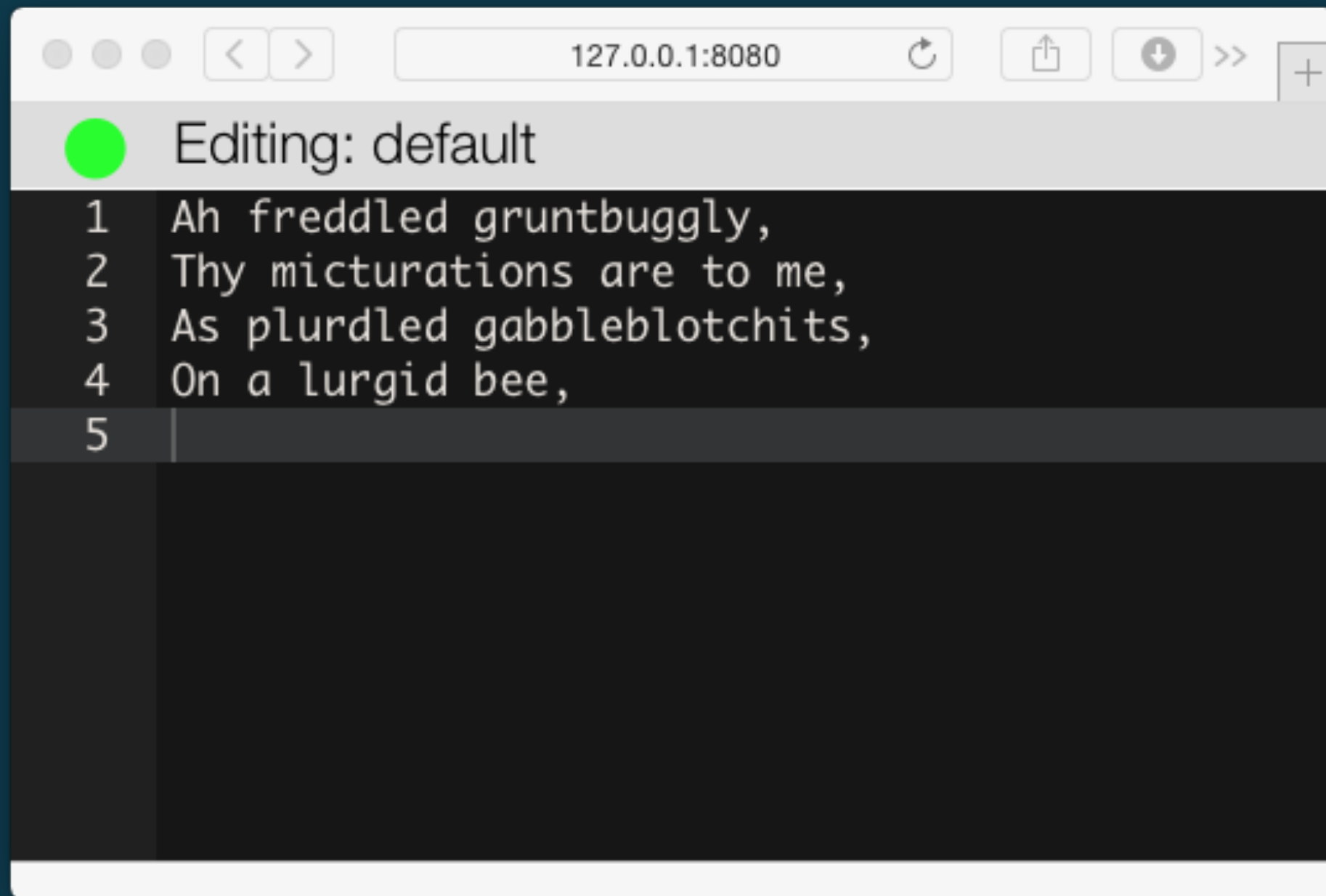


# Towards Browser and Server Utopia

Richard Dallaway, @d6y





A screenshot of a web browser window displaying a text editor. The browser's address bar shows the URL "127.0.0.1:8080". The editor's title bar reads "Editing: default" next to a green circular icon. The text area contains four lines of text, each preceded by a line number (1-4). The fifth line is empty and highlighted. The text is in a monospaced font.

```
1 Ah freddled gruntbuggly,  
2 Thy micturations are to me,  
3 As plurdled gabbleblotchits,  
4 On a lurgid bee,  
5
```

# Agenda

## Why?

Scala.js motivation & introduction

## What?

Collaborative text editing with WOOT

## How?

SBT, calling to and from Javascript...

— Part 1 —

# Scala.js Crash Course

Std Lib

Libs,  
Macros...

Your Scala App Here

Plugin



Compiler

JavaScript

DOM

jQuery...

# Features

Fast Compiler

Optimized Output (this app: 295k)

Resulting JS is Fast

Ecosystem of bindings

Great interop with JS

# Yes, all of Scala

But not Java or reflection-based code

Ported	New	Typed JS Bindings
Scalaz	Scalatags	scalajs-dom
ScalaCheck	uTest	scalajs-jquery
shapeless	uPickle	scalajs-react
...	...	...



```
// Scala
def answer = Option(41).map(_ + 1)
```

```
// JavaScript
(function() {
  var o = Option().apply(41);
  if (o.isEmpty()) {
    var answer = None()
  } else {
    var arg1 = o.get();
    var answer =
      new Some().init(1 + arg1);
  };
  return answer
});
```

```
// Scala
def answer = Option(41).map(_ + 1)
```

```
// JavaScript
(function() {
  var this$1 = $m_s_option().apply__0__s_option(41);
  if (this$1.isEmpty__Z()) {
    var answer = $m_s_None$()
  } else {
    var arg1 = this$1.get__0();
    var x$1 = $uI(arg1);
    var answer =
      new $c_s_Some().init____0(((1 + x$1) | 0))
  };
  return answer
})();
```

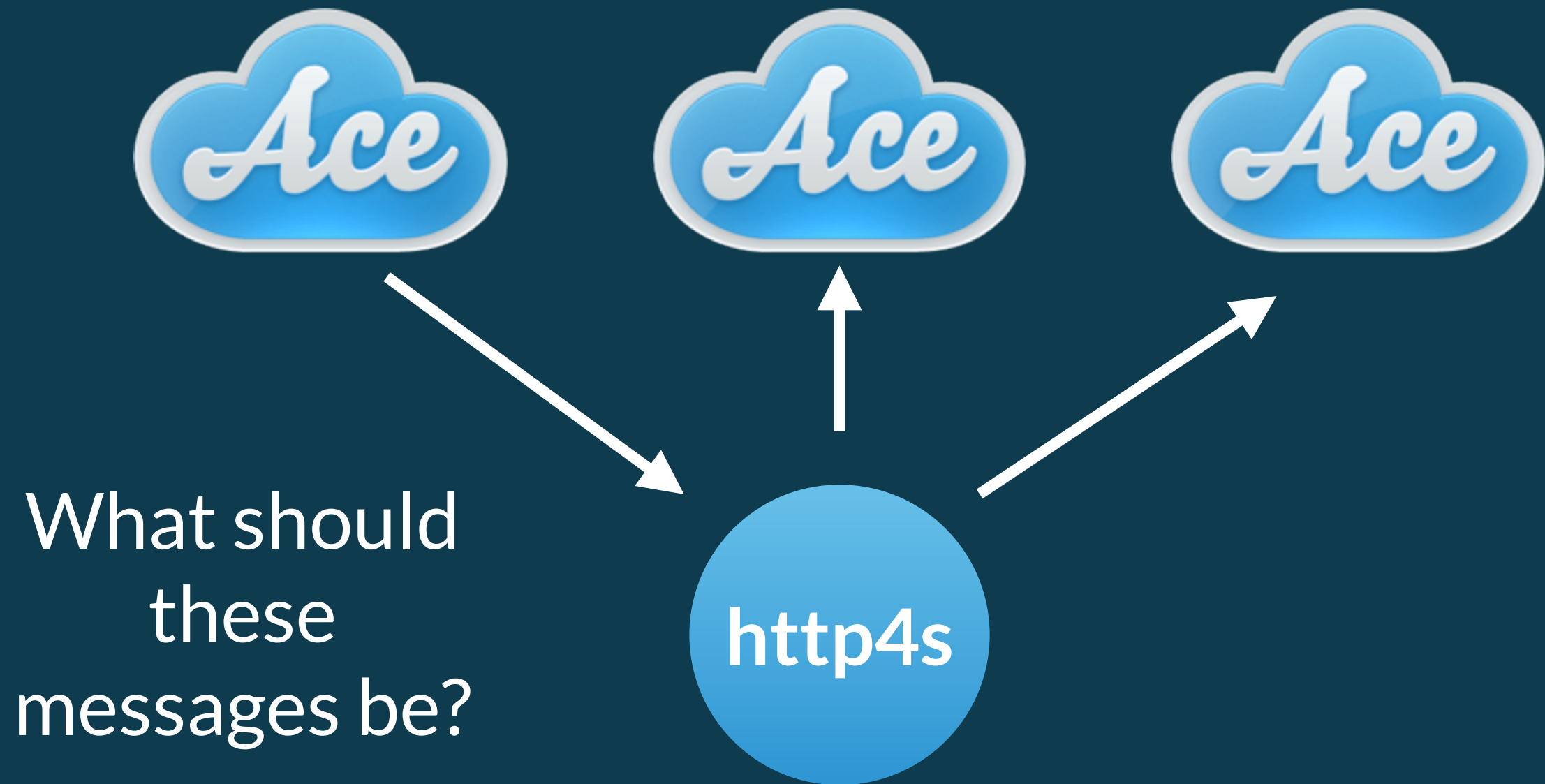
Not a framework

— Part 2 —

# CRDTs

# Commutative Replicated Data Type

# What we want to build



# Don't Do This

Alice's View

A	B	C		
1	2	3		

Bob's View

A	B	C		
1	2	3		

insert x @ 2

A	x	B	C	
1	2	3	4	

delete 3

A	B			
1	2			

A	x	C		
---	---	---	--	--

A	x	B		
---	---	---	--	--

# WOOT

Alice's View

A	B	C		
1	2	3		

Bob's View

A	B	C		
1	2	3		

$A < x < B$

A	x	B	C	
1	2	3	4	

Delete C

A	B			
1	2			

A	x	B		
---	---	---	--	--

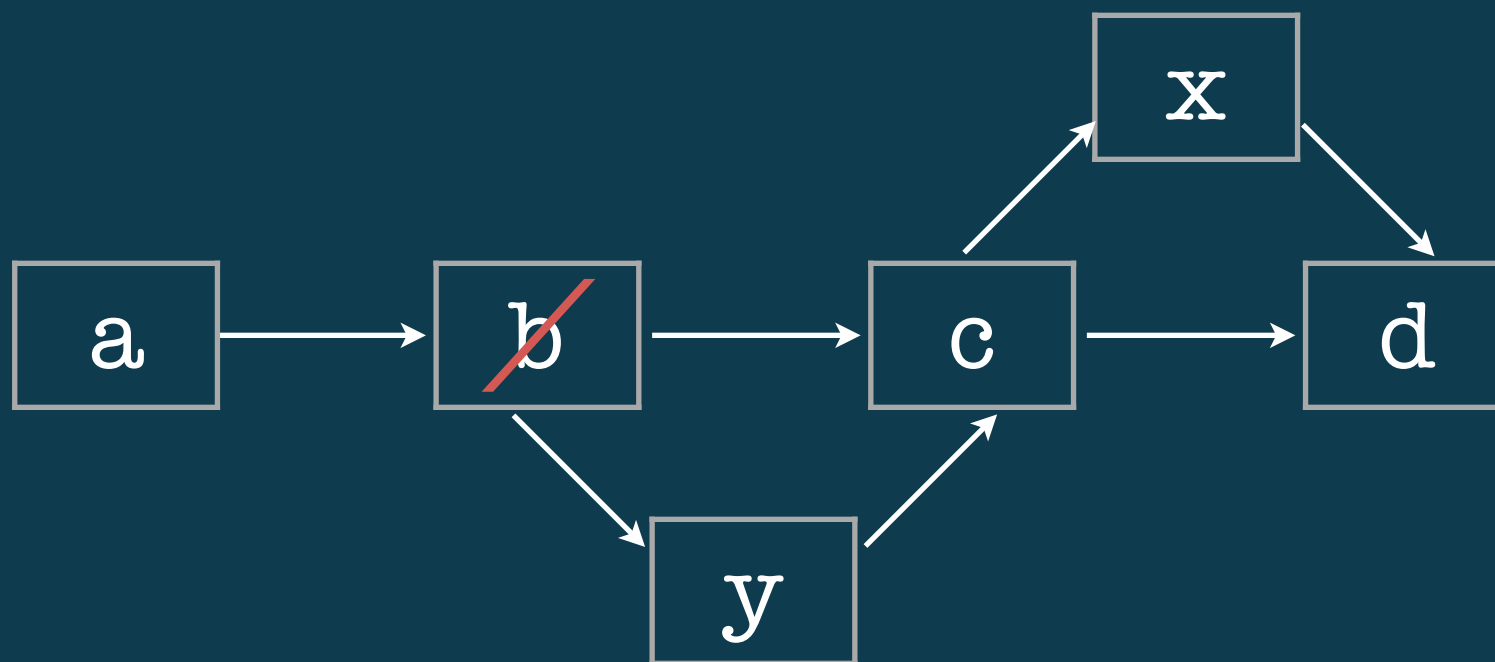
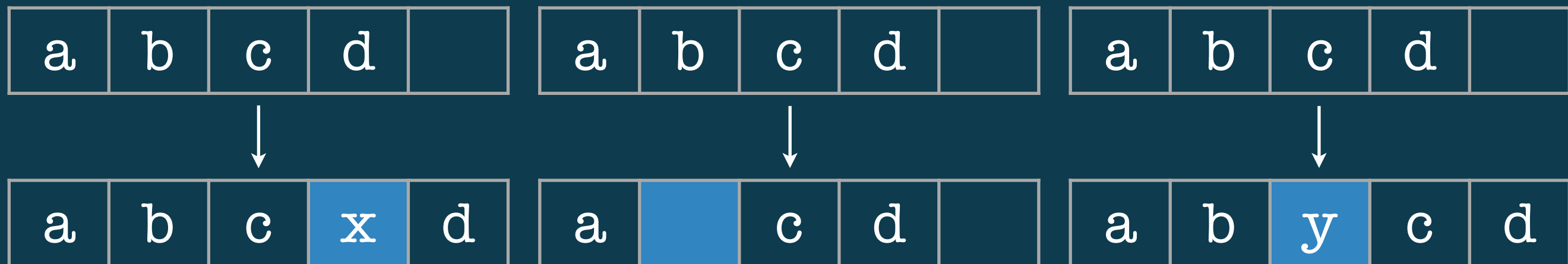
A	x	B		
---	---	---	--	--



# Representation



# Algorithm



# Algorithm

## Local Integration

$(WString, Char, Pos) \Rightarrow (WString, WChar)$

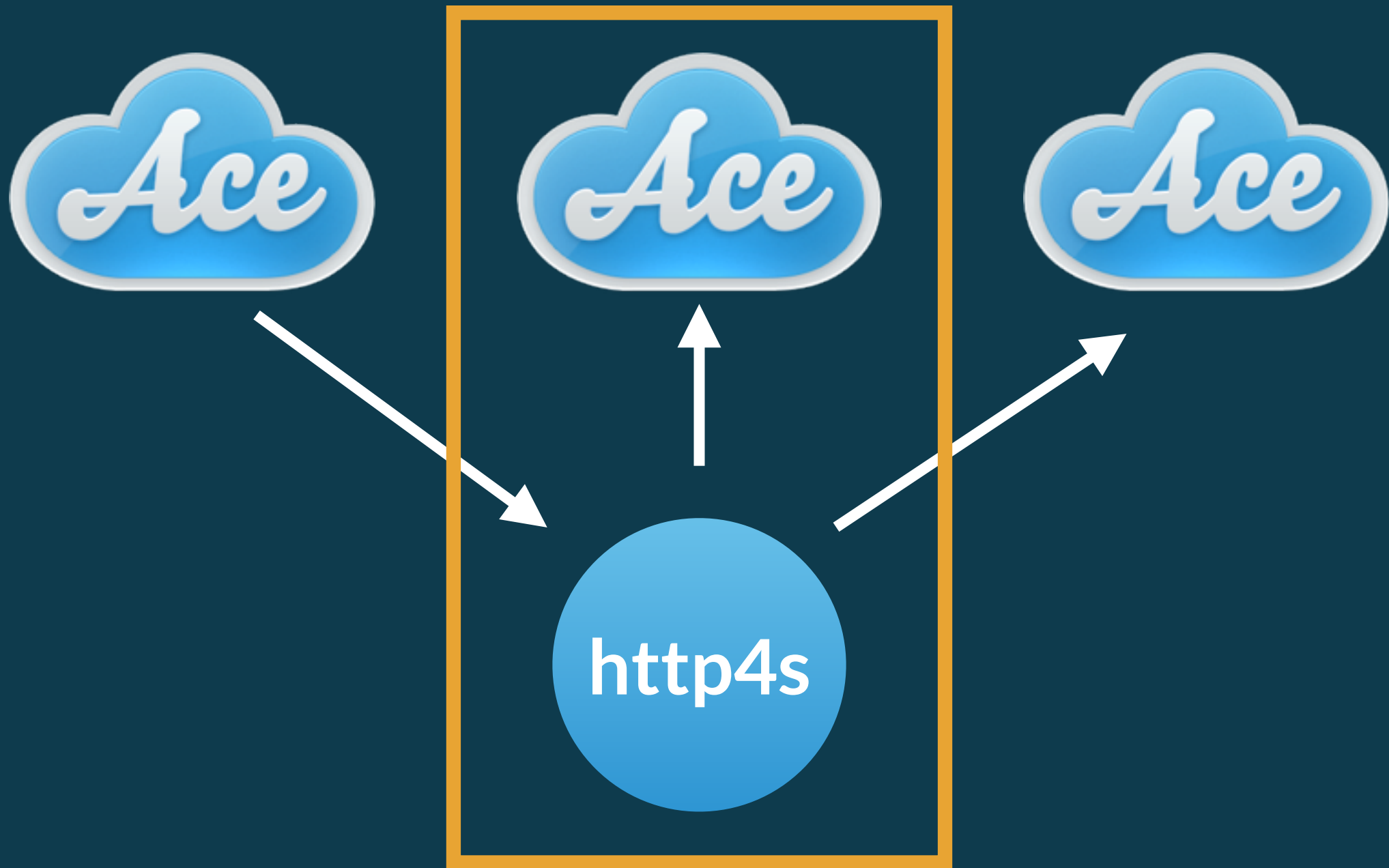
## Remote Integration

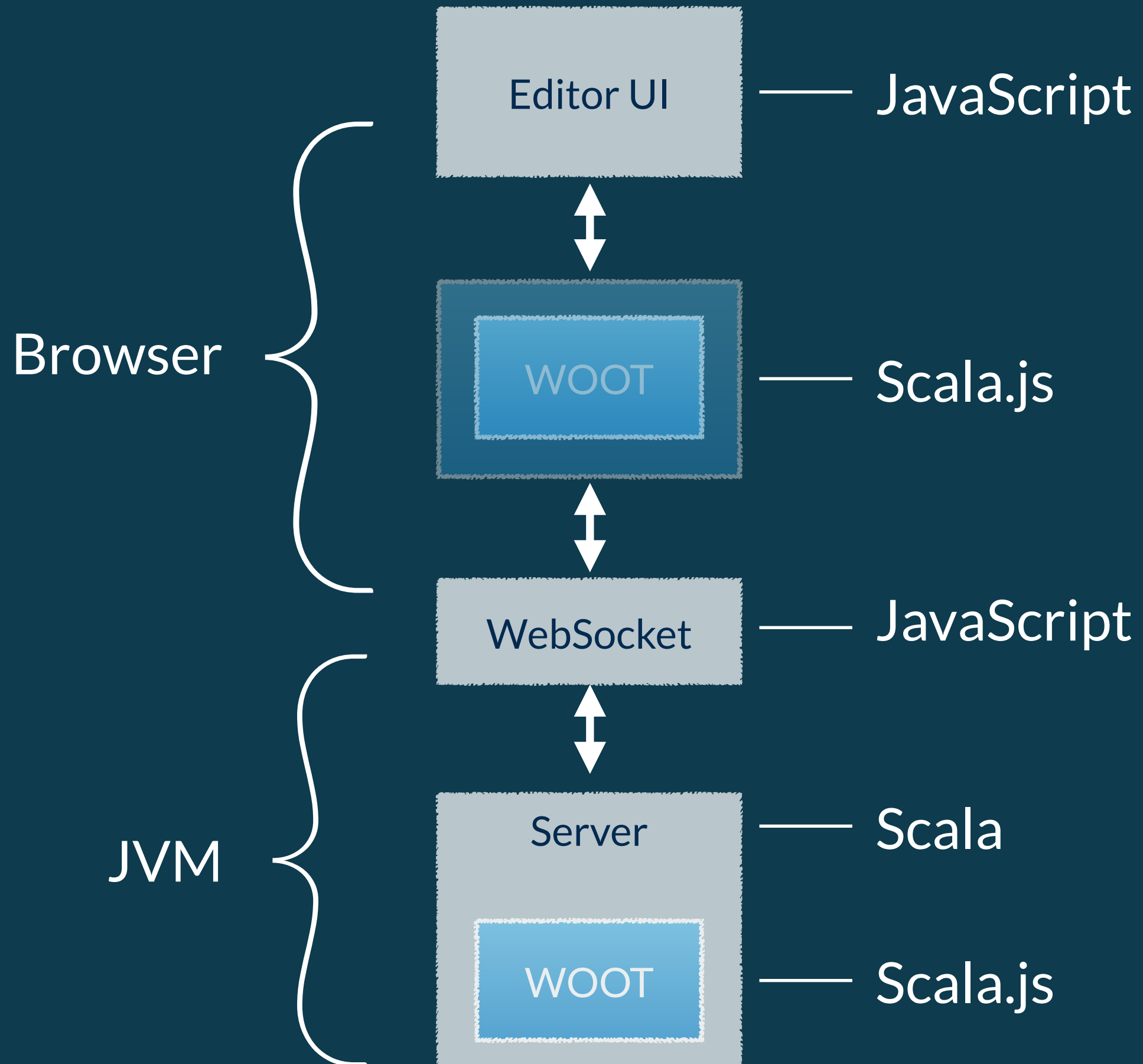
$(WString, WChar) \Rightarrow WString$

— Part 3 —

# Migrating to Scala.js

# What we want to build





Editor UI

Client Wrapper

WebSocket

WOOT

Server

# build.sbt



> compile

> fastOptJS

> fullOptJS





```
// Scala
import js.annotation.JSExport

@JSExport
case class WChar(
    id: Id,
    alpha: Byte,
    prev: Id,
    next: Id,
    isVisible: Boolean = true)
```

# OK, but...

```
case class WChar(  
  id: Id,  
  alpha: Byte  
  prev: Id,  
  next: Id,  
  isVisible: Boolean = true)
```

Should be Char?



Can't this whole API be easier to use?

# Differences

Semantics = Scala Semantic

But...

JavaScript has no Char

toString differences

...not as many as you think

# Wrapper Solution

```
package client
```

```
import js.annotation.JSEExport  
import woot.WString
```

```
@JSEExport
```

```
class WootClient() {
```

```
    var doc = WString.empty()
```

```
    @JSEExport
```

```
    def insert(s: String, pos: Int): Json = ???
```

```
    @JSEExport
```

```
    def ingest(json: Json): Unit = ???
```

```
}
```

# uPickle

```
sealed trait Operation {  
  def wchar: WChar  
}
```

```
case class InsertOp(override val wchar: WChar) extends Operation  
case class DeleteOp(override val wchar: WChar) extends Operation
```

```
[ "woot.InsertOp", { "wchar": {  
    "id": ["woot.CharId", {...}],  
    "alpha": "*",  
    "prev": ["woot.Beginning", {}],  
    "next": ["woot.Ending", {}]}  
  }  
]
```

```
@JSExport
class WootClient() {

    var doc = WString.empty()

    @JSExport
    def insert(s: String, pos: Int): Json = ???

    @JSExport
    def ingest(json: Json): Unit = ???
}
```

```
@JSExport
class WootClient() {

    var doc = WString.empty()

    @JSExport
    def insert(s: String, pos: Int): Json = {
        val (op, wstring) = doc.insert(s.head, pos)
        doc = wstring
        write(op)
    }

    @JSExport
    def ingest(json: Json): Unit = ???
}
```



# Effecting the DOM

```
import org.scalajs.dom  
val element = dom.document.getElementById("editor")
```

# Effecting the DOM

```
import org.scalajs.dom  
val element = dom.document.getElementById("editor")
```

# Effecting the DOM

```
import org.scalajs.dom  
val element = dom.document.getElementById("editor")
```

# Effecting the DOM

```
// JavaScript
var updateEditor = function(ch, isVisible) {
    var delta = convertWootToAceCoordinates(...);
    editor.getSession()
        .getDocument().applyDeltas([delta]);
}

jQuery(document).ready(function() {
    client = new client.WootClient(updateEditor);
});
```

```
@JSExport
class WootClient() {

    var doc = WString.empty()

    @JSExport
    def ingest(json: Json): Unit = ???
}
```

```
@JSExport
```

```
class WootClient(f: js.Function2[String, Boolean, Unit]) {
```

```
  // JavaScript
```

```
  var updateEditor = function(ch, isVisible) {...
```

```
  def applyOperation(op: Operation): Unit = {
```

```
    val (ops, wstring) = doc.integrate(op)
```

```
    // Become the updated document:
```

```
    doc = wstring
```

```
    // Side effects:
```

```
    ops.foreach {
```

```
      case InsertOp(ch) => f(ch.alpha.toString, true)
```

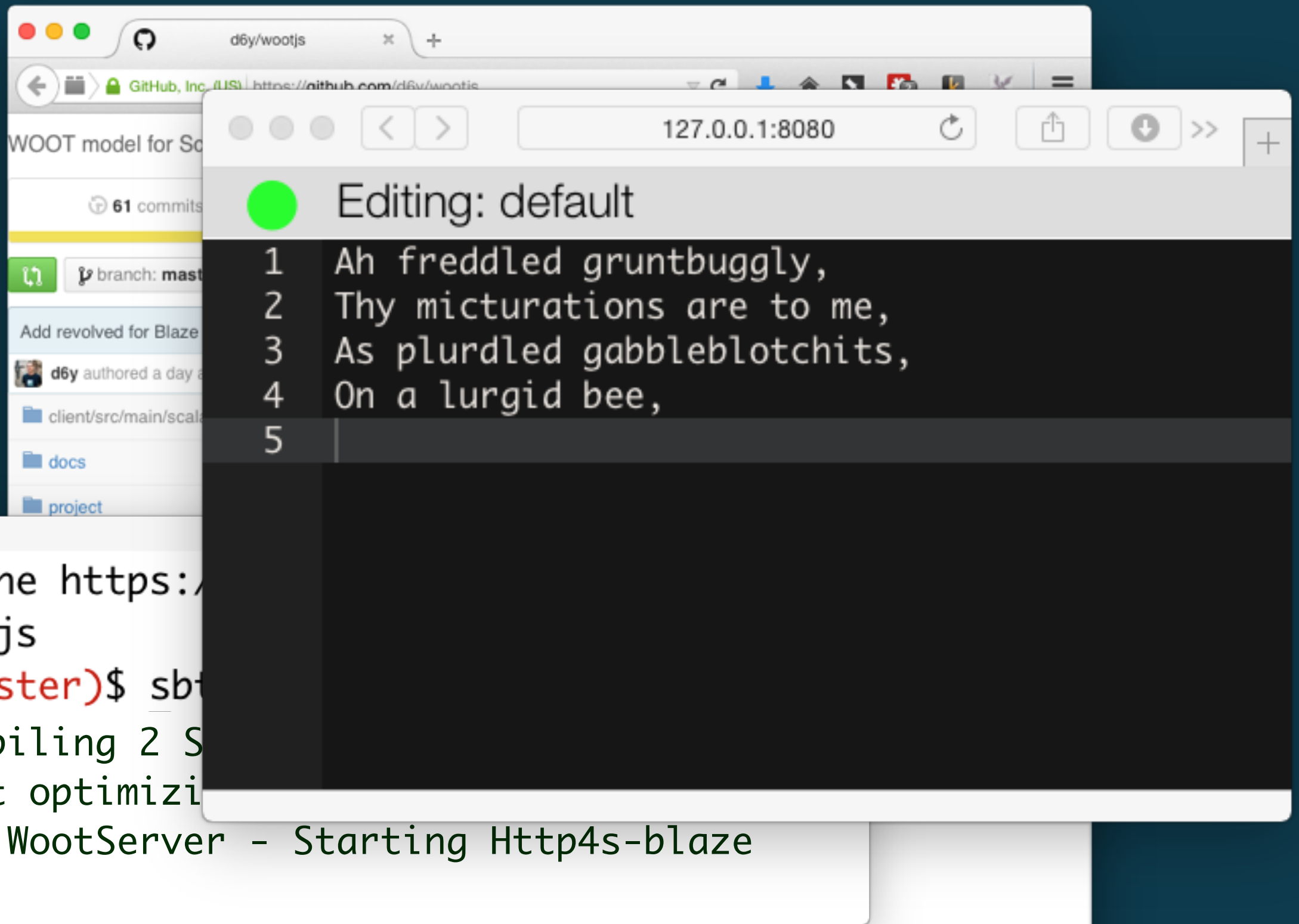
```
      case DeleteOp(ch) => f(ch.alpha.toString, false)
```

```
    }
```

```
  }
```

```
}
```

github.com/d6y/wootjs



Talk about ScalaCheck  
here if time



# What we've Seen

Multi-project build ✓

Wrote Scala, ran it both places ✓

Great interop (call JS, be called by JS) ✓

Dirty dirty dynamic calls ✓

Used cross-compiled libraries ✓

# Benefits?

IDE support

Single language

Write once, run both places

“It’s the types,  
stupid”

# Thanks!

Richard Dallaway, @d6y

<https://github.com/d6y/wootjs>



underscore.io