

Elm: Signals, Mailboxes & Ports

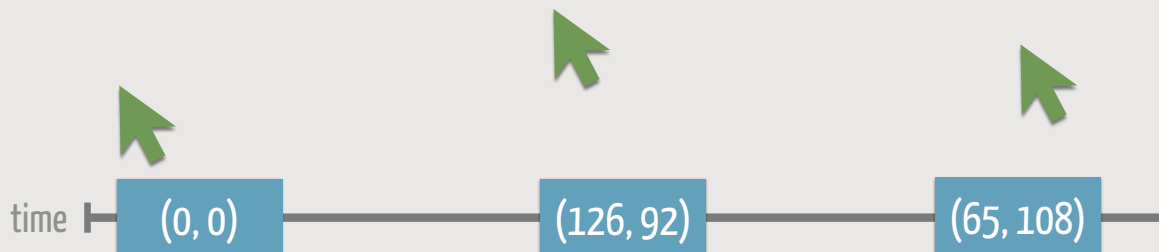
Cheat Sheets

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Mouse Position Signal

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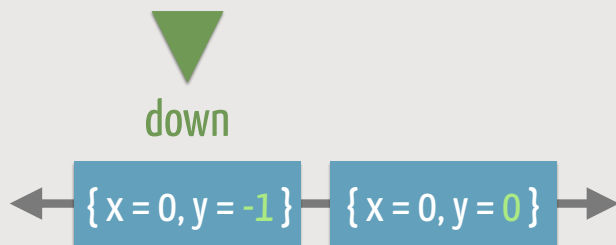
`Mouse.position` : Signal (Int, Int)



Keyboard Arrow Signal

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`Keyboard.arrows` : `Signal { x : Int, y : Int }`



right ▶ { x = 1, y = 0 }

left ◀ { x = -1, y = 0 }

up ▲ { x = 0, y = 1 }

down ▼ { x = 0, y = -1 }

Mapping Window Signals

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`Window.dimensions`



`windowArea` = `Signal.map area Window.dimensions`

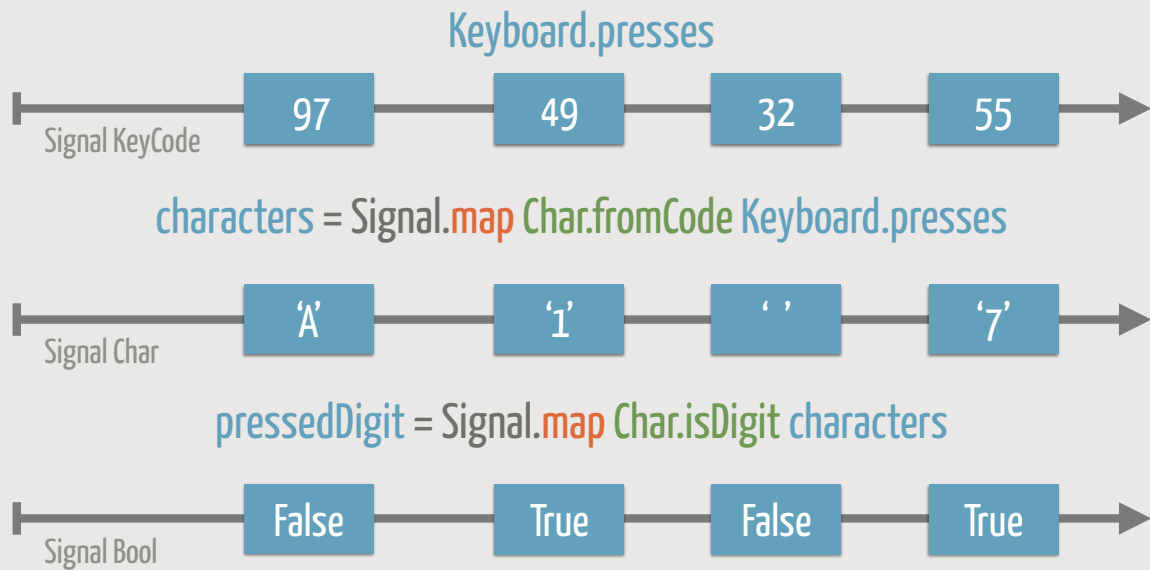


`main` = `Signal.map show windowArea`



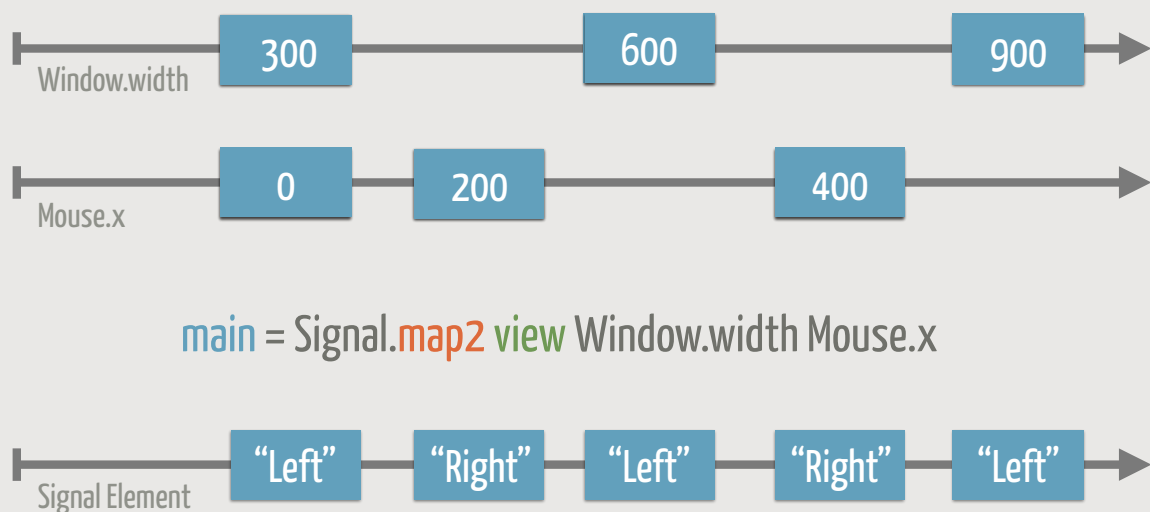
Mapping Keypress Signals

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Combining Two Signals

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Sampling Signals

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`Signal.sampleOn` `Mouse.clicks` `Mouse.position`



Filtering Keypresses

`characters` = `Signal.map` `Char.fromCode` `Keyboard.presses`



`numbers` = `Signal.filter` `Char.isDigit` '1' `characters`



`noDups` = `Signal.dropRepeats` `numbers`



Maintaining State: Counting Keypresses

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Keyboard.presses



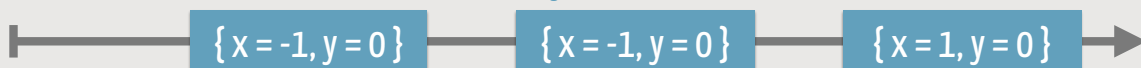
```
state = Signal.foldp (\_ count -> count + 1) 0 Keyboard.presses
```



Game Signals

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Keyboard.arrows



```
direction = Signal.map .x Keyboard.arrows
```



```
model = Signal.foldp update initialShip direction
```

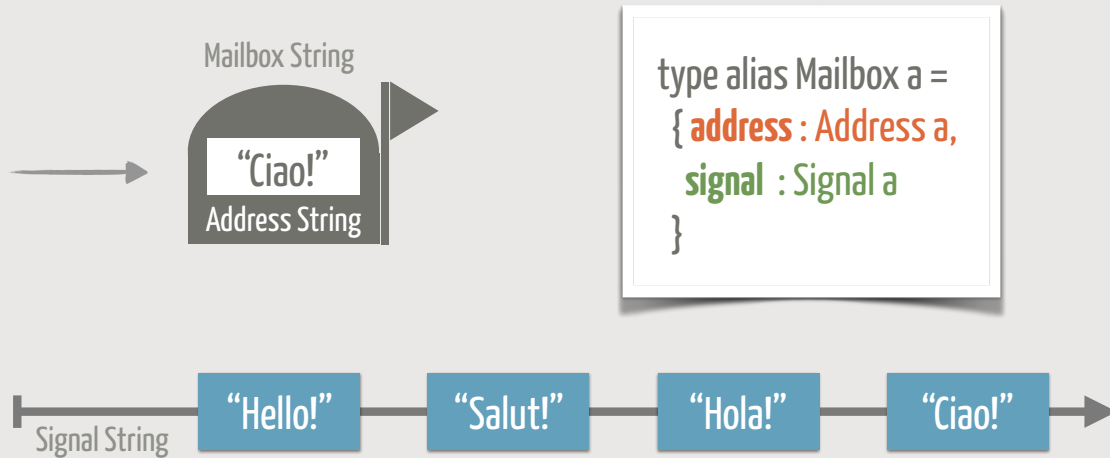


```
main = Signal.map view model
```



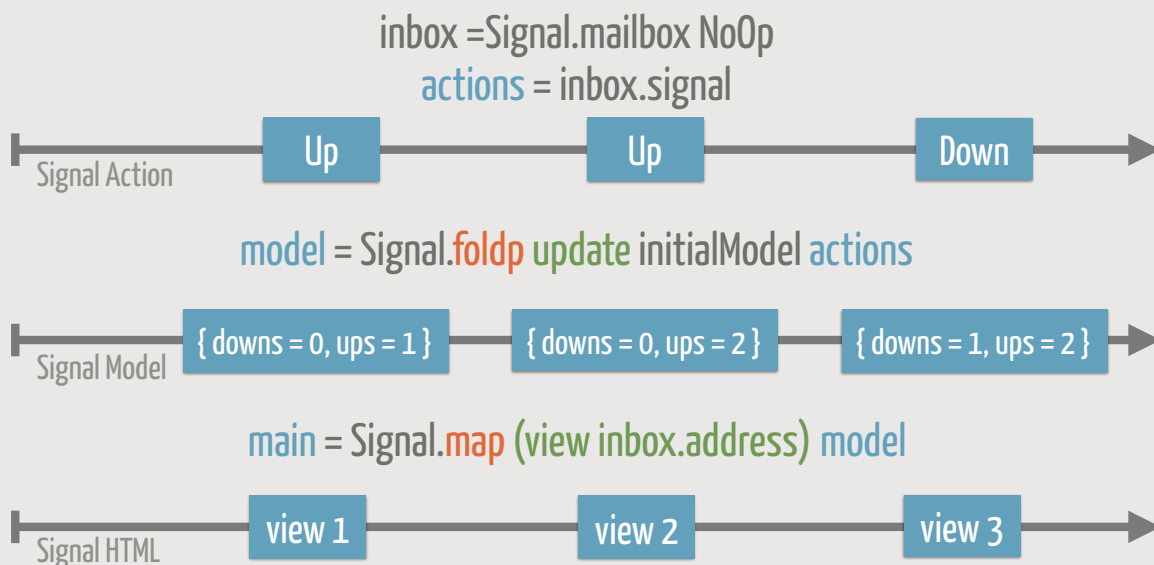
Mailboxes

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HTML App Signals

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Incoming and Outgoing Ports

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Elm Application

AddComment "Bravo!"

```
{ downs = 1,  
  ups = 3,  
  comments = [] }
```

comments

Signal String

modelChanges

Signal Model

JavaScript

"Bravo!"

```
{ downs: 1,  
  ups: 3,  
  comments: [] }
```

