



# St. Louis Clojure

## ClojureScript Introduction

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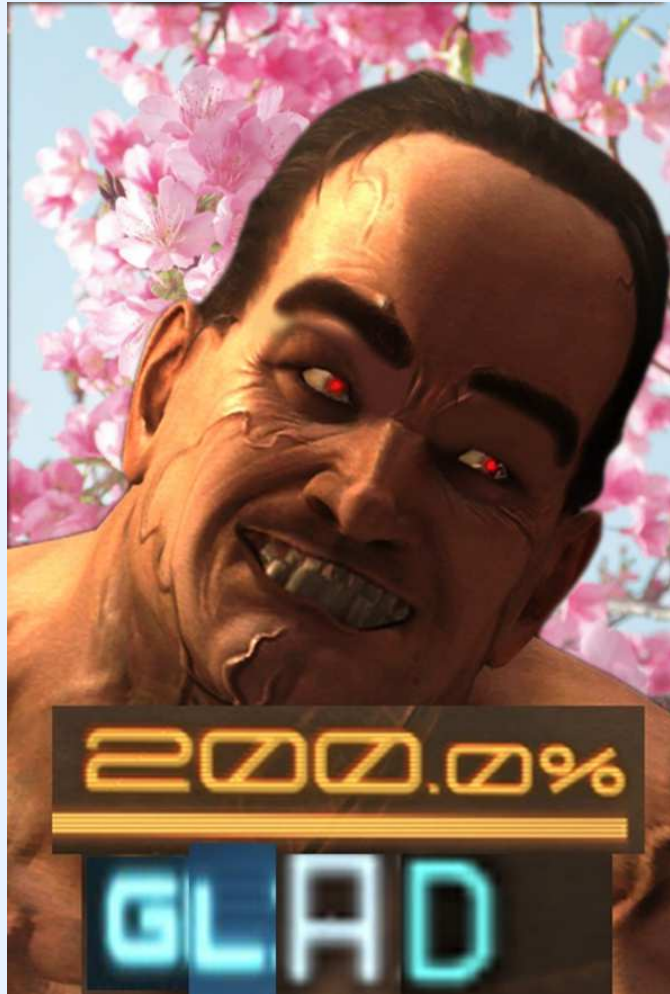
# Why ClojureScript?

Have you ever seen JavaScript?



# Why ClojureScript?

Have you ever seen Clojure?



## How I'm going to do stuff.

- I'm using Leiningen for the projects:  
<http://leiningen.org/>
- I'm using cljs-kickoff to template the project:  
<https://github.com/konrad-garus/cljs-kickoff>
- That uses lein-cljsbuild:  
<https://github.com/emezeske/lein-cljsbuild>
- And also lein-ring:  
<https://github.com/weavejester/lein-ring>

## ClojureScript History

**1958** LISP

**1969** ARPANET

**1984** Common Lisp

**1990** WWW

**1994** Netscape Navigator

**1995** JavaScript

**2007** Clojure

**2012?** ClojureScript

## cljs-kickoff

There is some real work to standing up the file structure for any Clojure project, and ClojureScript is no exception. That's where `cljs-kickoff`<sup>a</sup> comes in: it sets up a minimal Leiningen template for ClojureScript with `lein-cljsbuild`.

```
$ lein new cljs-kickoff hello-world
```

---

<sup>a</sup><https://github.com/konrad-garus/cljs-kickoff>

## cljs-kickoff

```
hello-world
├── project.clj
├── resources
│   ├── public
│   │   ├── css
│   │   │   └── page.css
│   │   └── help.html
└── src
    ├── cljs
    │   ├── hello_world
    │   │   └── server.clj
    └── clj
        ├── hello_world
        │   └── client.cljs
```

## lein-cljsbuild

Your beautiful ClojureScript code needs to be “*compiled*” (air quotes) into ugly JavaScript to actually work, and you can use `lein-cljsbuild`<sup>a</sup> does that for you automatically whenever you change a relevant file.

*On a dedicated shell session:*

```
$ lein cljsbuild auto
```

---

<sup>a</sup><https://github.com/emezeske/lein-cljsbuild>



## lein-ring

You will want a simple web server to put up your Clojure-Script, and you probably want it in Clojure. Ring<sup>a</sup> is a popular one, loosely similar in approach to Ruby's Rack, and lein-ring<sup>b</sup> provides a lot of nice Leiningen shortcuts for Ring.

*On a dedicated shell session:*

```
$ lein ring server
```

---

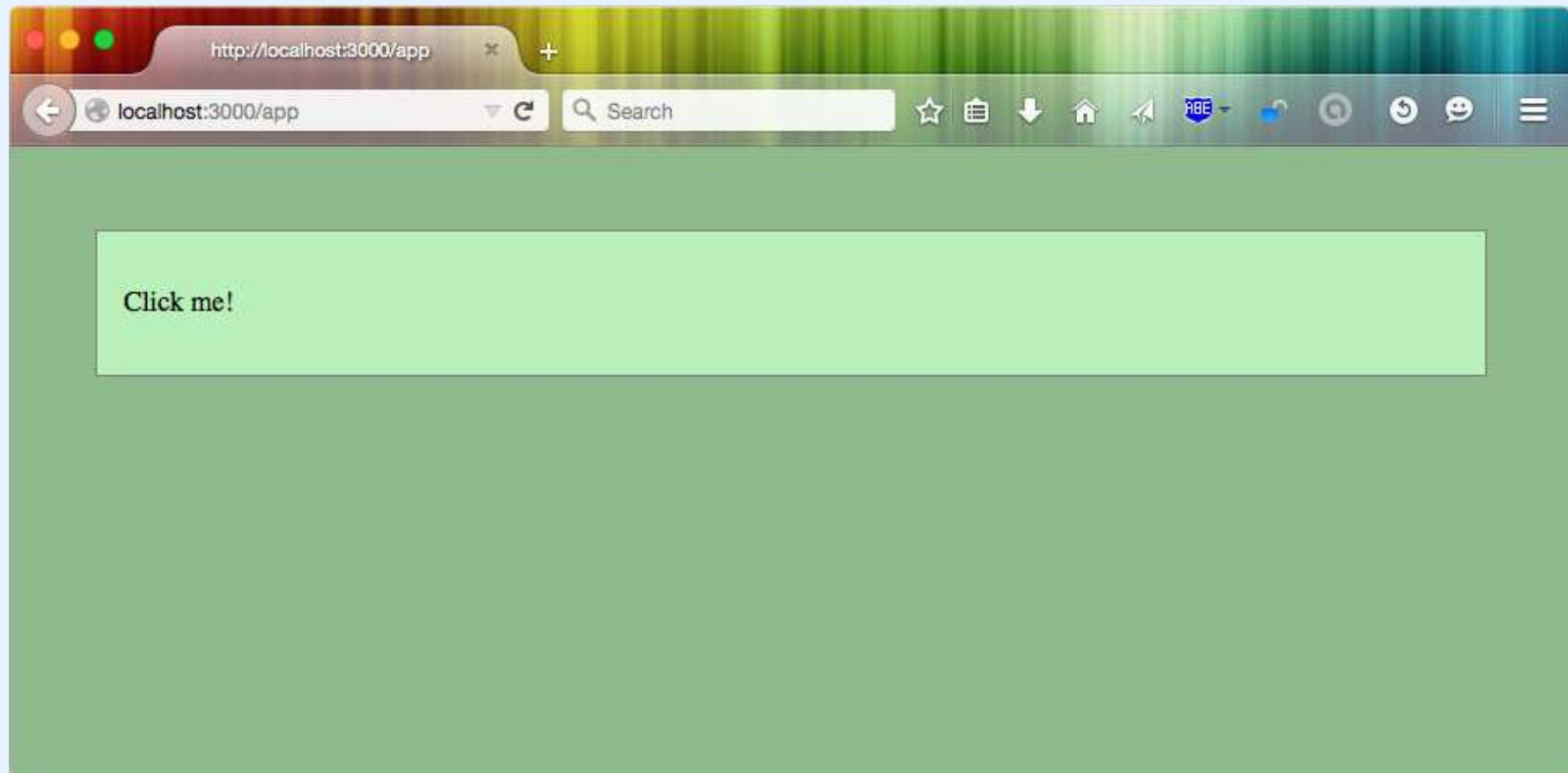
<sup>a</sup><https://github.com/ring-clojure/ring>

<sup>b</sup><https://github.com/weavejester/lein-ring>

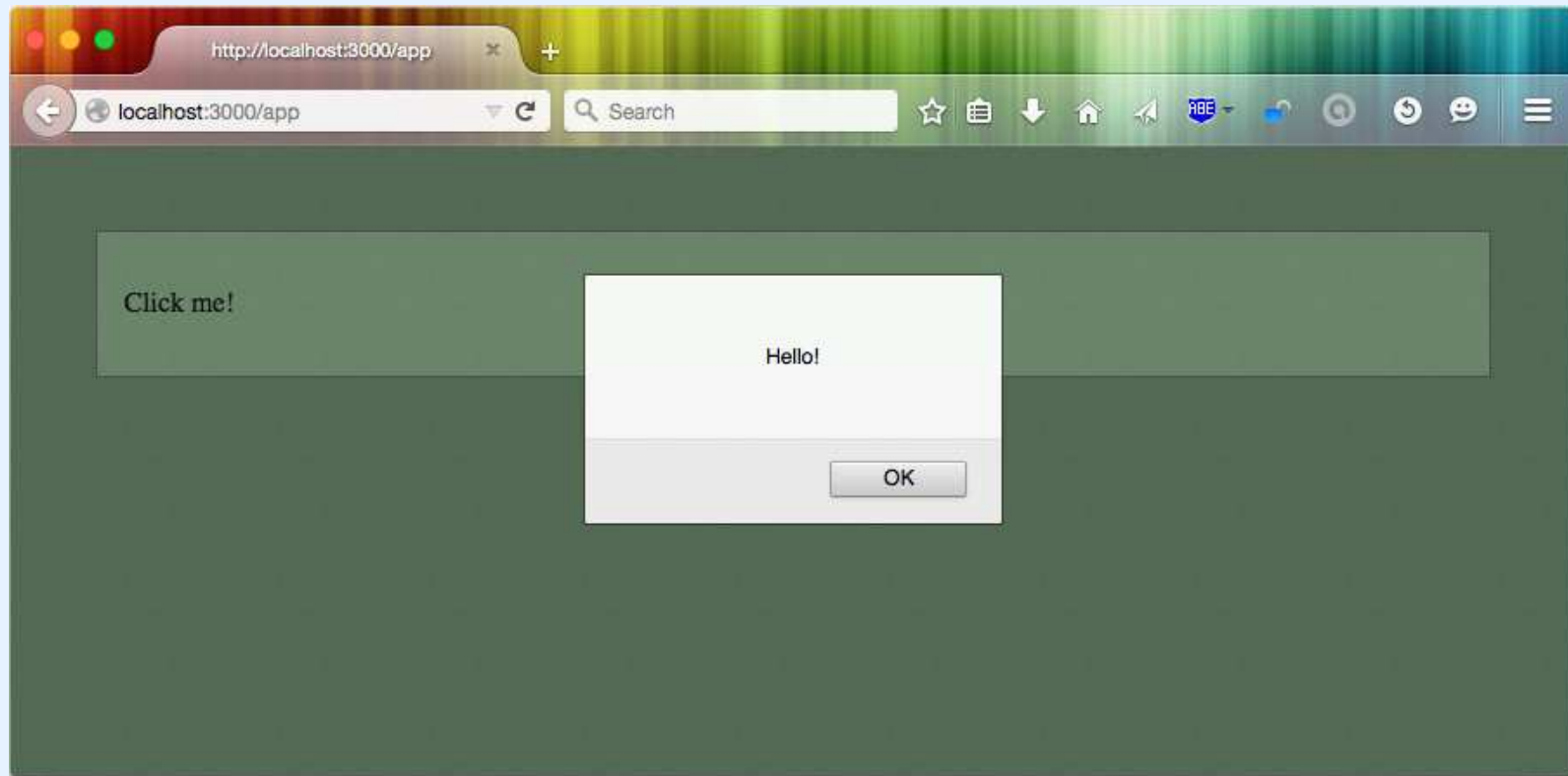
# Hello, World!



# Hello, World!



# Hello, World!



## project.clj: Dependencies

```
1 (defproject hello-world "0.1.0-SNAPSHOT"  
2   ;; ...  
3   :dependencies [[org.clojure/clojure "1.5.1"]  
4                 [org.clojure/clojurescript "0.0-2156"]  
5                 [ring "1.2.1"]]  
6   ;; ...  
7   )
```

## project.clj: Plugins

```
1 (defproject hello-world "0.1.0-SNAPSHOT"  
2   ;; ...  
3   :plugins [[lein-cljsbuild "1.0.2"]  
4             [lein-ring "0.8.10"]]  
5   ;; ...  
6   )
```

## project.clj: ClojureScript Build

```
1 (defproject hello-world "0.1.0-SNAPSHOT"
2   ;; ...
3   :hooks [leiningen.cljsbuild]
4   :source-paths ["src/clj"]
5   :cljsbuild {
6     :builds {
7       :main {
8         :source-paths ["src/cljs"]
9         :compiler {:output-to "resources/public/js/cljs.js"
10                    :optimizations :simple
11                    :pretty-print true}
12         :jar true}}}}
13   ;; ...
14 )
```

## project.clj: Ring Server

```
1 (defproject hello-world "0.1.0-SNAPSHOT"  
2   ;; ...  
3   :main hello-world.server  
4   :ring {:handler hello-world.server/app})
```



src/clj/hello\_world/server.clj

This is pretty boring, a really simple server with a single static page. The most important part is the `script` directive.

```
1 (defn render-app []
2   {:status 200
3    :headers {"Content-Type" "text/html"}
4    :body
5     (str "<!DOCTYPE_html>"
6         ;; ...
7         "<p_id=\"clickable\">Click_me!</p>"
8         ;; ...
9         "<script_src=\"js/cljs.js\"></script>"
10        ;; ...
11        )})
```

src/cljs/hello\_world/client.cljs

```
1 (ns hello-clojurescript)
2
3 (defn handle-click []
4   (js/alert "Hello!"))
5
6 (def clickable (.getElementById js/document "clickable"))
7 (.addEventListener clickable "click" handle-click)
```

# ClojureScript is Clojure!

ClojureScript is great! Everything you can do in Clojure, you can do in ClojureScript!<sup>a</sup>

```
1 (+ 1 2 3)
2
3 (defn add2 [x]
4   (+ x 2))
5
6 (def foo 42)
7
8 (defn average [x y]
9   (/ (+ x y)
10      2))
11
12 (map + [1 2 3]
13        [4 5 6])
```

---

<sup>a</sup>Except for when you can't.

## You Can Get to JavaScript if You Need It

Just like Java is hiding just under the covers of Clojure, you have JavaScript hiding just under the covers of ClojureScript. You can easily get to anything in JavaScript from ClojureScript.

```
1 ;; console.log("hi!")
2 (.log js/console "hi!")
3 ;; document.getElementById("clickable")
4 (.getElementById js/document "clickable")
```

# ClojureScript Web REPL

There is an online ClojureScript REPL at [clojurescript.net](http://clojurescript.net).

## CLOJURESCRIPT.NET


ClojureScript Web REPL

**NOTE:** This is not an official Clojure/ClojureScript project/site. In addition the code is based on a Nov 2012 fork of ClojureScript so it is quite out of date. If you are interested in seeing something more official and recent, please refer to: [Bootstrapping the Compiler](#).

```
ClojureScript-in-ClojureScript Web REPL
cljs.user=> (+ 1 2)
3
cljs.user=> (.log js/console "hi!")

cljs.user=> (def x 42)
42
cljs.user=> js/x
#<ReferenceError: x is not defined> at line 1
cljs.user=> █
```

[Show file editor](#)

[View source on Github](#) 

## Calling JavaScript Methods

You can easily call methods on JavaScript objects from ClojureScript.

```
1 ;; Basic form
2 (.the-method target-object args ...)
3 ;; document.getElementById("clickable")
4 (def clickable (.getElementById js/document "clickable"))
5 ;; clickable.addEventListener("click", handle-click)
6 (.addEventListener clickable "click" handle-click)
```

## Accessing JavaScript Properties

You can easily access the properties of JavaScript objects from ClojureScript.

```
1 ;; Basic form
2 (.-property target-object -property)
3 ;; document.title
4 (.-title js/document) ; => "Some String"
```

## Setting JavaScript Properties

You can easily set the properties of JavaScript objects from ClojureScript.

```
1 ;; Basic form
2 (set! (.-property target-object) new-value)
3 ;; document.title = "Hi There"
4 (set! (.-title js/document) "Hi□There")
```



## Direct JavaScript

JavaScript has an `eval` function, and we can get to it from ClojureScript.

```
1 (js/eval "2+2") ; => 4
2 (js/eval "document.title=_\"Hi_there\"")
3 (js/eval "x=_123")
4 js/x ; => 123
5 (js/eval "Math.random()") ; => 0.9831978017934505
6 (rand) ; You would probably do this instead.
```

# Using External JavaScript Libraries

You can easily use existing JavaScript libraries from ClojureScript.

## I'M CHANGING YOUR STUFF!

ClojureScript Web REPL

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```
ClojureScript-in-ClojureScript Web REPL  
cljs.user=> (.text (js/jquery "#title") "I'm changing your stuff!")  
#<[object Object]>  
cljs.user=> █
```

[Show file editor](#)

[View source on Github](#) 

## ClojureScript REPL in Emacs

A web REPL is nice, but to do real work I need a real REPL in a real text editor<sup>a</sup>. We can use the Austin<sup>b</sup> plugin for this. Add the following to your `project.clj`<sup>c</sup> file:

```
1 :profiles {:dev {:plugins [[com.cemerick/austin "0.1.6"]]]}}
```

Then run `lein repl` (or the nREPL inside of Emacs) in the project and launch:

```
1 (cemerick.austin.repls/exec)
```

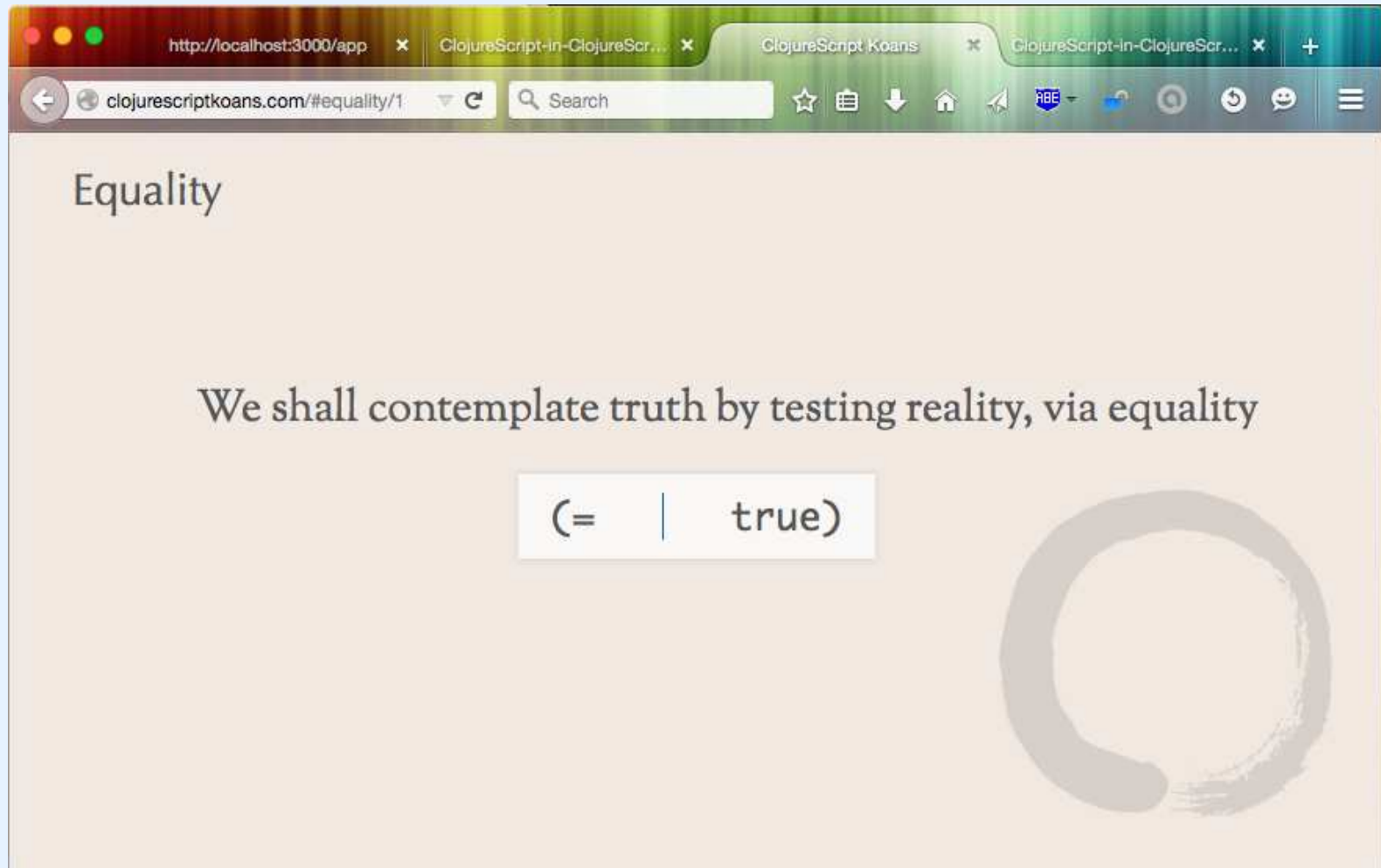
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<sup>a</sup>That means Emacs or Vim, and since this is a Lisp, Emacs thanks to nepotism.

<sup>b</sup><https://github.com/cemerick/austin>

<sup>c</sup>An example working project is in the Austin repo. The versions from `cljs-kickoff` don't seem to play well with Austin.

# ClojureScript Koans: [clojurescriptkoans.com](http://clojurescriptkoans.com)



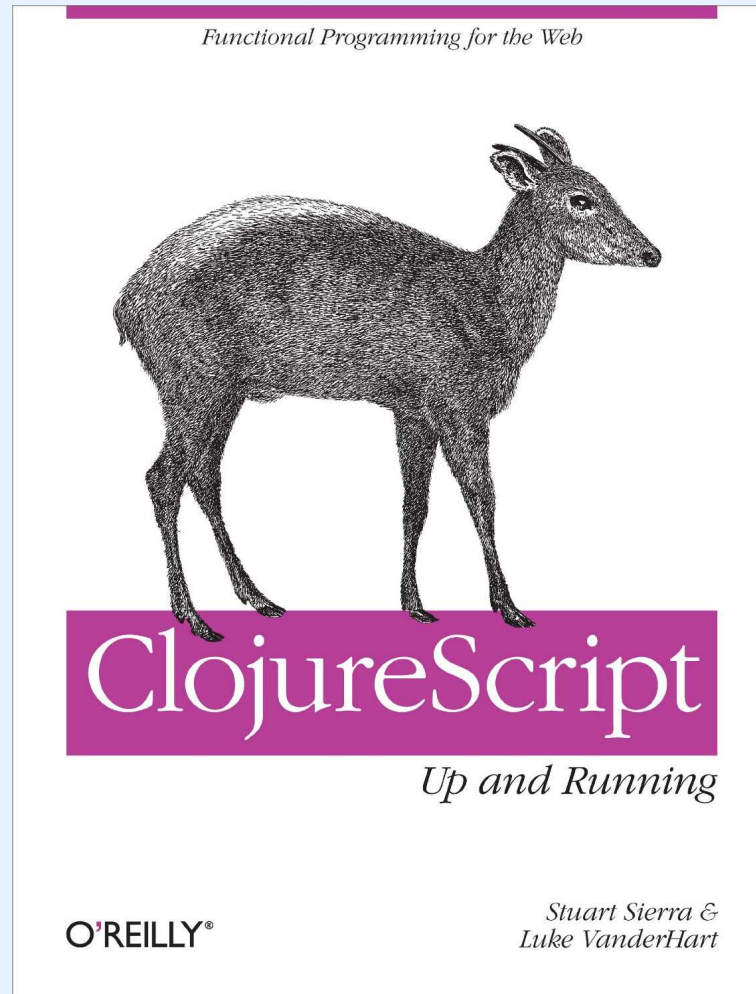
## Modern ClojureScript

A really nice set of tutorials is *Modern ClojureScript*, available at:

`https://github.com/magomimmo/modern-cljs`

# ClojureScript: Up and Running

This seems to be the only book out there, from 2012.



*Questions?*