

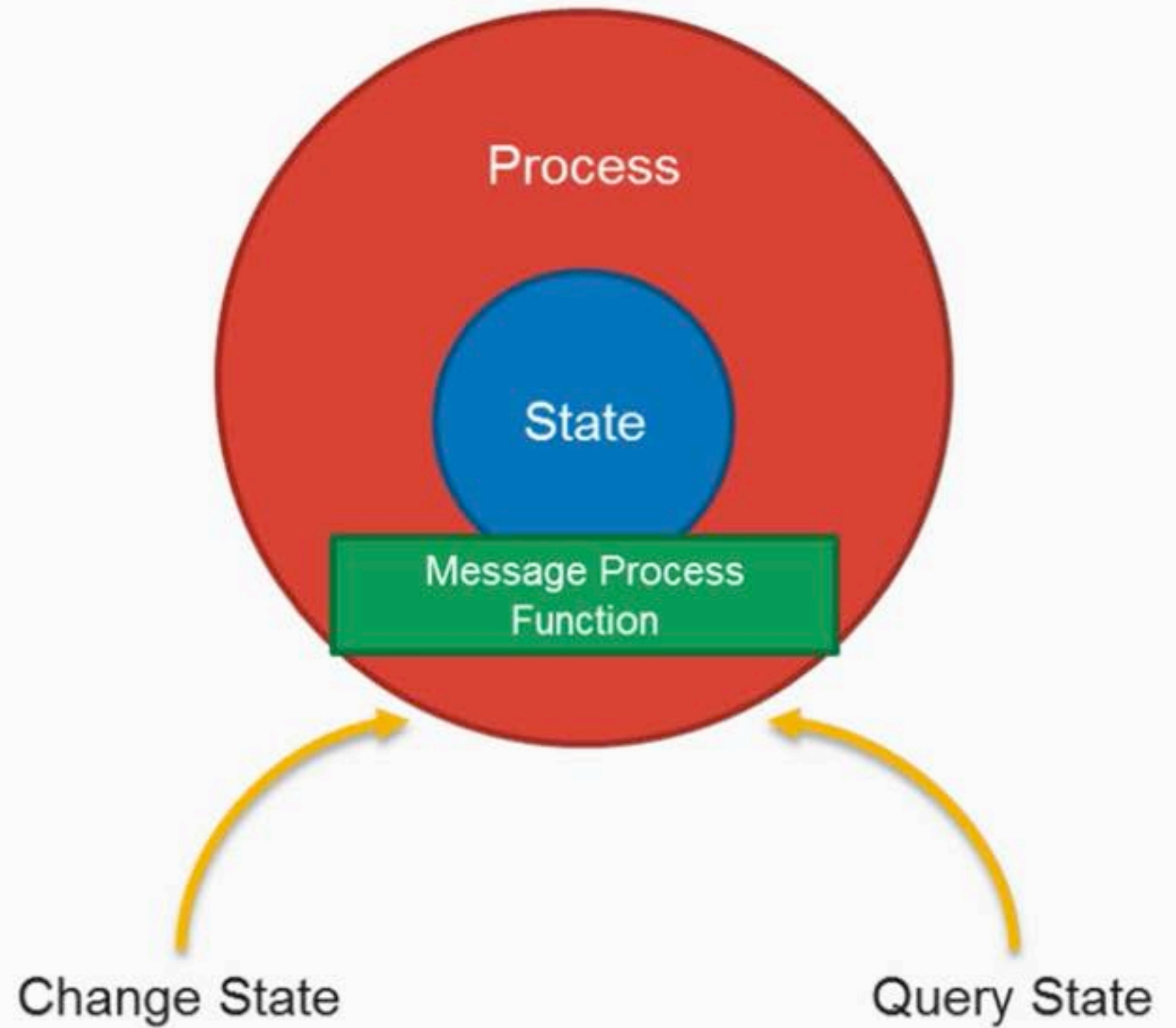
# OTP Feature Set — GenServer

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

- Generic server abstraction
- Implementing a GenServer
- Using a GenServer

# GenServer

The OTP behavior for building generic server processes.



# GenServer

```
defmodule Counter do
  use GenServer

  def start_link() do
    GenServer.start_link(__MODULE__, 0)
  end

  def inc(server, x) do
    GenServer.cast(server, {:inc, x})
  end

  def dec(server, x) do
    GenServer.cast(server, {:dec, x})
  end

  def get(server) do
    GenServer.call(server, {:get})
  end

  def handle_cast({:inc, x}, counter) do
    {:noreply, counter + x}
  end

  def handle_cast({:dec, x}, counter) do
    {:noreply, counter - x}
  end

  def handle_call({:get}, _from, counter) do
    {:reply, counter, counter}
  end
end
```

# GenServer

```
defmodule Counter do
  use GenServer

  def start_link() do
    GenServer.start_link(__MODULE__, 0)
  end

  def inc(server, x) do
    GenServer.cast(server, {:inc, x})
  end

  def dec(server, x) do
    GenServer.cast(server, {:dec, x})
  end

  def get(server) do
    GenServer.call(server, {:get})
  end

  def handle_cast({:inc, x}, counter) do
    {:noreply, counter + x}
  end

  def handle_cast({:dec, x}, counter) do
    {:noreply, counter - x}
  end

  def handle_call({:get}, _from, counter) do
    {:reply, counter, counter}
  end
end
```

## Public API

Hide the implementation (GenServer)  
from the calling parties

## Callbacks

Implement the GenServer behavior  
and business logic



# Callbacks

Implement the behavior of the GenServer and respond to events.

## Set-up

`init/1`

## Message Handling

`handle_call/3`

`handle_cast/2`

`handle_info/2`

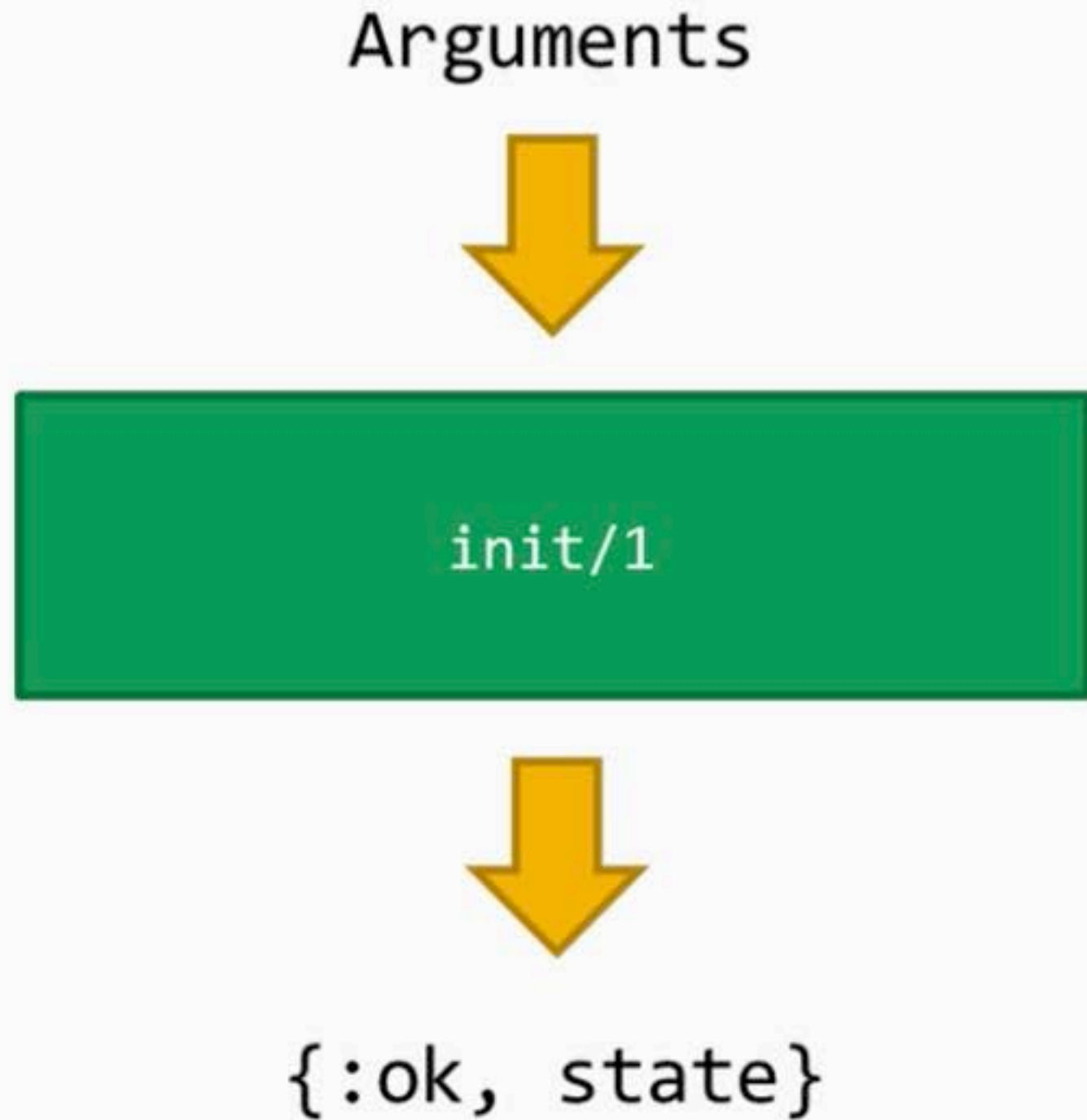
## Exceptional Cases

`terminate/2`

`code_change/3`

# Initialization

Sets up the state for the GenServer.



# Message Handling

Process messages coming to the process and handle replies.

message, from, state



{:reply, resp, state}

Sync

message, state



{:no\_reply, state}

Async



# Deck of Cards



**52** unique cards

**Take one** card at a time

# Deck of Cards

```
→ Section6 mix new card_deck
* creating README.md
* creating .gitignore
* creating mix.exs
* creating config
* creating config/config.exs
* creating lib
* creating lib/card_deck.ex
* creating test
* creating test/test_helper.exs
* creating test/card_deck_test.exs
```

Your Mix project was created successfully.  
You can use "mix" to compile it, test it, and more:

```
cd card_deck
mix test
```

Run "mix help" for more commands.

```
→ Section6 cd c
```

# Deck of Cards

```
defmodule Deck do
  use GenServer

  def init(_) do
    {:ok, Enum.shuffle(1..52)}
  end

  def handle_call({:take_card}, _from, [card|deck]) do
    {:reply, card, deck}
  end
end
```

1

\* 179 deck.ex

Elixir

alchemist     

utf-8 | 9:23

All

# Deck of Cards

```
defmodule Deck do
  use GenServer

  def start_link() do
    GenServer.start_link(__MODULE__, [], name: __MODULE__)
  end

  def take_card() do
    GenServer.call(__MODULE__, {:take_card})
  end

  def init(_) do
    {:ok, Enum.shuffle(1..52)}
  end

  def handle_call({:take_card}, _from, [card|deck]) do
    {:reply, card, deck}
  end
end
```

# Deck of Cards

```
➔ card_deck iex -S mix
```

```
Erlang/OTP 20 [erts-9.0.4] [source] [64-bit] [smp:8:8] [ds:8:8:10] [async-threads:10] [hipe] [kernel-poll:false] [dtrace]
```

```
Compiling 1 file (.ex)
```

```
Generated card_deck app
```

```
Interactive Elixir (1.5.1) - press Ctrl+C to exit (type h() ENTER for help)
```

```
iex(1)> Deck.start_link
```

```
{:ok, #PID<0.142.0>}
```

```
iex(2)> 1..51 |> Enum.each(fn(_) -> IO.puts(Deck.take_card) end)
```



# Deck of Cards

```
27
41
43
48
45
25
33
40
1
44
11
7
31
17
52
20
22
32
19
36
6
47
50
:ok
iex(3)> █
```

# Deck of Cards

```
43
48
45
25
33
40
1
44
11
7
31
17
52
20
22
32
19
36
6
47
50
:ok
iex(3)> Deck.take_card
39
iex(4)> █
```

# Deck of Cards


```
(stdlib) gen_server.erl:665: :gen_server.handle_msg/6
(stdlib) proc_lib.erl:247: :proc_lib.init_p_do_apply/3

Interactive Elixir (1.5.1) - press Ctrl+C to exit (type h() ENTER for help)
iex(1)>
10:04:09.830 [error] GenServer Deck terminating
** (FunctionClauseError) no function clause matching in Deck.handle_call/3
    (card_deck) lib/deck.ex:16: Deck.handle_call({:take_card}, {#PID<0.140.0>, #
Reference<0.2993767867.510132225.102340>}, [])
    (stdlib) gen_server.erl:636: :gen_server.try_handle_call/4
    (stdlib) gen_server.erl:665: :gen_server.handle_msg/6
    (stdlib) proc_lib.erl:247: :proc_lib.init_p_do_apply/3
Last message (from #PID<0.140.0>): {:take_card}
State: []
Client #PID<0.140.0> is alive
    (stdlib) gen.erl:169: :gen.do_call/4
    (elixir) lib/gen_server.ex:771: GenServer.call/3
    (stdlib) erl_eval.erl:670: :erl_eval.do_apply/6
    (elixir) src/elixir.erl:239: :elixir.eval_forms/4
    (iex) lib/iex/evaluator.ex:219: IEx.Evaluator.handle_eval/5
    (iex) lib/iex/evaluator.ex:200: IEx.Evaluator.do_eval/3
    (iex) lib/iex/evaluator.ex:178: IEx.Evaluator.eval/3
    (iex) lib/iex/evaluator.ex:77: IEx.Evaluator.loop/1
```



# Deck of Cards

```
Reference<0.2993767867.510132225.102340>}, [])
  (stdlib) gen_server.erl:636: :gen_server.try_handle_call/4
  (stdlib) gen_server.erl:665: :gen_server.handle_msg/6
  (stdlib) proc_lib.erl:247: :proc_lib.init_p_do_apply/3
Last message (from #PID<0.140.0>): {:take_card}
State: []
Client #PID<0.140.0> is alive
  (stdlib) gen.erl:169: :gen.do_call/4
  (elixir) lib/gen_server.ex:771: GenServer.call/3
  (stdlib) erl_eval.erl:670: :erl_eval.do_apply/6
  (elixir) src/elixir.erl:239: :elixir.eval_forms/4
  (iex) lib/iex/evaluator.ex:219: IEx.Evaluator.handle_eval/5
  (iex) lib/iex/evaluator.ex:200: IEx.Evaluator.do_eval/3
  (iex) lib/iex/evaluator.ex:178: IEx.Evaluator.eval/3
  (iex) lib/iex/evaluator.ex:77: IEx.Evaluator.loop/1

nil
iex(2)> Deck.take_card
** (exit) exited in: GenServer.call(Deck, {:take_card}, 5000)
   ** (EXIT) no process: the process is not alive or there's no process current
ly associated with the given name, possibly because its application isn't starte
d
  (elixir) lib/gen_server.ex:766: GenServer.call/3
iex(2)> 
```

# Deck of Cards

```
Last message (from #PID<0.140.0>): {:take_card}
State: []
Client #PID<0.140.0> is alive
  (stdlib) gen.erl:169: :gen.do_call/4
  (elixir) lib/gen_server.ex:771: GenServer.call/3
  (stdlib) erl_eval.erl:670: :erl_eval.do_apply/6
  (elixir) src/elixir.erl:239: :elixir.eval_forms/4
  (iex) lib/iex/evaluator.ex:219: IEx.Evaluator.handle_eval/5
  (iex) lib/iex/evaluator.ex:200: IEx.Evaluator.do_eval/3
  (iex) lib/iex/evaluator.ex:178: IEx.Evaluator.eval/3
  (iex) lib/iex/evaluator.ex:77: IEx.Evaluator.loop/1

nil
iex(2)> Deck.take_card
** (exit) exited in: GenServer.call(Deck, {:take_card}, 5000)
   ** (EXIT) no process: the process is not alive or there's no process current
ly associated with the given name, possibly because its application isn't starte
d
  (elixir) lib/gen_server.ex:766: GenServer.call/3
iex(2)> Deck.start_link
{:ok, #PID<0.150.0>}
iex(3)> Deck.take_card
30
iex(4)> █
```