

# Scala.js

# Towards Utopia

Richard Dallaway, @d6y



underscore.io

Make Change Easier

# Agenda

## Part 1

Scala.js introduction

## Part 2

Collaborative text editing with WOOT

## Part 3

SBT, calling to and from Javascript...

# Two Ideas

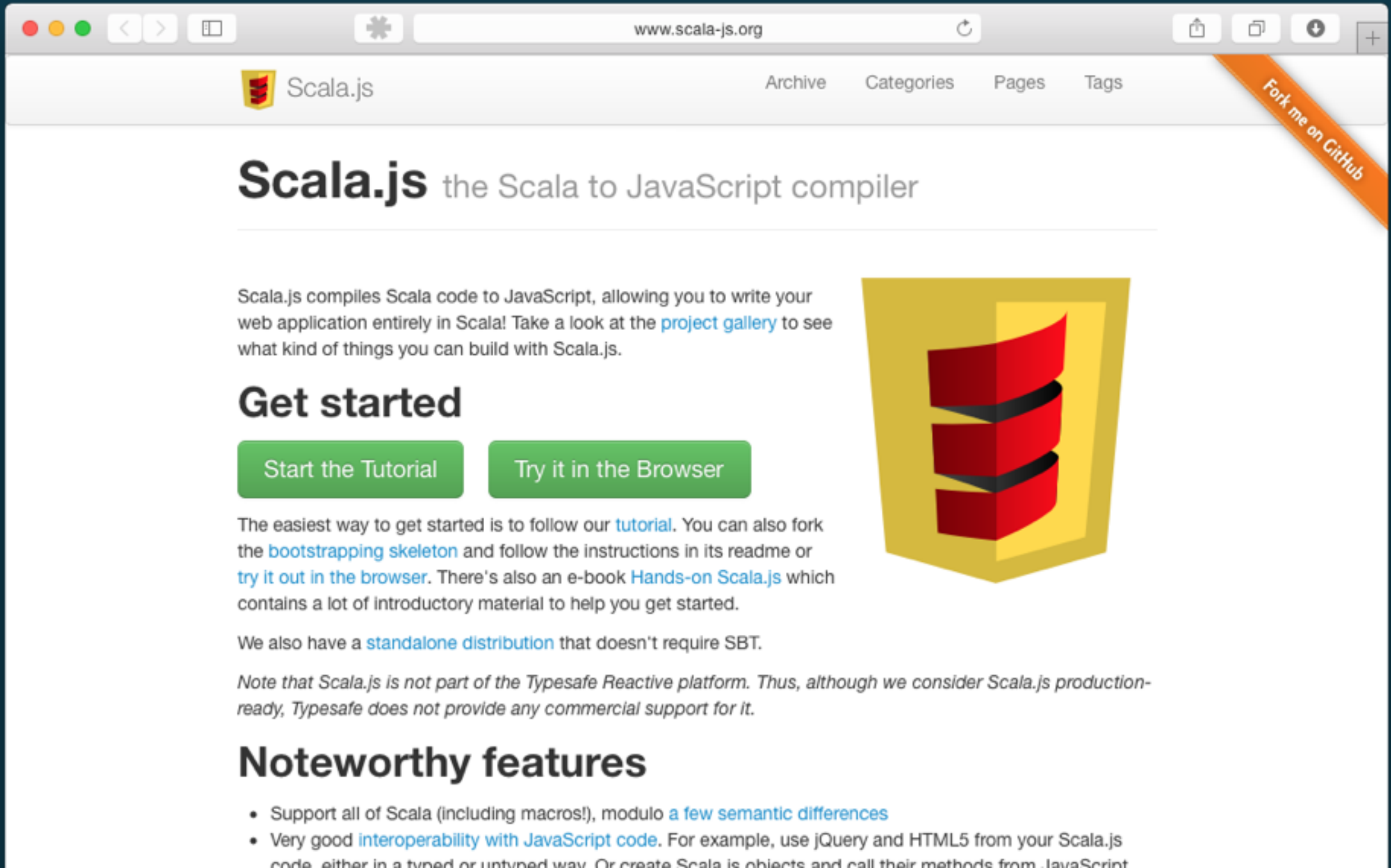
Gradually introduce Scala.js  
to an existing code base

Distributed data types are  
fun & a great fit with Scala.js

— Part 1 —

# 5 Minute Scala.js Intro

# scala-js.org



**Your Scala App Here**

**SBT Plugin**



**JavaScript**

Std Lib

Libs,  
Macros...

Your Scala App Here

SBT Plugin



JavaScript



Std Lib

Libs,  
Macros...

Your Scala App Here

SBT Plugin



JavaScript

DOM

jQuery...

# Yes, all of Scala

But not Java or reflection-based code

# 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
...	...	...

# Five Basic Steps

```
addSbtPlugin("org.scala-js" % "sbt-scalajs" % "0.6.3")
```

Write Scala

@JSExport what you want expose

```
sbt> fastOptJs
```

Use resulting .js file

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

```
// 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
})();
```

# Features

Fast Compiler

Optimized Output (this app: 295k)

Resulting JS is Fast

Great interop with JS

Community



Not a Framework

— Part 2 —

# Collaborative App

# What we want to build



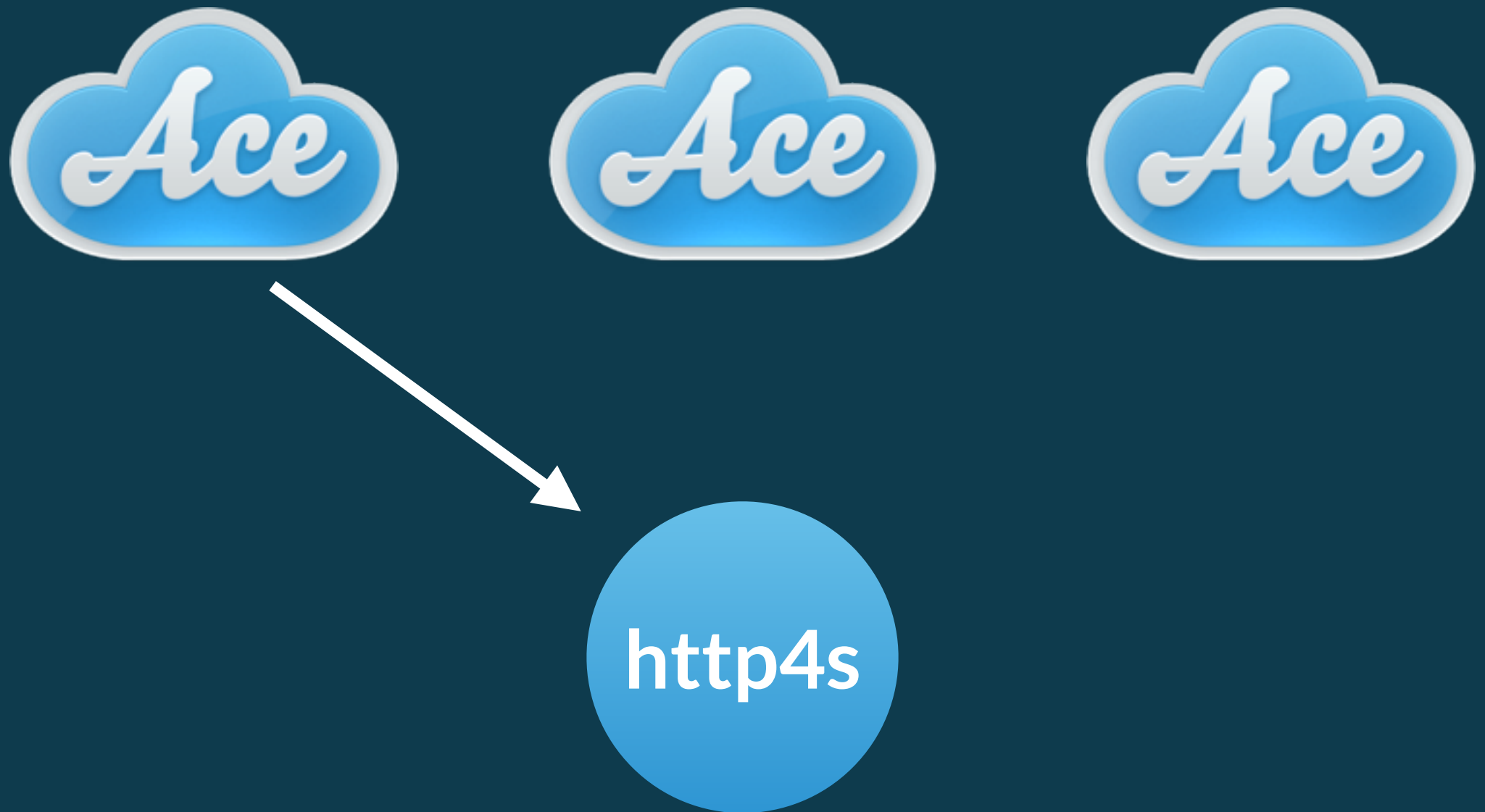
# What we want to build



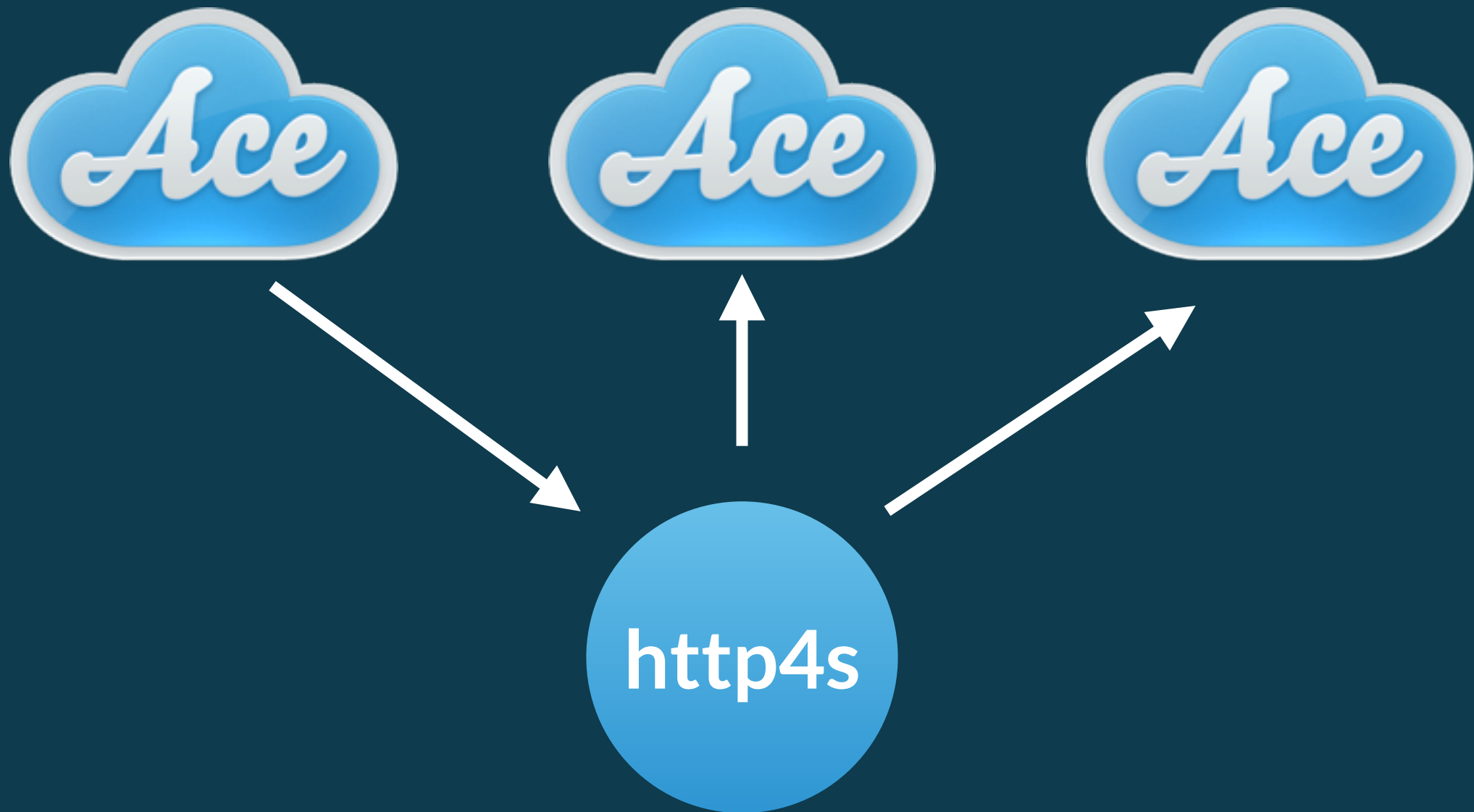
# What we want to build



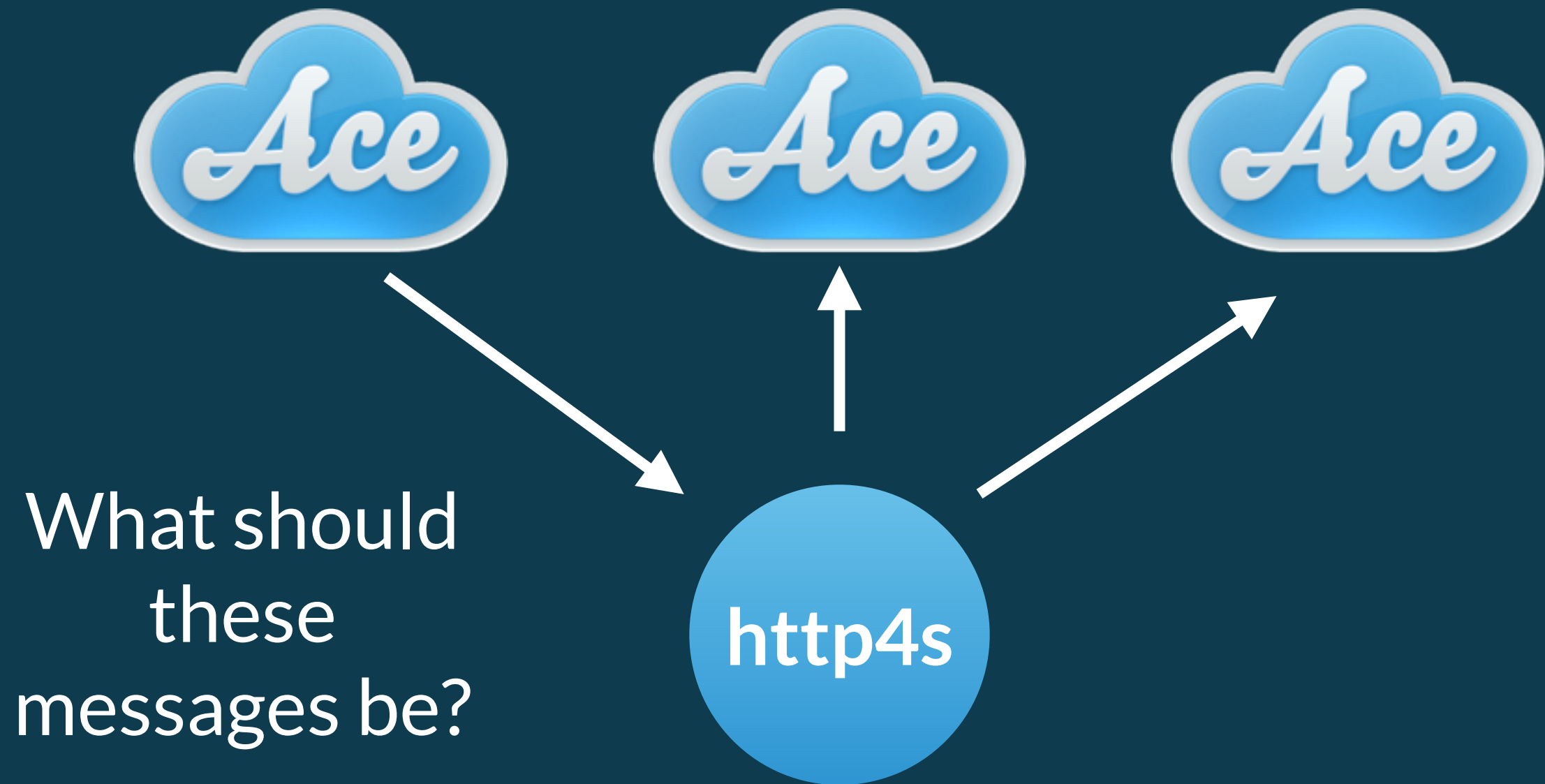
# What we want to build



# What we want to build



# What we want to build





# Don't Do This

Alice's View

C	A	T		
1	2	3		

Bob's View

C	A	T		
1	2	3		

# Don't Do This

Alice's View

C	A	T		
1	2	3		

Bob's View

C	A	T		
1	2	3		

insert H @ 2

C	H	A	T	
1	2	3	4	

# Don't Do This

Alice's View

C	A	T		
1	2	3		

insert H @ 2

C	H	A	T	
1	2	3	4	

Bob's View

C	A	T		
1	2	3		

delete 3

C	A			
1	2			

# Don't Do This

Alice's View

C	A	T		
1	2	3		

Bob's View

C	A	T		
1	2	3		

insert H @ 2

C	H	A	T	
1	2	3	4	

delete 3

C	A			
1	2			

C	H	T		
---	---	---	--	--

C	H	A		
---	---	---	--	--

# Commutative Replicated Data Type

# WOOT

Alice's View

C	A	T		
1	2	3		

Bob's View

C	A	T		
1	2	3		

# WOOT

Alice's View

C	A	T		
1	2	3		

Bob's View

C	A	T		
1	2	3		

$C < H < A$

C	H	A	T	
1	2	3	4	

# WOOT

Alice's View

C	A	T		
1	2	3		

$C < H < A$

C	H	A	T	
1	2	3	4	

Bob's View

C	A	T		
1	2	3		

Delete T

C	A			
1	2			



# WOOT

Alice's View

C	A	T		
1	2	3		

Bob's View

C	A	T		
1	2	3		

$C < H < A$

C	H	A	T	
1	2	3	4	

Delete T

C	A			
1	2			

C	H	A		
---	---	---	--	--

C	H	A		
---	---	---	--	--

# WChar

ID	Prev	Next	Alpha	Visible?
----	------	------	-------	----------

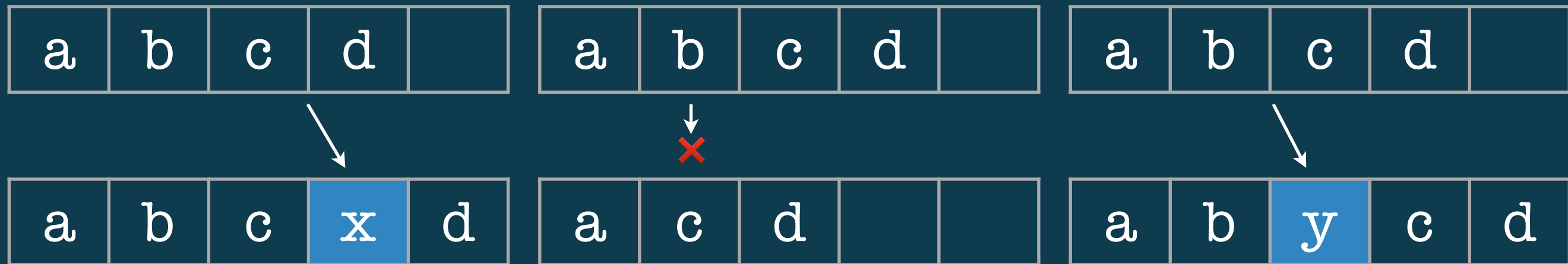
# WChar



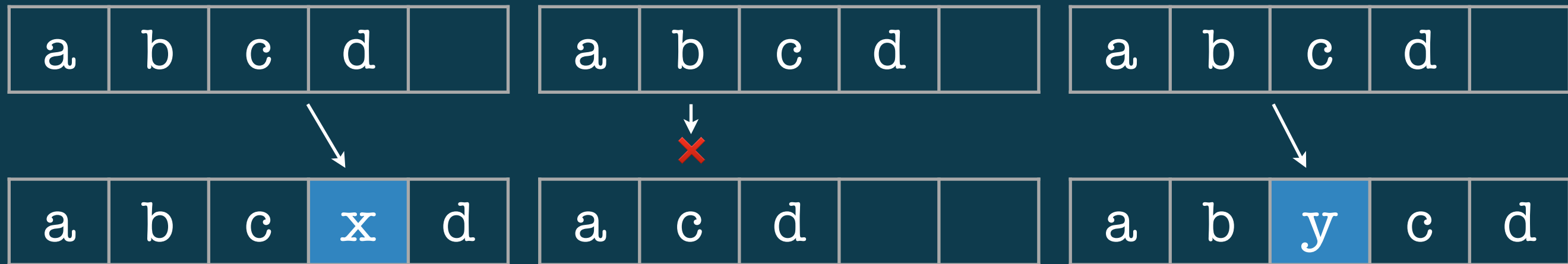
# WChar



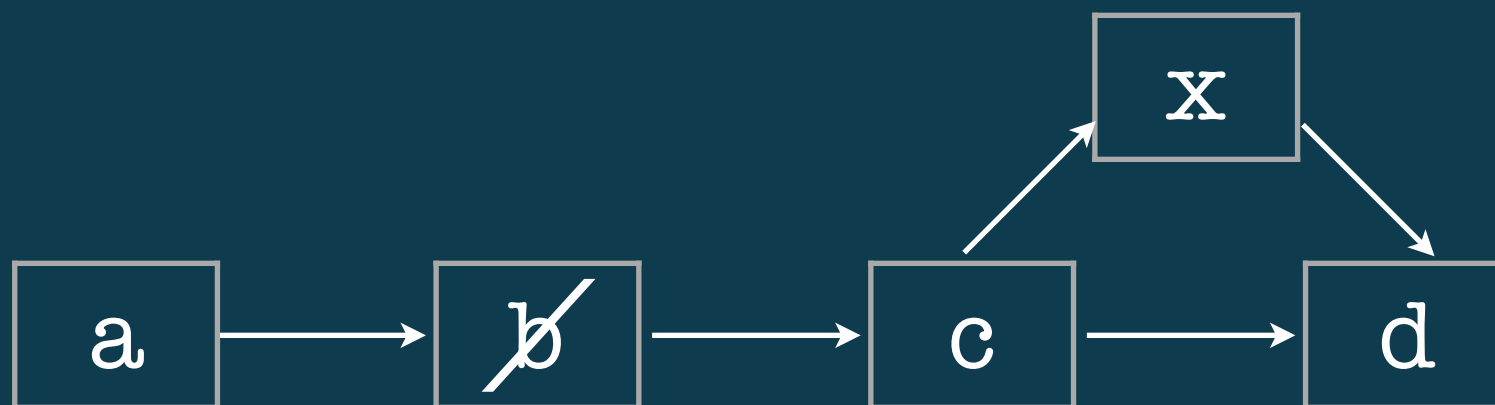
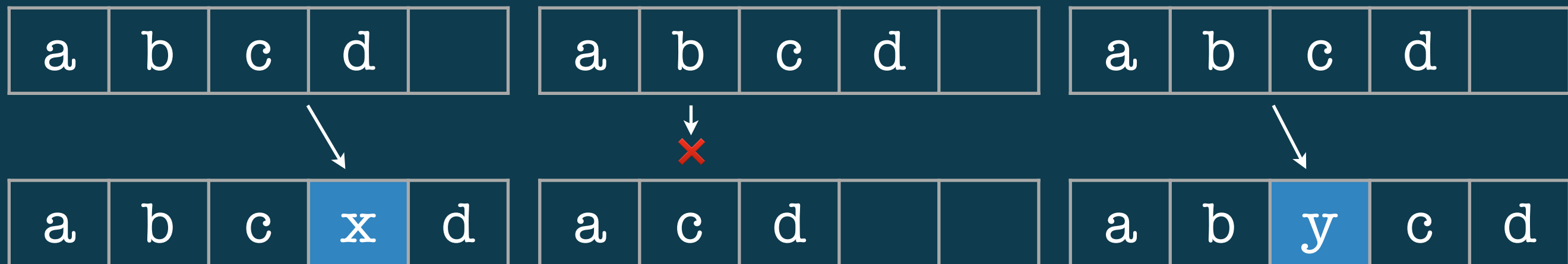
# Algorithm



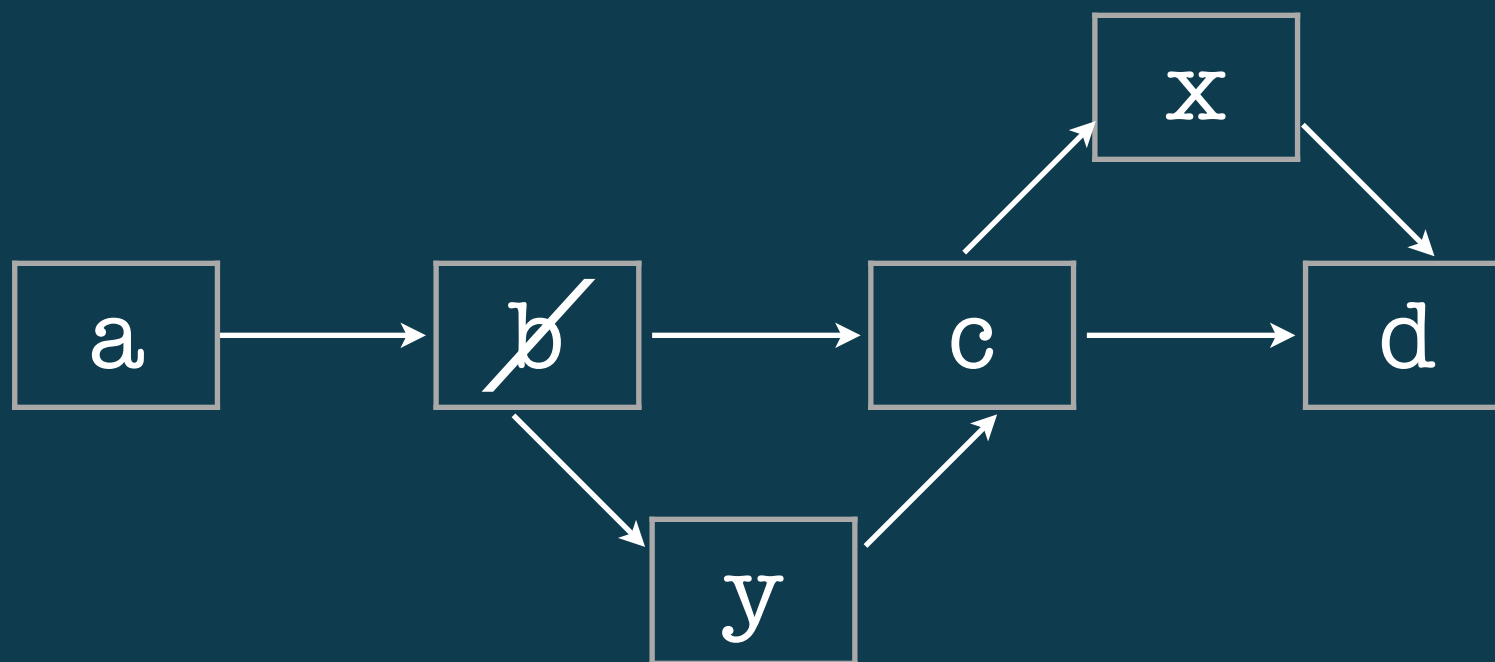
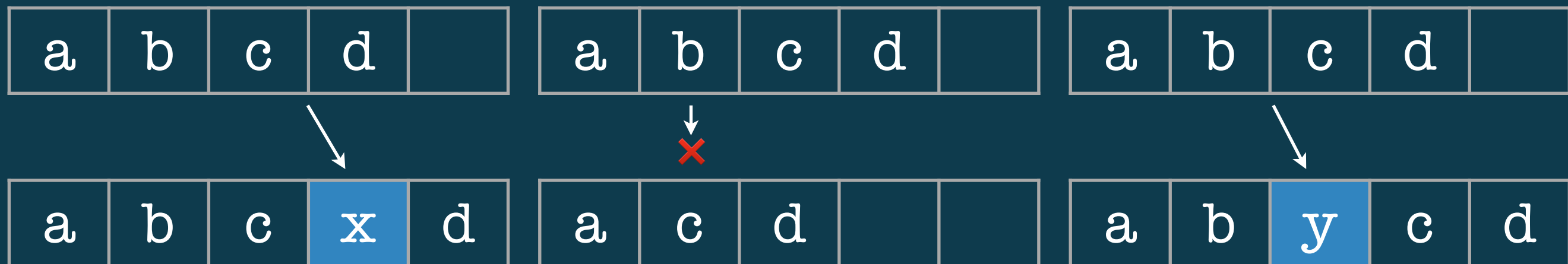
# Algorithm



# Algorithm



# Algorithm





# In JavaScript

Algorithm ~ 200 lines, 7.5k

Tests ~ 200 lines

+ require.js, underscore.js, jasmine

But now we have  
two problems

# We're going to look at...

Local Insert

Remote Ingest

# We're going to look at...

## Local Insert

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

## Remote Ingest

# We're going to look at...

## Local Insert

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

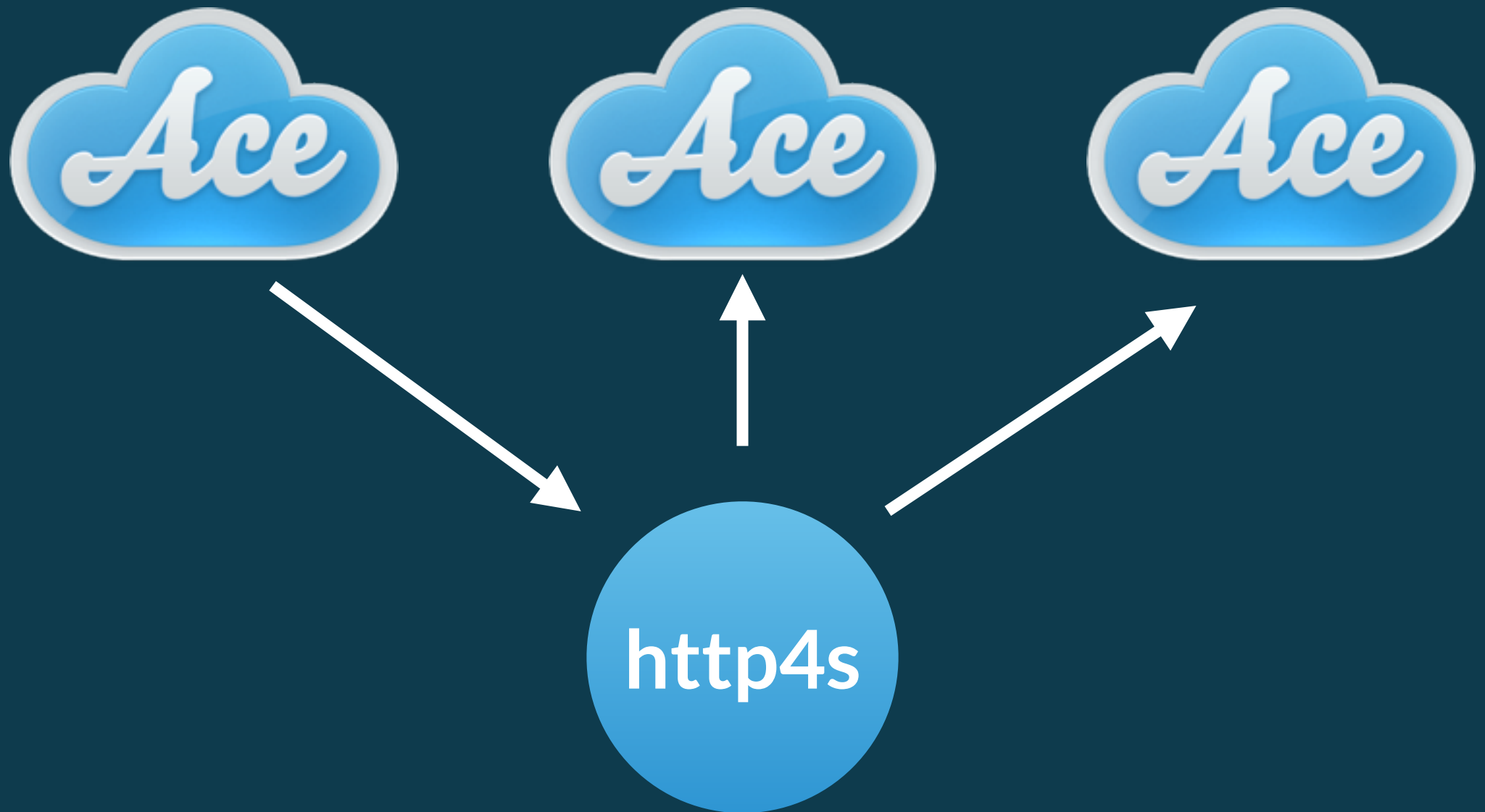
## Remote Ingest

$(WString, WChar) \Rightarrow WString$

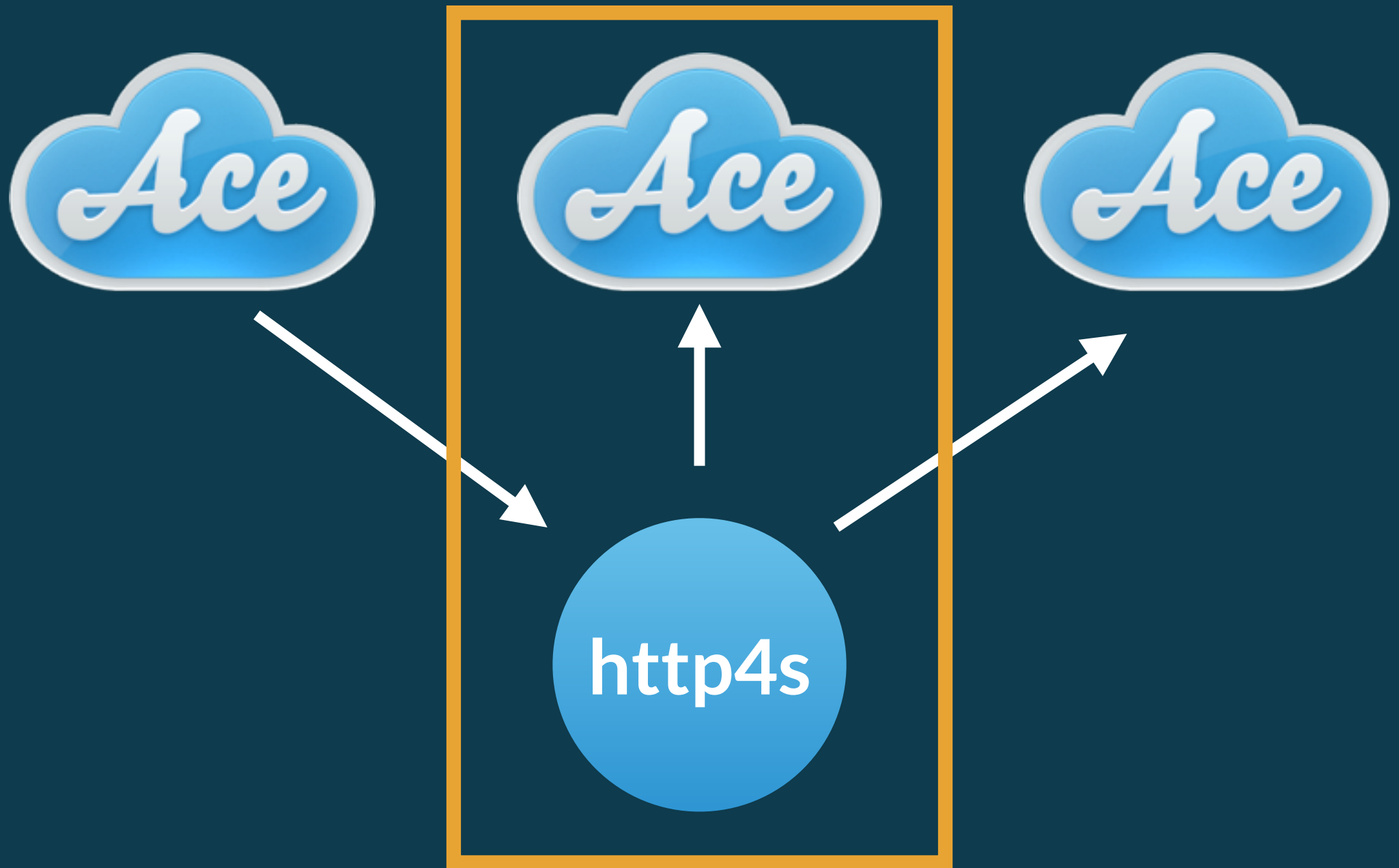
— Part 3 —

# Migrating to Scala.js

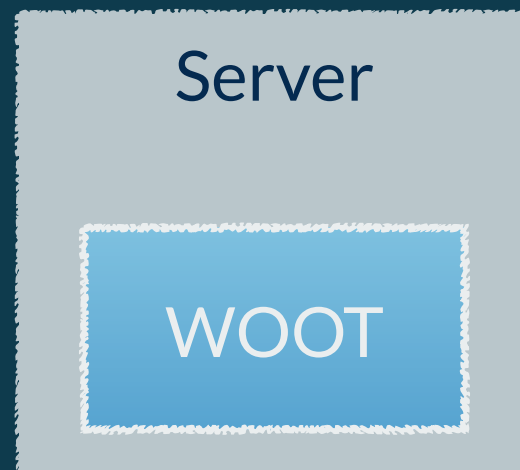
# What we want to build



# What we want to build







Browser

Editor UI



WOOT



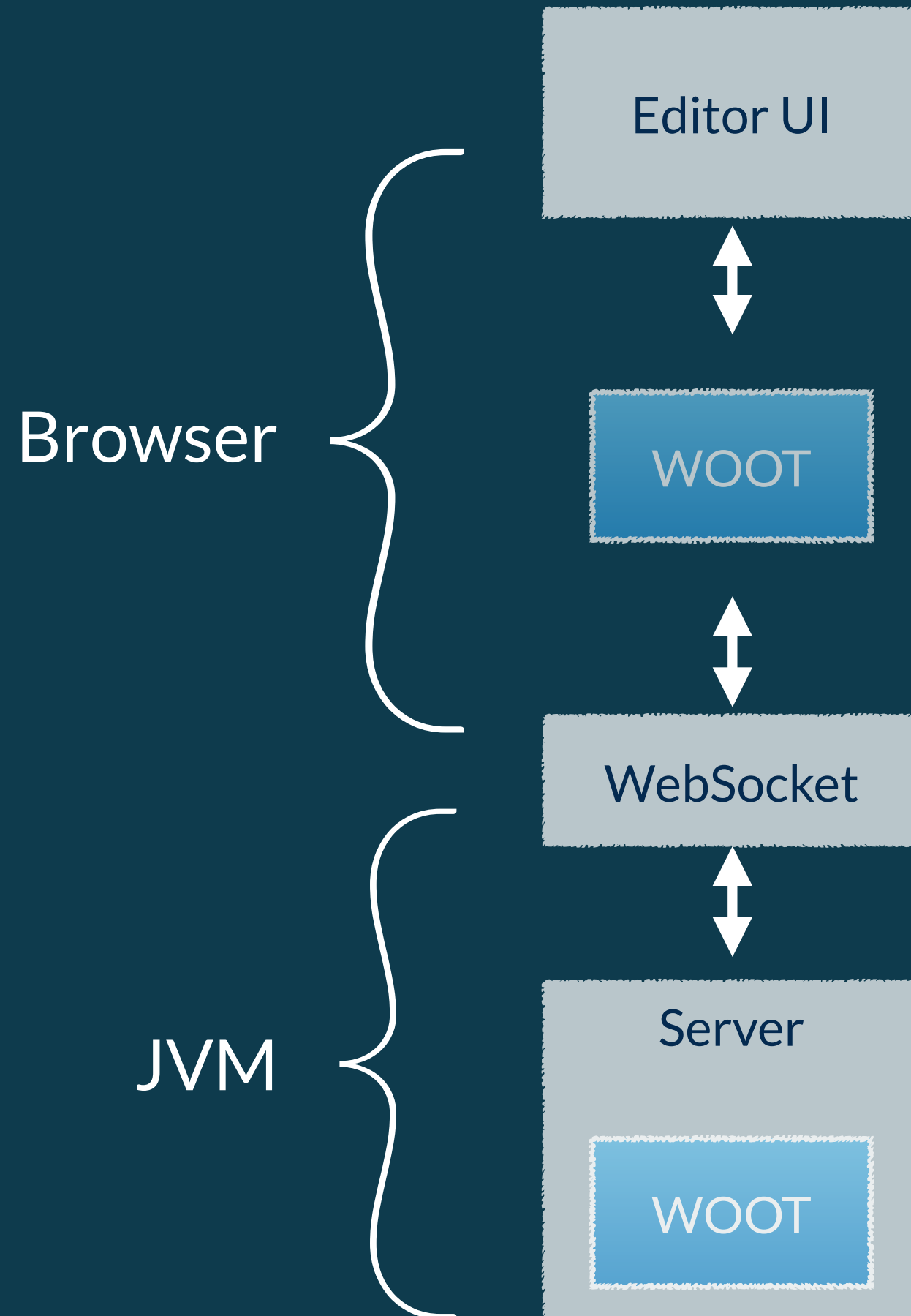
WebSocket

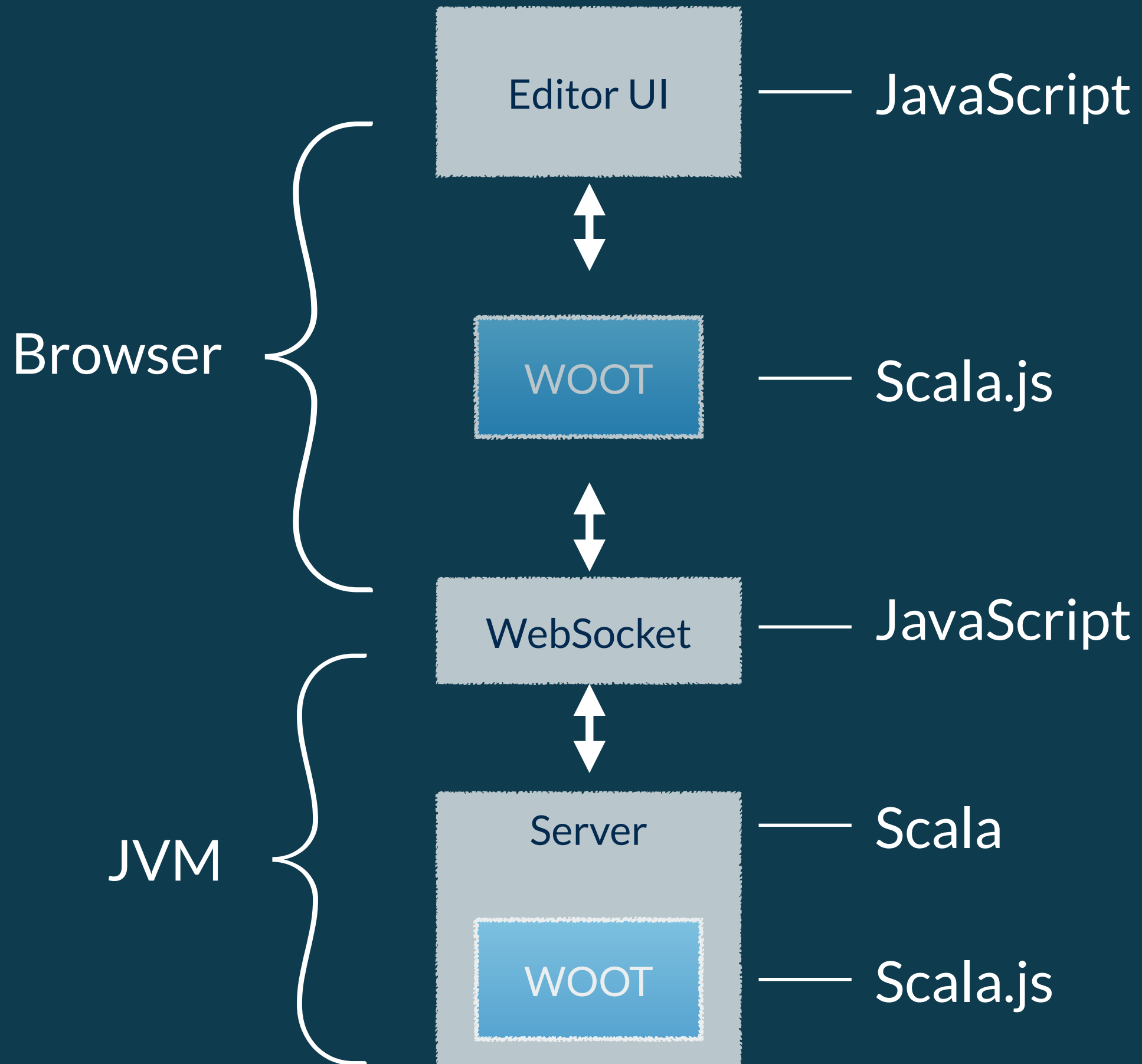


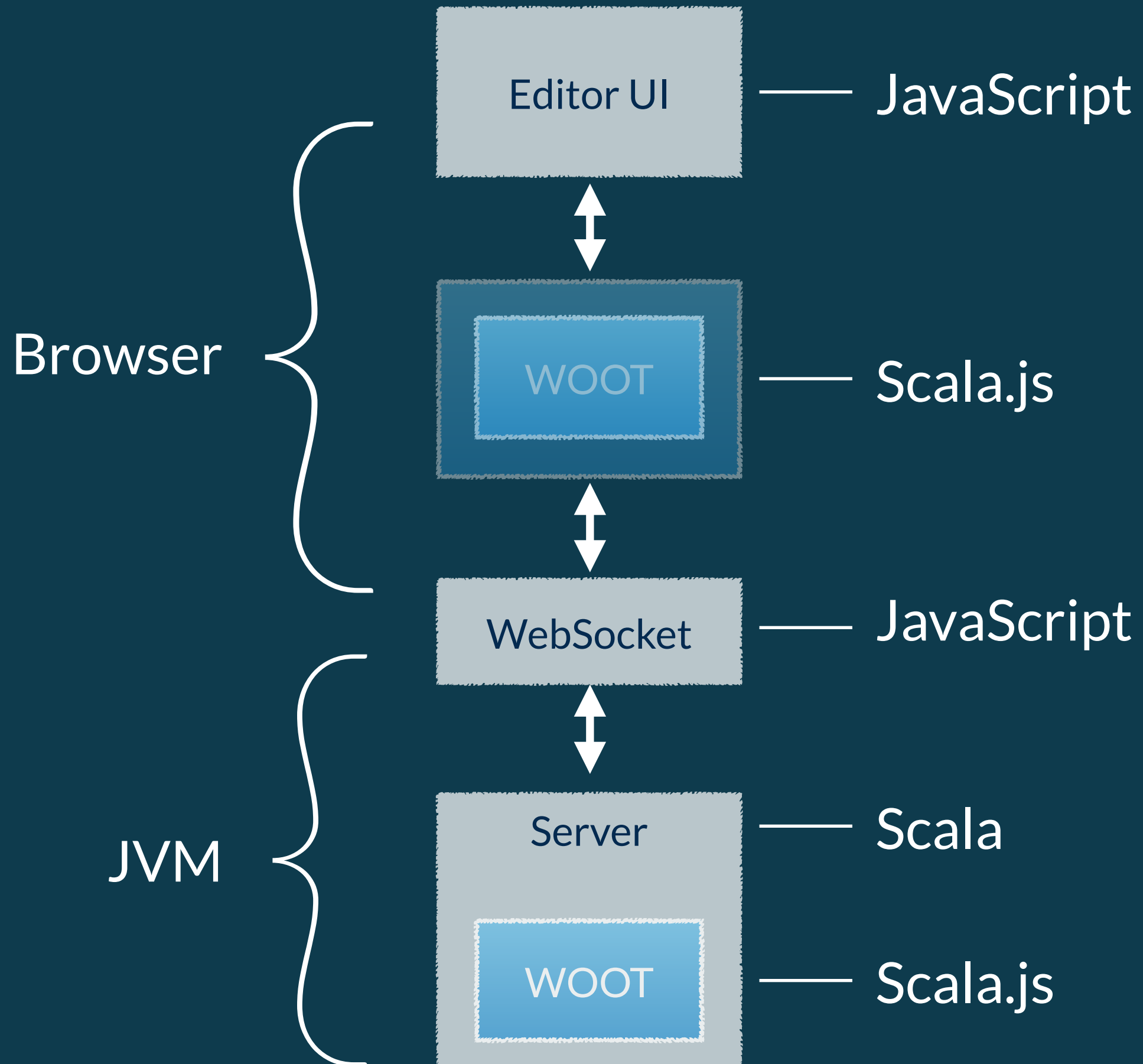
Server

WOOT

JVM







Editor UI

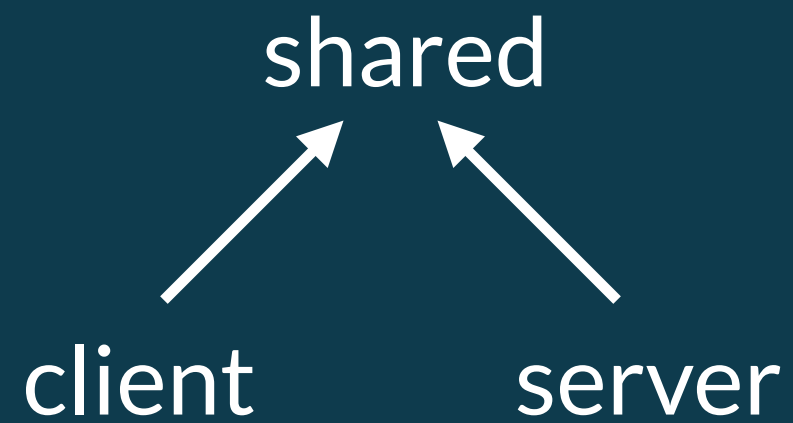
Client Wrapper

WOOT

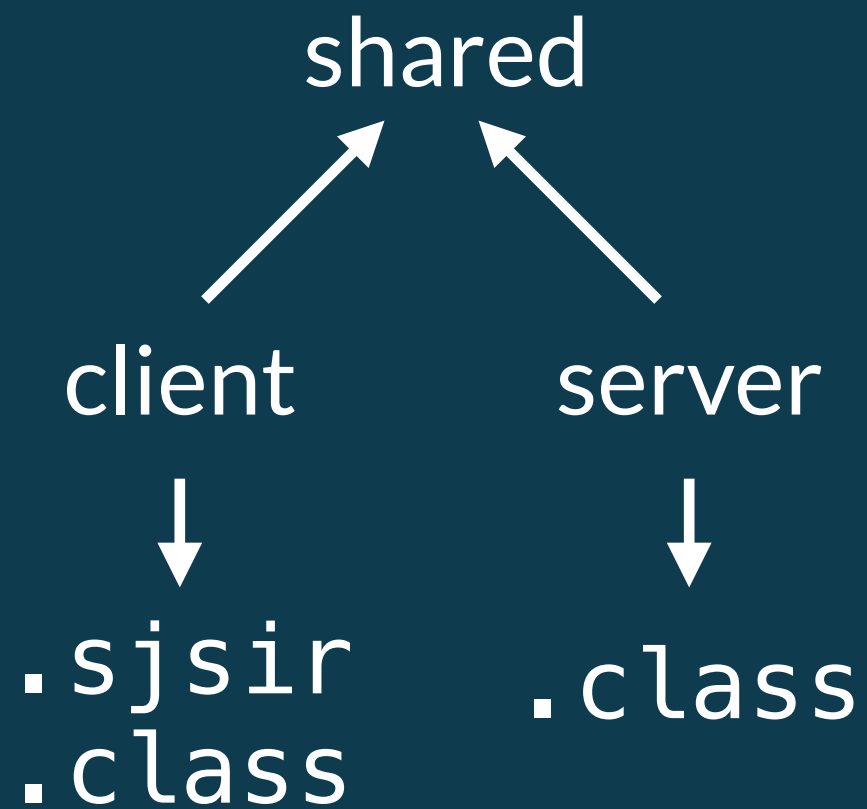
WebSocket

Server

# build.sbt

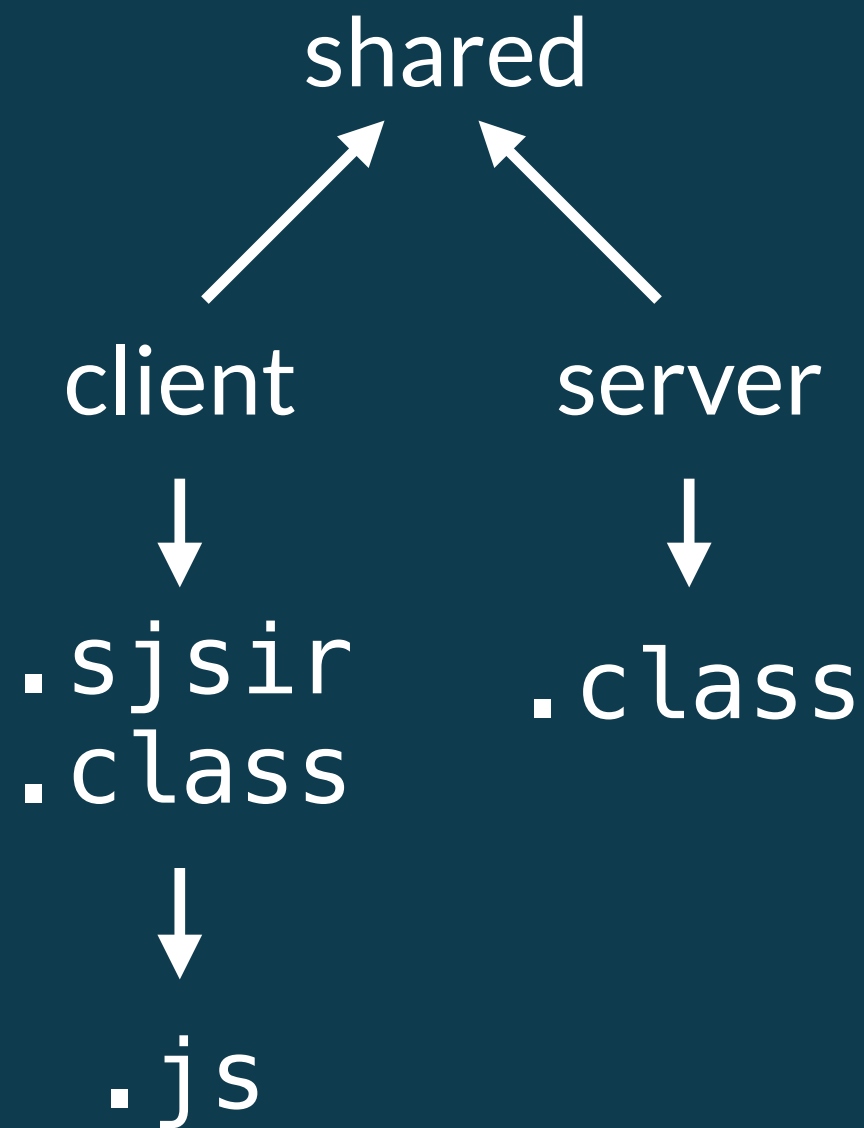


# build.sbt



> compile

# build.sbt



> compile

> fastOptJS



# build.sbt



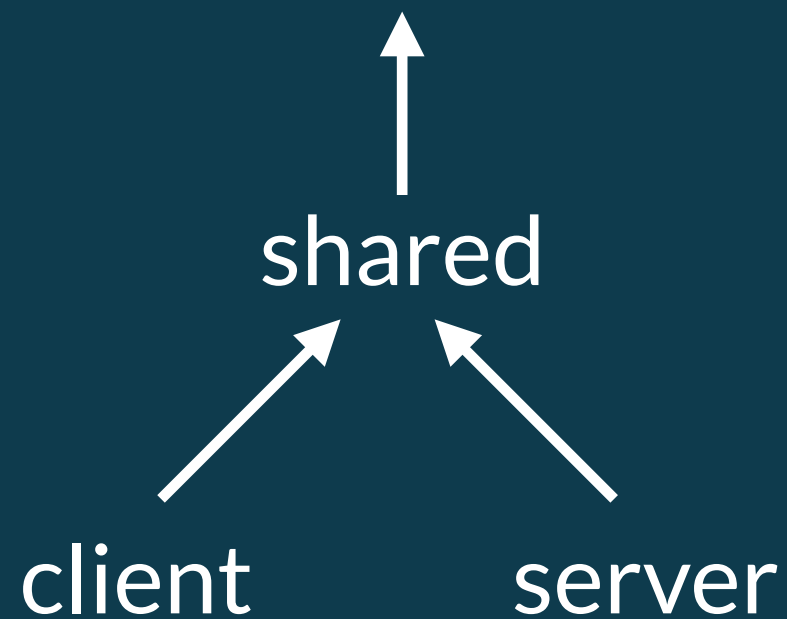
> compile

> fastOptJS

> fullOptJS

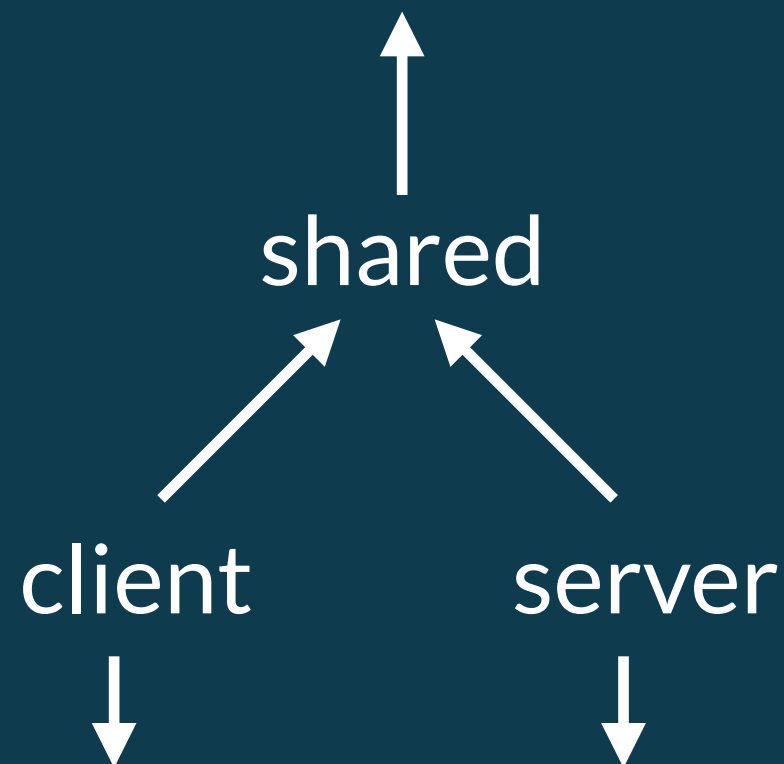
# ScalaCheck

```
"org.scalacheck" %%% "scalacheck" % "1.12.2" % "test"
```



# ScalaCheck

```
"org.scalacheck" %%% "scalacheck" % "1.12.2" % "test"
```



> test

```
[info] + Local insert preserves original text: OK, passed 250 tests.  
[info] + Insert order is irrelevant: OK, passed 250 tests.  
[info] + Inserting produces consistent text: OK, passed 250 tests.  
[info] + Insert is idempotent: OK, passed 250 tests.  
      ⋮
```



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

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

```
// Scala
import scala.scalajs.js
import js.annotation.JSEExport

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

// HTML + JavaScript
<script src="client-fastopt.js">
<script>
    var char = new WChar(...)
</script>
```

# 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?

Semantics = Scala



# There are differences

# There are differences

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
```

# 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
```

```
import upickle._
```

```
// Produce JSON  
val op: Operation = ???  
val json = write(op)
```

# 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
```

```
import upickle._
```

```
// Produce JSON
```

```
val op: Operation = ???
```

```
val json = write(op)
```

```
// Consume JSON
```

```
Try(read[Operation](json)).map( op => ...)
```

# 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")

// DANGER! Run away.
// Unsafe access to Ace's API
val ace = js.Dynamic.global.ace

ace.edit("editor")
  .getSession()
  .getDocument()
  .setValue("We have control")

// Risk JS Uncaught type error
```

# Effecting the DOM

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

# Effecting the DOM

```
// JavaScript
var updateEditor = function(s, 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]) {

    var doc = WString.empty()

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

}
```

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

```
    // JavaScript  
    var updateEditor = function(s, isVisible) {...
```

```
}
```



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

  var doc = WString.empty()

  @JSExport
  def ingest(json: Json): Unit =
    Try(read[Operation](json)).foreach(applyOperation)

  def applyOperation(op: Operation): Unit = ???

}
```

```

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

  var doc = WString.empty()

  @JSImport
  def ingest(json: Json): Unit =
    Try(read[Operation](json)).foreach(applyOperation)

  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)
    }
  }
}

```

```

def integrate(op: Operation): (Vector[Operation], WString) = op match {
  // - Don't insert the same ID twice:
  case InsertOp(c, _) if chars.exists(_.id == c.id) => (Vector.empty, this)

  // - Insert can go ahead if the next & prev exist:
  case InsertOp(c, _) if canIntegrate(op) =>
    val (ops, doc) = integrate(c, c.prev, c.next).dequeue()
    (op +: ops, doc)

  // - We can delete any char that exists:
  case DeleteOp(c, _) if canIntegrate(op) => (Vector(op), hide(c))

  // - Anything else goes onto the queue for another time:
  case _ => (Vector.empty, enqueue(op))
}

@scala.annotation.tailrec
private def integrate(c: WChar, before: Id, after: Id): WString = {
  // Looking at all the characters between the previous and next positions:
  subseq(before, after) match {
    // - when there's no option about where to insert, perform the insert
    case Vector() => ins(c, index0f(after))

    // - when there's a choice, locate an insert point based on `Id.<`
    case search: Vector[WChar] =>
      val L: Vector[Id] = before +: trim(search).map(_.id) :+ after
      val i = math.max(1, math.min(L.length-1, L.takeWhile(_ < c.id).length))
      integrate(c, L(i-1), L(i))
  }
}

```

# 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 ✓

# github.com/d6y/wootjs

WOOT model for Scala and JavaScript via Scala.js — Edit

61 commits 1 branch 0 releases 2 contributors

branch: master wootjs / +

Add revolved for Blaze reloading; upgrades to Scala.js 0.6.3

d6y authored a day ago latest commit 01570be088

client/src/main/scala/client	Whitespace	28 days ago
docs	Improve documentaiton.	a month ago
project	Add revolved for Blaze reloading; upgrades to Scala.js 0.6.3	a day ago
server/src/main	Simplify server message handling	28 days ago
woot-model/src	Move useful function built for tests into WString	28 days ago
.gitignore	adding gitignore	a month ago
README.md	Add link to Depending on Libraries page	2 days ago
build.sbt	Add revolved for Blaze reloading; upgrades to Scala.js 0.6.3	a day ago

README.md

## WOOT with Scala.js

# github.com/d6y/wootjs

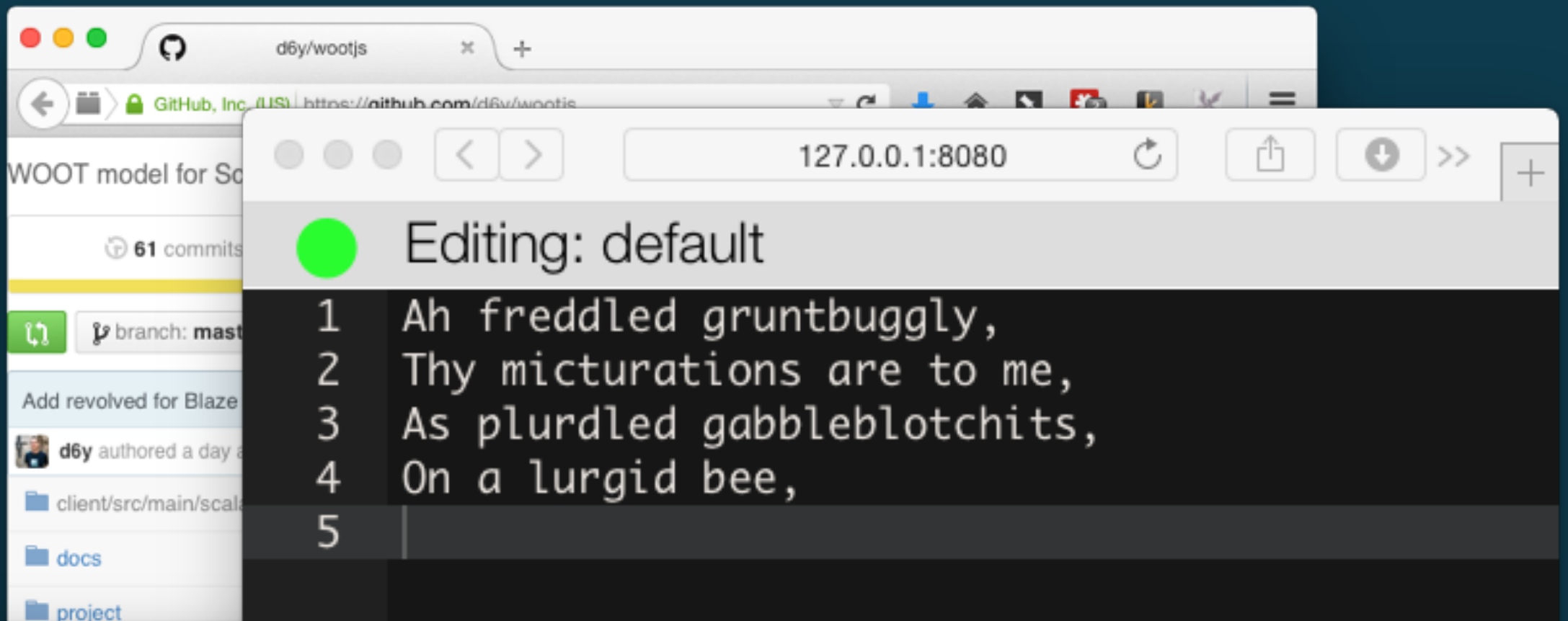
The image shows a GitHub repository page for `d6y/wootjs` and a terminal window. The repository page displays the following information:

- WOOT model for Scala and JavaScript via Scala.js — Edit
- 61 commits, 1 branch, 0 releases, 2 contributors
- branch: master, wootjs / +
- Commit history:
  - Add revolved for Blaze reloading; upgrades to Scala.js 0.6.3 (latest commit 01570be088)
  - client/src/main/scala/client Whitespace (28 days ago)
  - docs Improve documentaiton. (a month ago)
  - project Add revolved for Blaze reloading; upgrades to Scala.js 0.6.3 (a day ago)

The terminal window shows the following commands and output:

```
3. bash
~$ git clone https://github.com/d6y/wootjs
~$ cd wootjs
wootjs (master)$ sbt "project server" run
[info] Compiling 2 Scala sources to ...
[info] Fast optimizing woot-client-fastopt.js
2015-05-13 WootServer - Starting Http4s-blaze
```

# github.com/d6y/wootjs



```
~$ git clone https://
~$ cd wootjs
wootjs (master)$ sbt
[info] Compiling 2 S
[info] Fast optimizi
2015-05-13 WootServer - Starting Http4s-blaze
```

# Benefits?

IDE support

Single language

Write once, run both places



“It’s the types,  
stupid”

Make Change Easier

# Two Ideas

Gradually introduce Scala.js  
to an existing code base

Distributed data types are  
fun & a great fit with Scala.js

# Thanks!

Richard Dallaway, @d6y

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



underscore.io