Packt

Elixir: Scalable and Efficient Application Development

About This Course

The goal of this course is to help you gain an in-depth understanding of the core Elixir programming language.

You will learn to build your own Elixir applications from scratch.





What we cover

Introduction

We'll explore the origin of Elixir

Implementation

We'll learn to scaffold, build, and test projects

Learning IO

We'll learn to present complex data in a structured manner

Core programming

We'll learn the fundamentals of Elixir

Computations

We'll learn about data types and collections

Our Learning Process

Step 1

We help you understand and remember key points

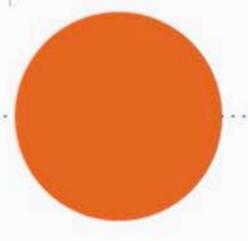
Step 2

We show you how to analyse and apply what you've seen

Step 3

We challenge you to create and build your own examples









Your Instructor Team

- Joao Goncalves is a professional software engineer with over 7 years of experience in various areas of software development.
- Kenny Ballou is a life-long learner, developer, mathematician, and overall thinker. He enjoys solving problems, learning about technologies, and discussing new and different ideas.





Course

Your specialist editor is here to help you progress through the entire course from start to finish.

You can get in touch with your editor, our expert instructors, and other active learners via the built-in **Q&A** section.

Packt>

Stay Relevant

We've carefully assembled tried-and-true technical content to deliver you the best learning experience possible.

Now it's up to you!



Elixir: Scalable and Efficient Application Development

João Gonçalves

What is Elixir?



In this video, we are going to take a look at...

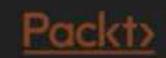
- Exploring the history of Elixir
- Discussing language characteristics
- Observing notable use cases



History of Elixir







History of Elixir

Design Goals

Compatibility Productivity Extensibility



History of Elixir





Characteristics

- General Purpose
 - o Suitable for multiple application types
- Functional
 - o Adheres mostly to the functional paradigm, but not only
- Actor Model
 - Processes are akin to Actors, encapsulating data (state), receiving, and sending messages



Characteristics

- Dynamically Typed
 - o Types are inferred in compile and run-time
- Compiled
 - o The compiler generates code that is executed by the BEAM (Erlang VM)

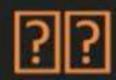


Use Cases

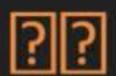




Use Cases



- General applications
- Large scale services
- Web applications



- Systems programming
- Scripting



Elixir: Scalable and Efficient Application Development

João Gonçalves

Functional Programming



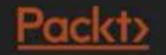
In this Video, we are going to take a look at...

- Defining functional programming
- Discussing motivation
- Exploring characteristics and traits



What is Functional Programming?

- Evaluation of expressions
- Promotes immutable state



What is Functional Programming?

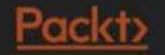
- Behaves more closely to their mathematical counterpart
- Is a first-class citizen (i.e. can be returned from functions and passed as argument)

$$f(x) \rightarrow y$$



Motivation

- Better structuring discipline
- No side-effects reduces number of bugs
- Suitable for parallelism



Characteristics

- Higher order functions:
 - o Functions as return values and as parameters to other functions

$$f(g(x)) \rightarrow z(x)$$

- Recursion:
 - o Allowing a function to call itself or looping algorithms

$$\begin{cases} f(x) \to x + f(x-1) \\ f(1) = 1 \end{cases}$$



Characteristics

- Referential Transparency:
 - Same evaluation = same outcome

$$y = f(x)$$
$$g(y,y) \Leftrightarrow g(f(x), f(x))$$



Quiz Time!

Quiz 1 | 2 Questions

Start Quiz

Skip Quiz >

Question 1:	
Choose the correct core Elixir language design goal from the follo	wing options:
Flexibility of Erlang	
Compatibility of Erlang	
Interactivity of Erlang	
Efficiency of Erlang	

Question 2:	
Which of the following are the characteristics of Elixir programming languag	e?
O to be a new formational assessment in a large reconstruction.	
It is a non-functional programming language	
It is a statically typed language	
It has the actor model programming paradigm	
It is an interpreted languages	