

Brief Overview by Francis Joanis

#### What is Elixir?

- New functional programming language
- Built using Erlang
- Runs on top of Erlang VM
  - Interacts with Erlang
- Feels more like Ruby than Erlang

## Why Elixir?

- Syntax can be less intimidating than Erlang
- Leverage all of Erlang's strengths
  - Processes, Pattern Matching, Immutability, ...
- Easier, more flexible meta-programming
  - Build DSLs easily (like Ruby)
- Supports polymorphism
- Variables can be re-bound

#### Hello World

\$ cat Hello.exs

IO.puts "Hello World"

\$ elixir Hello.exs

Hello World

## Data Types

- They are pretty much like Erlang's
  - Integer, Float
  - Atom
  - Tuple
  - List
  - Bitstring
  - Binary
  - Record

## Hello World, Shell

```
$ iex
```

Interactive Elixir (0.9.2.dev) - press Ctrl+C to exit (type h() ENTER for help)

iex(1)> IO.puts "Hello World"

Hello World

:ok

iex(2)>

#### Tools

- Elixir has its own tools similar to Erlang's
  - iex shell (like erl)
  - mix build tool (like rebar)
  - ExUnit unit test lib (like eunit)

#### Modules

```
defmodule HelloWorld do

def say_hello() do

IO.puts "Hello World"

end

end
```

## Pattern Matching

```
def say_hello("Bill") do
 IO.puts "Hi Bill!"
end
def say_hello(name) do
 IO.puts "Hello" <> name
end
```

## Pattern Matching

```
def first([head|_]) do
   IO.puts "First: " <> head
end
```

## Regular Expressions

```
def regex(name) do
 if Regex.run(%r/jim/i, name) do
   IO.puts "Jim was found"
 else
   IO.puts "Jim not found"
 end
end
```

#### Protocols

- Protocols are used to implement polymorphism
- Act on native types

#### Protocols

```
defprotocol K9 do
 @doc "Returns whether it barks or not"
 def barks?(kind)
end
defimpl K9, for: BitString do
 def barks?("Dog") do
   true
 end
 def barks?(_) do
   false
 end
end
IO.puts K9.barks?("Cat") # false
IO.puts K9.barks?("Dog") # true
```

# Processes and Messages

- Elixir has the same semantics for spawning processes and passing messages as Erlang
- In fact... it is the same as Erlang
  - Elixir is implemented in Erlang
  - Compiles to Erlang bytecode
  - A lot of code/concepts are I:I

## Interacting with Erlang

todo

### More info

• <a href="http://elixir-lang.org">http://elixir-lang.org</a>