What's new in PHP 8.0?

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PHP 8.0

- Just-In-Time (JIT) compiler
- Many new language features
- SemVer major version: Backwards incompatible changes

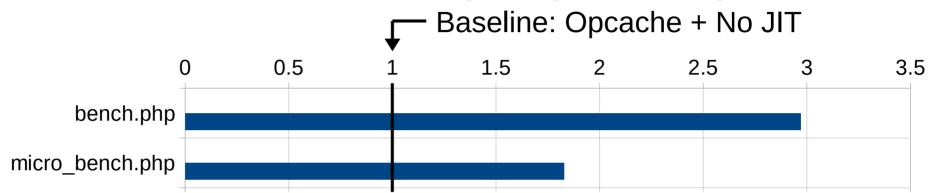


 Compiles PHP code to x86 machine code to improve performance



- Compiles PHP code to x86 machine code to improve performance
- Basic usage:
 - Enable opcache
 - opcache.jit_buffer_size=128M

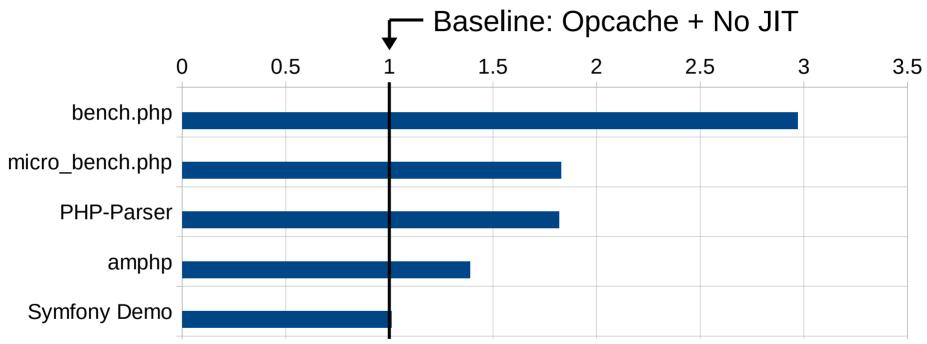




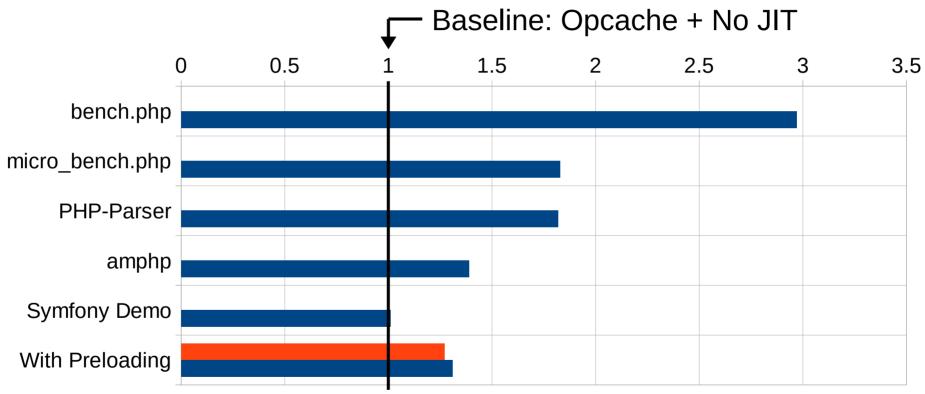














```
<?php
use Symfony\Component\Routing\Annotation\Route;

class SomeController {
    /**
    * @Route("/path", name="action")
    */
    public function someAction() {
    }
}</pre>
```



```
<?php
use Symfony\Component\Routing\Annotation\Route;

class SomeController {

    #[Route("/path", name: "action")]
    public function someAction() {
     }
}</pre>
```





```
<?php
namespace Symfony\Component\Routing\Annotation;
use Attribute;

#[Attribute(Attribute::TARGET_METHOD)]
class Route {
    public function __construct(string $path, ...) {
        // ...
    }
}</pre>
```



```
<?php
$rm = new ReflectionMethod(
    SomeController::class, "someAction");
foreach ($rm->getAttributes() as $attr) {
    var_dump($attr->getName());
    // => "Symfony\Component\Routing\Annotation\Route"
    var dump($attr->getArguments());
    // => ["/path", "name" => "action"]
    var_dump($attr->newInstance());
    // object(Symfony\Component\Routing\Annotation\Route)
```

```
<?php
$rm = new ReflectionMethod(
    SomeController::class, "someAction");
foreach ($rm->getAttributes() as $attr) {
    var_dump($attr->getName());
    // => "Symfony\Component\Routing\Annotation\Route"
    var dump($attr->getArguments());
    // => ["/path", "name" => "action"]
    var_dump($attr->newInstance());
    // object(Symfony\Component\Routing\Annotation\Route)
Attribute validation happens HERE.
```

Constructor Promotion

```
<?php
class Point {
    public float $x;
    public float $y;
    public float $z;
    public function __construct(
        float x = 0.0,
        float y = 0.0,
        float z = 0.0,
        this -> x = x;
        this -> y = y;
        this -> z = t;
```



Constructor Promotion

```
<?php
class Point {
    public function __construct(
        public float $x = 0.0,
        public float $y = 0.0,
        public float $z = 0.0,
```



Constructor Promotion

```
<?php
class Point {
    public function __construct(
        public float $x = 0.0,
        public float $y = 0.0,
        public float $z = 0.0,
        ) {}
}</pre>
Trailing comma now allowed
```



```
<?php

// Using positional arguments:
array_fill(0, 100, 50);</pre>
```



```
<?php

// Using positional arguments:
array_fill(0, 100, 50);

// Using named arguments:
array_fill(start_index: 0, count: 100, value: 50);</pre>
```



```
<?php

// Using positional arguments:
array_fill(0, 100, 50);

// Using named arguments:
array_fill(start_index: 0, count: 100, value: 50);

// Order does not matter!
array_fill(value: 50, count: 100, start_index: 0);</pre>
```









```
<?php
class Point {
    public function __construct(
        public float $x,
        public float $y,
        public float $z,
new Point(x: 2.0, y: 3.1, z: 4.2);
```



```
<?php
                                            Names not the same
class A {
    public function method($name_a) {}
class B extends A {
    public function method($name_b) {}
// Error: Unknown named parameter $name_a
(new B)->method(name_a: 42);
```



```
<?php
class Number {
    /** @var int|float $number */
    private $number;
    /** @param int|float $number */
    public function setNumber($number) {
        $this->number = $number;
    /** @return int|float */
    public function getNumber() {
        return $this->number;
```



```
<?php
class Number {
    private int|float $number;
    public function setNumber(int|float $number) {
        $this->number = $number;
    public function getNumber(): int|float {
        return $this->number;
```



```
<?php
function strpos(
    string $haystack, string $needle, int $offset = 0
): int|false {}</pre>
```



```
function strpos(
    string $haystack, string $needle, int $offset = 0
): int|false {}

Very common in standard library
```



```
<?php
function strpos(
    string $haystack, string $needle, int $offset = 0
): int|false {}

function array_key_first(array $arg): int|string|null {}

?Type is a shorthand for Type|null now</pre>
```



```
<?php declare(strict_types=0);</pre>
function test(int|float|bool $arg) {
   var_dump($arg);
test(45); // int(45)
test(45.8); // float(45.8)
test("45"); // int(45)
test("45.8"); // float(45.8)
test(""); // bool(false)
test("X"); // bool(true)
test([]); // TypeError
```



```
<?php declare(strict_types=1);</pre>
function test(int|float|bool $arg) {
   var_dump($arg);
test(45); // int(45)
test(45.8); // float(45.8)
test("45"); // TypeError
test("45.8"); // TypeError
test(""); // TypeError
test("X"); // TypeError
test([]); // TypeError
```



Mixed Type

- Distinguishes between:
 - Type is missing because I didn't add one yet
 - This function really does accept any value



Mixed Type

```
<?php
```

```
function var_dump(mixed $value, mixed ...$value): void {}
function serialize(mixed $value): string {}
```



Mixed Type

```
<?php
```

```
function var_dump(mixed $value, mixed ...$value): void {}
function serialize(mixed $value): string {}

// "mixed" is a common approximation for generic functions:
function array_reduce(
    array $arg, callable $callback,
    mixed $initial = null
): mixed {}
```



Mixed Type

```
<?php
// For argument types:
// No type same as mixed type
class A {
    public function method(mixed $arg) {}
class B extends A {
    public function method($arg) {}
}
```



Mixed Type

```
<?php
// For return types:
// No type effectively means mixed|void
class A {
    public function method(): mixed {}
class B extends A {
    public function method() {}
}
```



Mixed Type

```
<?php
// For return types:
// No type effectively means mixed|void
class A {
    public function method(): mixed {}
class B extends A {
    public function method() {}
```



```
// Named constructor:
class TestParent {
    public function createFromWhatever($whatever): static {
        return new static($whatever);
    }
}
```



```
<?php
// Named constructor:
class TestParent {
    public function createFromWhatever($whatever): static {
        return new static($whatever);
class TestChild extends TestParent {}
// TestChild::createFromWhatever(...)
// must return TestChild, not TestParent!
```

```
// Fluent methods:
class Test {
    public function doWhatever(): static {
        // Do whatever.
        return $this;
    }
}
```



```
// Wither pattern:
class Test {
    public function withWhatever($whatever): static {
        $clone = clone $this;
        $clone->whatever = $whatever;
        return $clone;
    }
}
```



```
<?php
switch ($operator) {
case '+':
    result = a + b;
    break;
case '-':
    result = a - b;
    break;
case '*':
    $result = $a * $b;
    break;
default:
    throw new UnsupportedOperator($operator);
```

<?php

```
$result = match ($operator) {
    '+' => $a + $b,
    '-' => $a - $b,
    '*' => $a * $b,
    default => throw new UnsupportedOperator($operator);
};
```



```
$result = match ($operator) {
   '+' => $a + $b,
   '-' => $a - $b,
   '*' => $a * $b,
   default => throw new UnsupportedOperator($operator);
};
```



```
Expression with a return value
<?php
$result = match ($operator) {
    '+' => $a + $b,
    '-' => $a - $b,
    |*| => $a * $b,
    default => throw new UnsupportedOperator($operator),
};
                          Each match clause is an expression
                          ("throw" is an expression now)
```



```
<?php
function evalOp($operator, $a, $b) {
    return match ($operator) {
        '+' => \$a + \$b,
        '-' => $a - $b,
        '*' => $a * $b,
    };
// Match is exhaustive:
evalOp('/', 10, 2); // UnhandledMatchError
```



```
<?php
function evalOp($operator, $a, $b) {
    return match ($operator) {
        '+' => \$a + \$b,
        '-' => $a - $b,
        '*' => $a * $b,
    };
// Match compares using ===, not ==.
evalOp(true, 10, 2); // UnhandledMatchError
```



Nullsafe Operator



Nullsafe Operator

```
<?php
$name = $session?->getUser()?->name;
// Approximately same as:
$name = null;
if ($session !== null) {
    $user = $session->getUser();
    if ($user !== null) {
        $name = $user->name;
```



Other Features

- catch (Exception) without variable
- \$object::class
- str_contains(), str_starts_with(), str_ends_with()
- get_debug_type()
- Stable sorting
- WeakMap



Backwards Compatibility Breaks

- Functionality deprecated before PHP 8.0 has been removed!
- Full list:

https://github.com/php/php-src/blob/PHP-8.0/UPGRADING



Number to String Comparison

```
<?php

$validValues = ["foo", "bar", "baz"];
$value = 0;
var_dump(in_array($value, $validValues));
// bool(true)
// ???</pre>
```



Number to String Comparison

```
<?php
```

```
0 == "foo";
// Before:
0 == (int)"foo";
// After:
(string)0 == "foo";
```



Number to String Comparison

```
Comparison
            | Before | After
 ⊕ == "⊙"
                true
                         true
 0 == 0.0
                true
                         true
 0 == "foo"
                        false
              l true
                       I false
                true
42 == " 42" | true
                         true
42 == "42foo" |
                true
                         false
```



- Long term goal: Convert all resources to objects
- Objects are type-safe and have much better internal support



- Long term goal: Convert all resources to objects
- Objects are type-safe and have much better internal support
- Using "opaque objects"
 - Actual object-oriented APIs may be added later



- CurlHandle, CurlMultiHandle, CurlShareHandle
- EnchantBroker, EnchantDictionary
- GdImage
- InflateContext, DeflateContext
- OpenSSLCertificate, OpenSSLCertificateSigningRequest, OpenSSLAsymmetricKey
- Shmop
- Socket, AddressInfo
- SysvMessageQueue, SysvSemaphore, SysvSharedMemory
- XmlParser
- XmlWriter (already had an OO API)



```
<?php

$image = imagecreatefrompng($path);
if (!is_resource($image)) {
    throw new MalformedImageException;
}</pre>
```



```
Now a GdImage object on success
$image = imagecreatefrompng($path);
if (!is_resource($image)) {
    throw new MalformedImageException;
}
Will always throw...
```



```
<?php

$image = imagecreatefrompng($path);
if (false === $image) {
    throw new MalformedImageException;
}</pre>
```



- Many warnings converted to Error exceptions
 - TypeError
 - ValueError



- Only allowed for error conditions that imply programmer error
- It makes no sense to "handle" the error, code needs to be fixed instead



```
<?php

var_dump(strlen([]));
// Warning: strlen() expects parameter 1 to be string,
// array given
// NULL

function strlen(string $str): int|null {}</pre>
```



```
<?php

var_dump(strlen([]));
// Uncaught TypeError: strlen(): Argument #1 ($str)
// must be of type string, array given

function strlen(string $str): int {}</pre>
```



<?php

```
var_dump(array_fill(0, -100, "foobar"));
// Warning: array_fill(): Number of elements can't
// be negative
// bool(false)

function array_fill(
   int $start_index, int $num, mixed $value
): array|false {}
```



```
<?php
```

```
var_dump(array_fill(0, -100, "foobar"));
// Uncaught ValueError: array_fill(): Argument #2 ($count)
// must be greater than or equal to 0

function array_fill(
   int $start_index, int $count, mixed $value
): array {}
```



<?php

```
var_dump(fopen("does_not_exist.txt", "r"));
// Warning: fopen(does_not_exist.txt):
// Failed to open stream: No such file or directory
// bool(false)
```



```
<?php
```

```
var_dump(fopen("does_not_exist.txt", "r"));
// Warning: fopen(does_not_exist.txt):
// Failed to open stream: No such file or directory
// bool(false)
```

NOT going to change!

fopen() failure is an environment failure condition, it does not imply programmer error!



- PHP stub files specify function signatures for internal functions/methods
- Used to generate C code for function registration



```
<?php
```

```
function array_search(
    mixed $needle, array $haystack, bool $strict = false
): int|string|false {}
```



<?php

```
function array_search(
    mixed $needle, array $haystack, bool $strict = false
): int|string|false {}
ZEND_BEGIN_ARG_WITH_RETURN_TYPE_MASK_EX(
        arginfo_array_search, 0, 2,
        MAY_BE_LONG | MAY_BE_STRING | MAY_BE_FALSE )
    ZEND_ARG_TYPE_INFO(0, needle, IS_MIXED, 0)
    ZEND_ARG_TYPE_INFO(0, haystack, IS_ARRAY, 0)
    ZEND_ARG_TYPE_INFO_WITH_DEFAULT_VALUE(
            0, strict, _IS_BOOL, 0, "false")
ZEND END ARG INFO()
```

- Data available through Reflection:
 - ReflectionFunction::getReturnType()
 - ReflectionParameter::getType()
 - ReflectionParameter::getDefaultValue()



```
<?php
// Stub
class DateTime implements DateTimeInterface {
    /** @return DateTime */
    public function add(DateInterval $interval) {}
// Your code
class MyDateTime extends DateTime {
    public function add(DateInterval $interval) {
        // Do something
```

SymfonyWorld

```
<?php
// Stub
class DateTime implements DateTimeInterface {
    /** @return DateTime */
    public function add(DateInterval $interval) {}
                                   Now allowed!
// Your code
class MyDateTime extends Date≱ime {
    public function add(DateInterval $interval) {
        // Do something
```

```
A real return type would force all extending
<?php
                  classes to specify it.
// Stub
class DateTime implements DateTimeInterface {
    /** @return DateTime */
    public function add(DateInterval $interval) {}
                                     Now allowed!
// Your code
class MyDateTime extends DateFime {
    public function add(DateInterval $interval) {
        // Do something
```

- Ties in with many other efforts:
 - Union types critical for standard library signatures
 - Warning -> Error exception promotions avoid unnecessary return types
 - Resource to object migration allows use as types
 - Named arguments based on stubs default values



Thank You!

