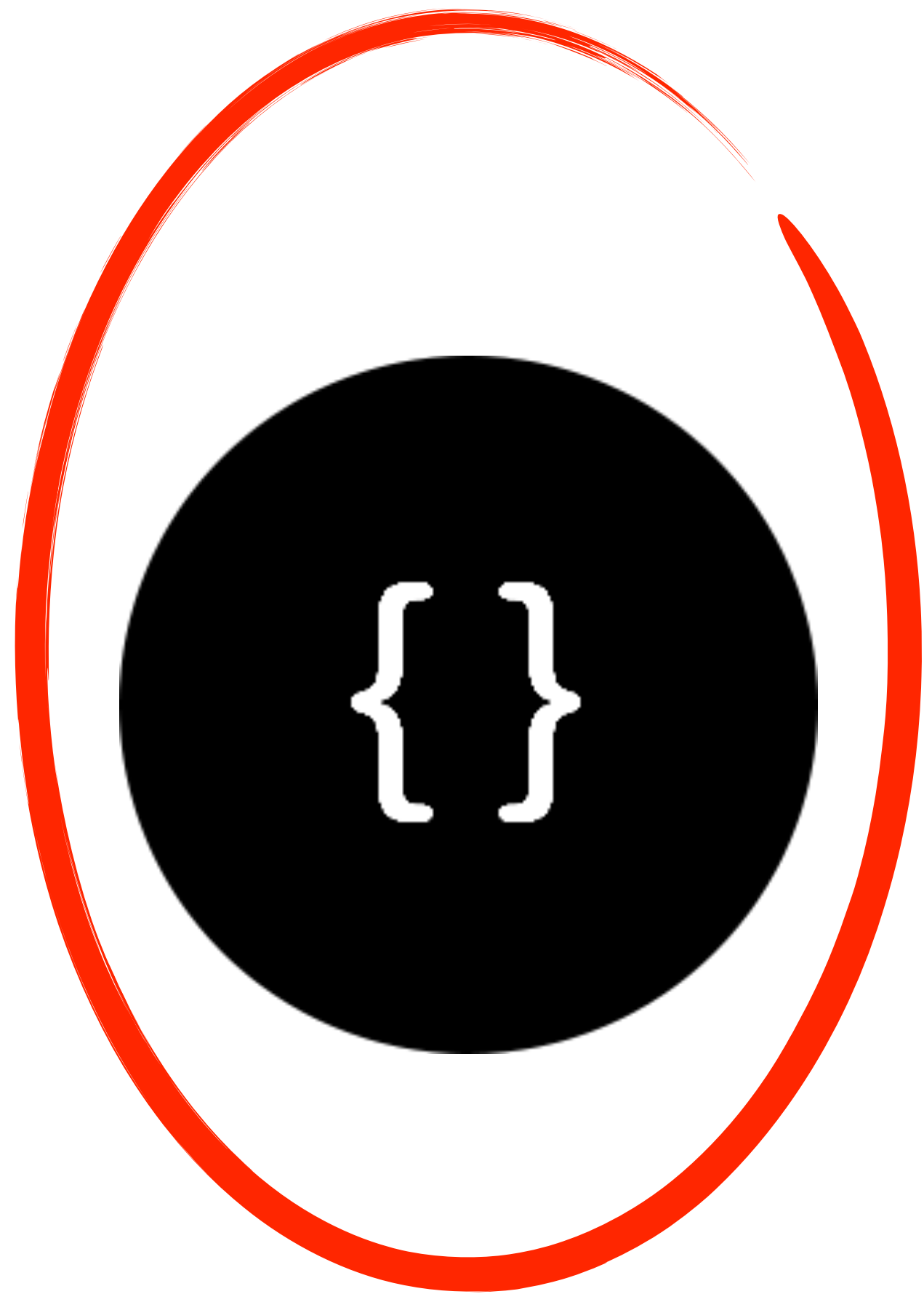
– Roy T. Fielding, PhD







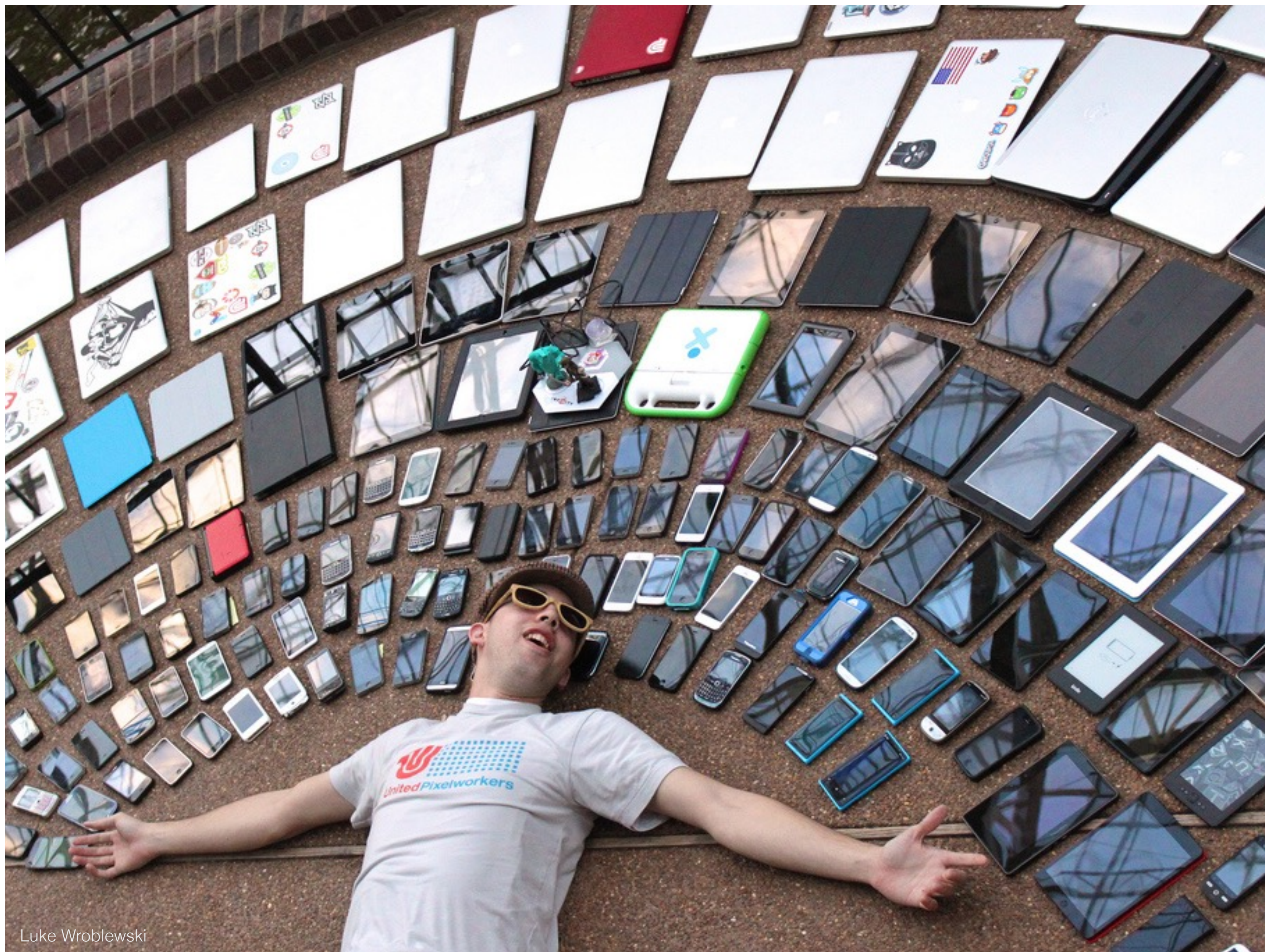




“The trade-off, though, is that a uniform interface degrades efficiency, since information is transferred in a **standardized form** rather than one which is **specific to an application's needs.**”

– Roy T. Fielding, PhD





Luke Wroblewski



How to write a service that  
meets the varying demands  
of heterogeneous clients?

# METEOR



Parse





# METER



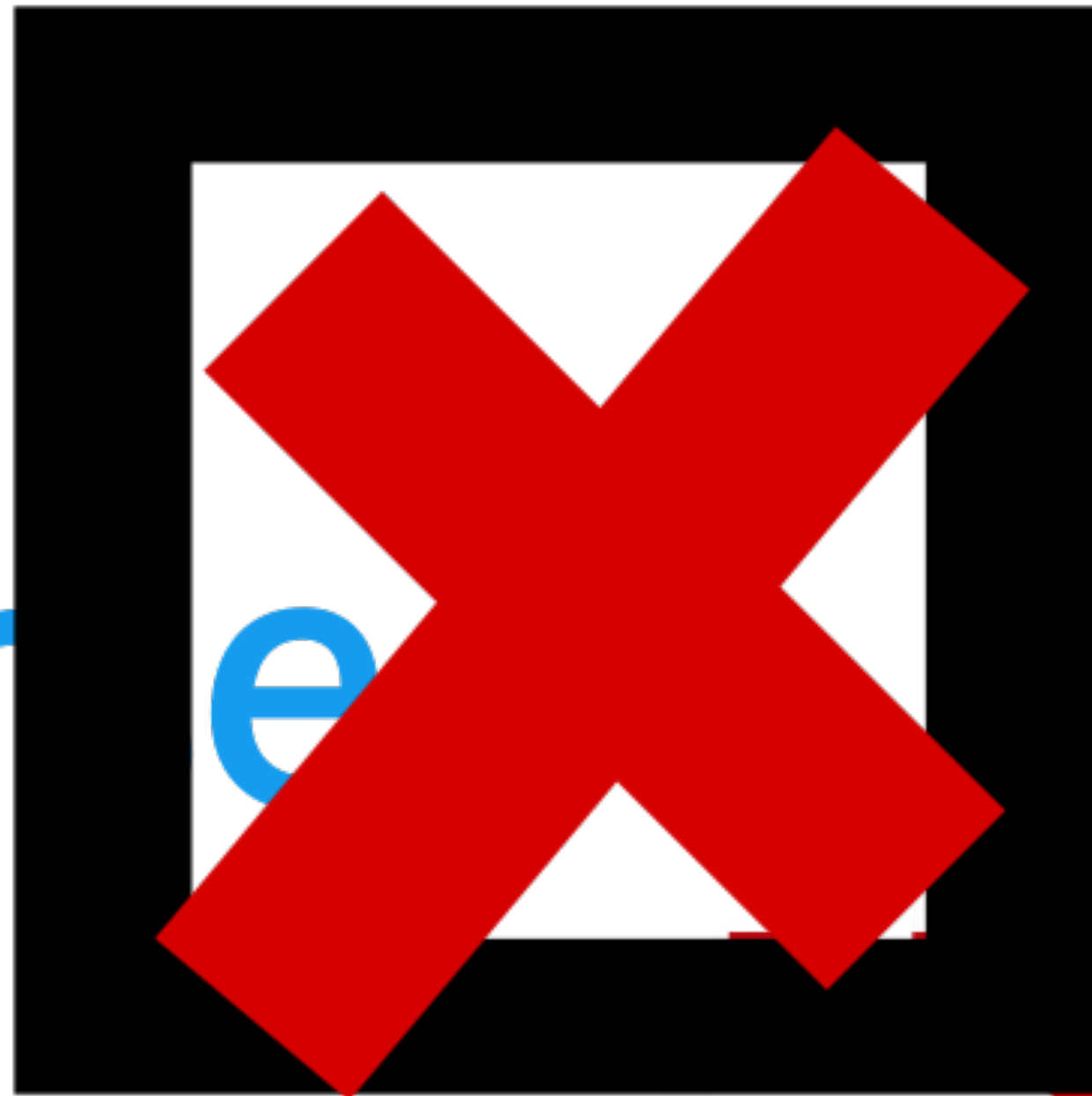
Par e



# METER



Par e



Let's keep looking...





# Desirable properties

- clients can request the **exact total** response they need
- clients can communicate novelty atomically
  - without sacrificing relational queries on the server







This is the story of how

**NETFLIX**

eliminated 90% of the  
networking code in our app.

# Checkpoint

- How to make precise requests?
  - Client
  - Server
- How do clients communicate novelty?
  - Communicate identity back to client?
- Communication over the wire?
- Client-only state
- Testing
- Caching
- Pluggable client / server storage?

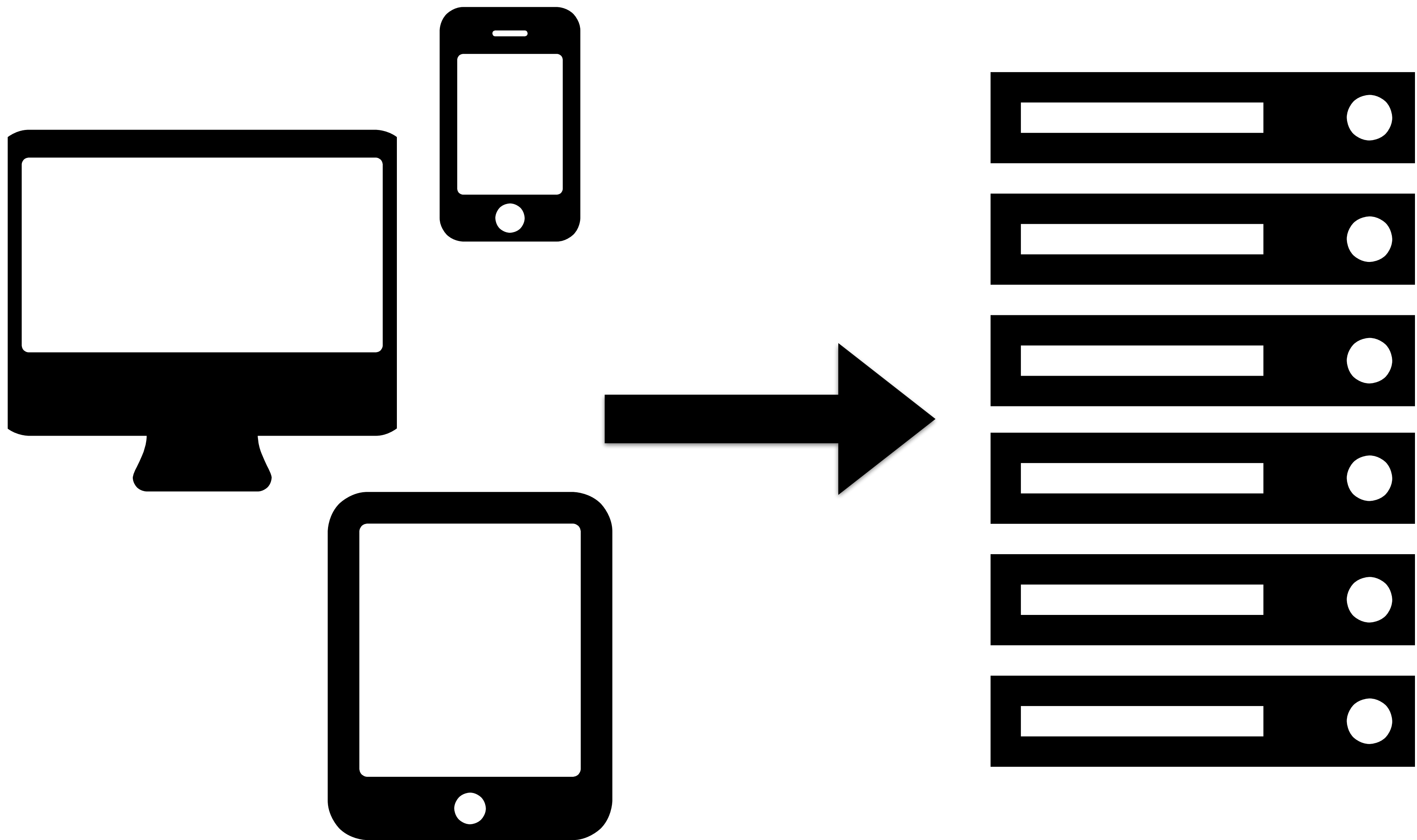




Enter Om Next...

# Om Next *opinions*

- Single source of truth
- Minimize flushing to DOM
- Abstract asynchrony
- No (visible) event model



[ :person/name]

```
(defui Person  
  static om/IQuery  
    (query [this]  
      [:person/name])
```

Object

```
(render [this]  
  ... )
```



# Query expressions

:person/name

(:person/friends { :sort :asc })

{ :person/address  
[ :address/street :address/zip ] }

# Query expressions

`(increment/users!)`

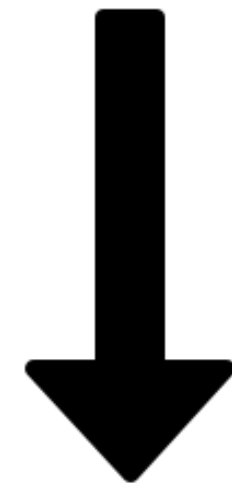
`(delete/friend! { :me 1 :friend 2 } )`

# Parser

- Evaluates query expressions
- Hydrates queries
  - no reshaping!

# Parser

[ :person/name ]



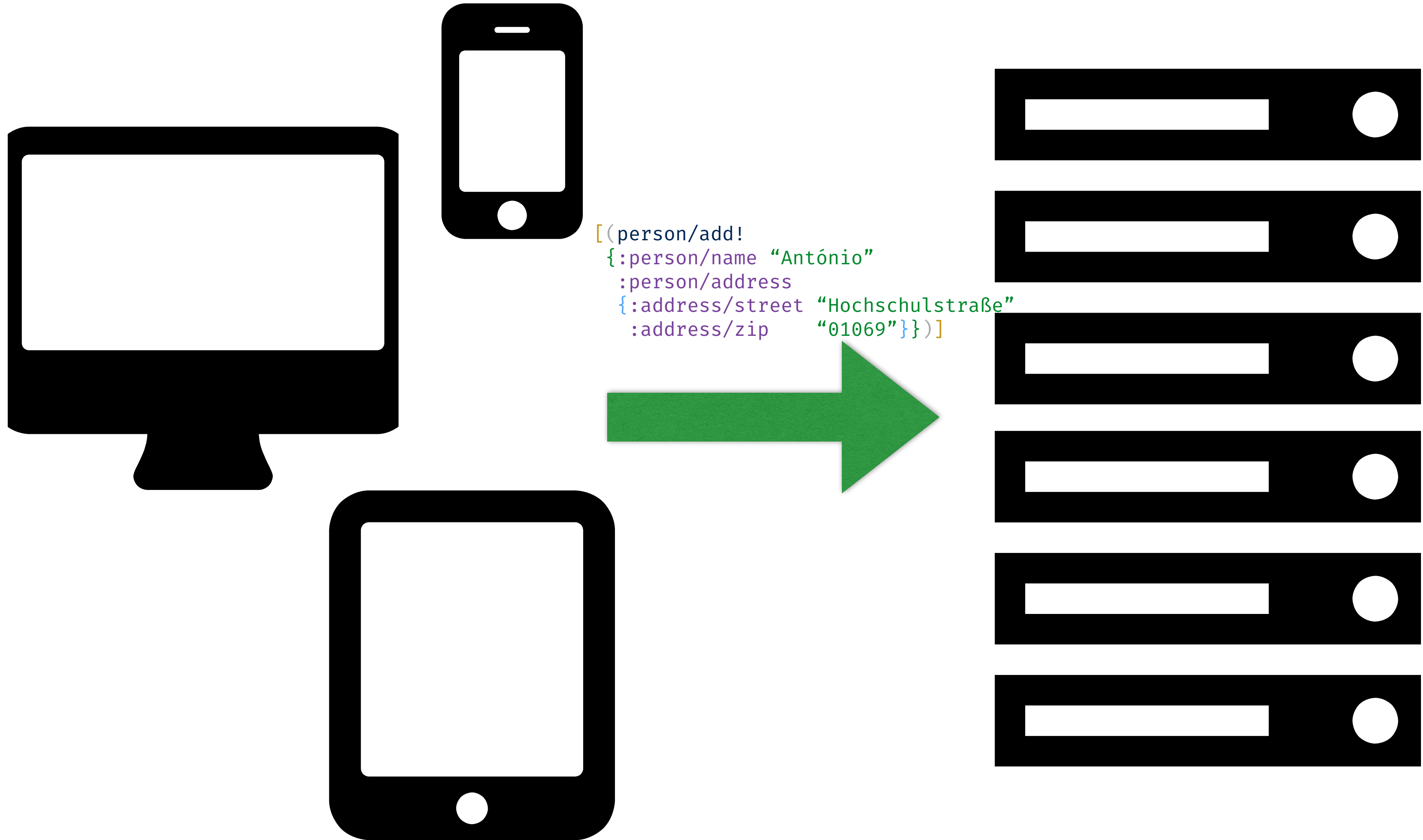
{ :person/name "António" }

# Parser

- Runs on the client and server
- Runs **reads** and **mutations**



Demo



```
[(delete/friend! { :me 1  
                  :friend 2})  
 :friends/list]
```

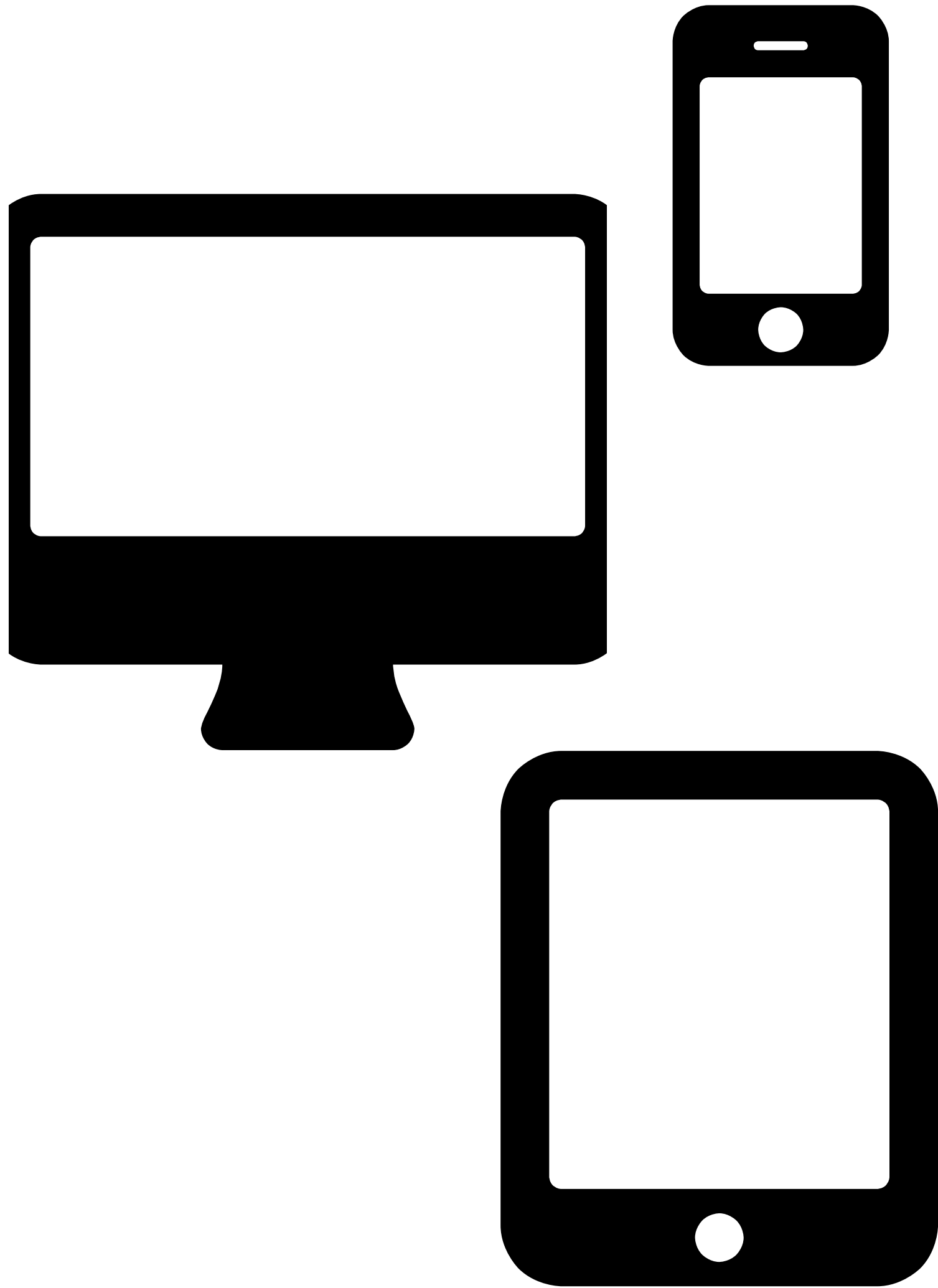


Re-read this key



# Creating information

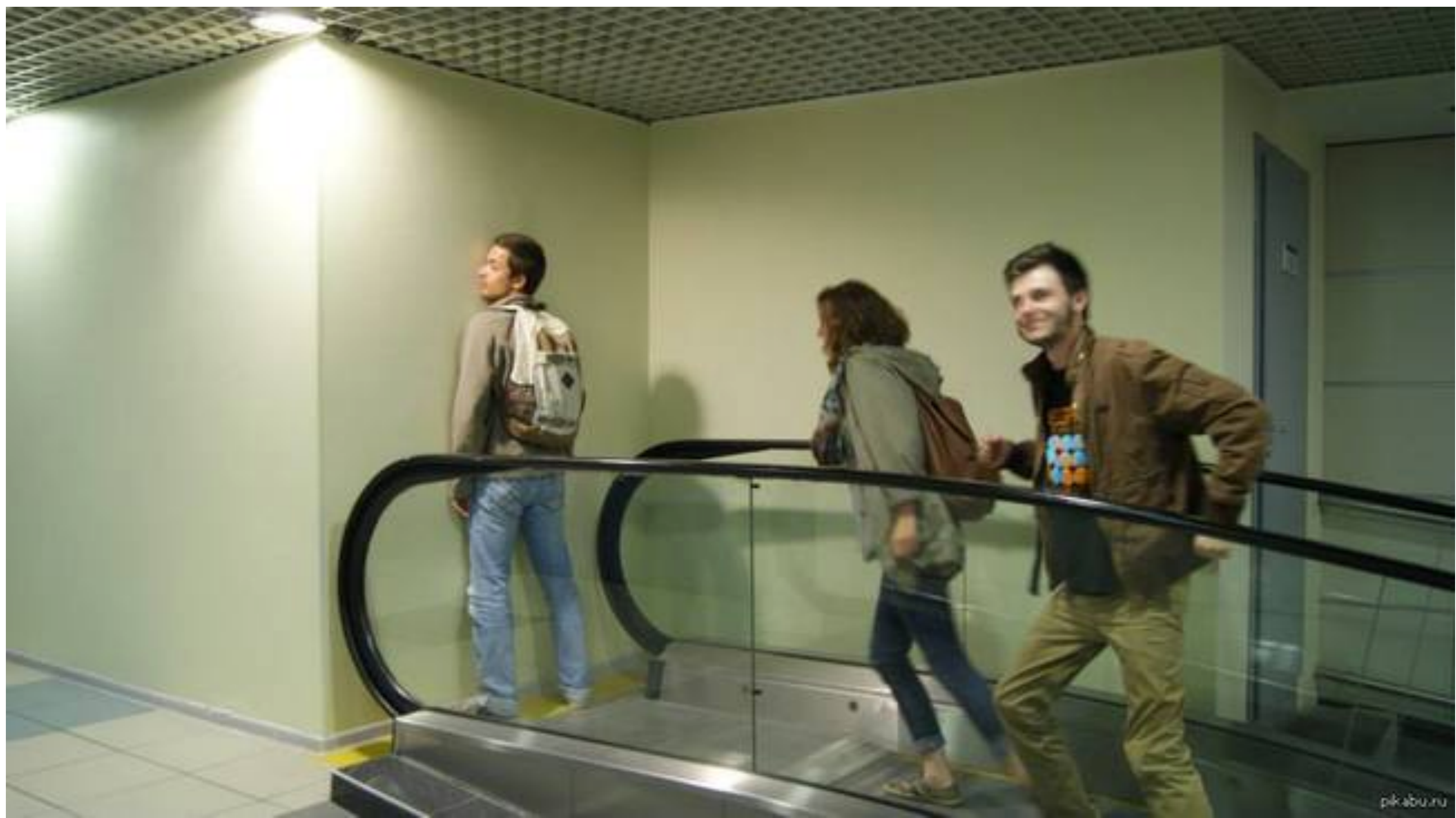
- Create temporary information on client
- Remote mutation hits server
- Server replies with mappings
  - tempids → real ids

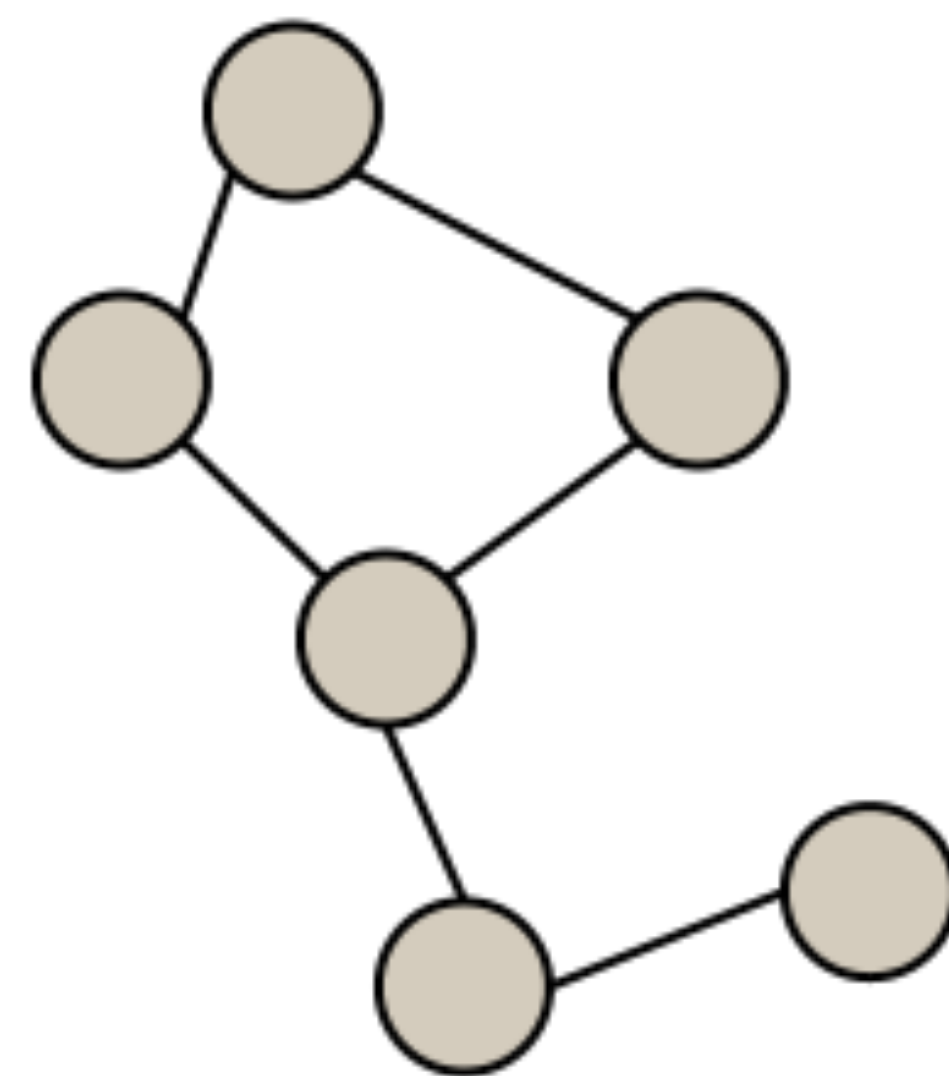
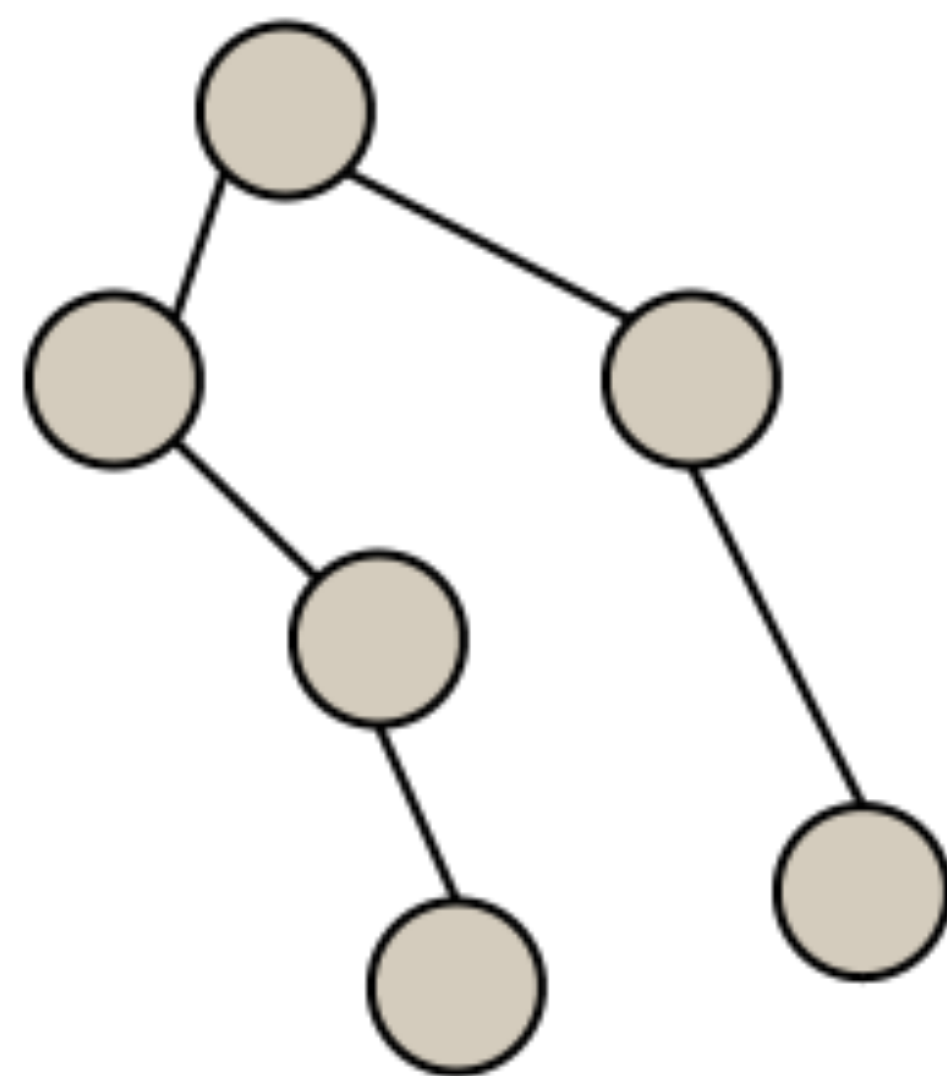


# Client-only state

- First-class support
- Storage: merged with remote state
- Parser distinguishes local / server
  - knows how to pick remote queries







# Normalization

- Also in Relay, Falcor
- Om Next can automatically
  - Normalize
  - Denormalize

```
{:people [{:person/name "Alice"  
           :person/age 25}  
          {:person/name "Bob"  
           :person/age 34}]  
:favorites [{:person/name "Bob"  
             :person/age 34}]]}
```

```
{:people  
  [[:person/by-name "Alice"]  
    [:person/by-name "Bob"]]  
  :favorites  
  [[:person/by-name "Bob"]]
```

```
:person/by-name  
{ "Alice" { :person/name "Alice"  
             :person/age 25 }  
  "Bob"   { :person/name "Bob"  
            :person/age 34 } } }
```





# Testing

- global app state + immutability = awesome
- Parser abstraction = 1 place
- React = pure function
  - $f(\text{data}) = \text{UI}$
- We can just test the UI data tree!

# Property-based testing

- example-based
  - specify input / output pairs
- property-based
  - write invariants
  - generate random tests
    - attempt to falsify invariants
  - shrinking

# Om Next + test.check

- queries / mutations are data
- generate transactions
  - run against the parser
  - check invariants in resulting state

Demo



# Testing recap

1. Generate random transactions
2. Shrink failures
3. Use minimal failure to reproduce bugs

# Testing recap

1. ~~Generate random transactions~~
2. ~~Shrink failures~~
3. ~~Use minimal failure to reproduce bugs~~

1. model the user  
2. profit


# More Om Next

- Recursive UIs
- Heterogeneous UIs
- HTTP Caching
- Custom client side storage
- Streaming

# Server

- Clojure preferred / less boilerplate
- Other languages need to implement parser logic
- easier for languages with Transit implementation
- Datomic rocks
  - some people using other DBs

# Project status

- very close to beta
-  documentation
- [github.com/omcljs/om/wiki](https://github.com/omcljs/om/wiki)
- [awkey.github.io/om-tutorial/](https://awkey.github.io/om-tutorial/)
- [anmonteiro.com](https://anmonteiro.com)



# Takeaways

- we can radically simplify UI programming
- Regardless of library / framework
- your system should support these properties

“Programmers know the benefits of everything  
and the tradeoffs of nothing”

– Rich Hickey

[github.com/anmonteiro/craftconf-demo/](https://github.com/anmonteiro/craftconf-demo/)

Questions?