Elm | > Real Life

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Pure Functional

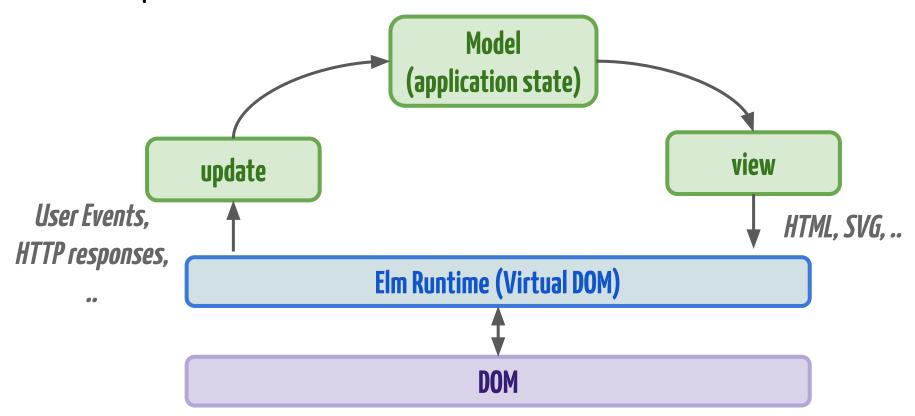
- Immutable data, only pure functions, ...
- ML family syntax *(Haskel for kids)*

```
view : List Article -> Html Msg
view articles =
    let
        viewArticle article =
            div [ class "article" ] [ text article.title ]
    in
    Html.ul
        [ class "article-list" ]
        (List.map viewArticle articles)
```

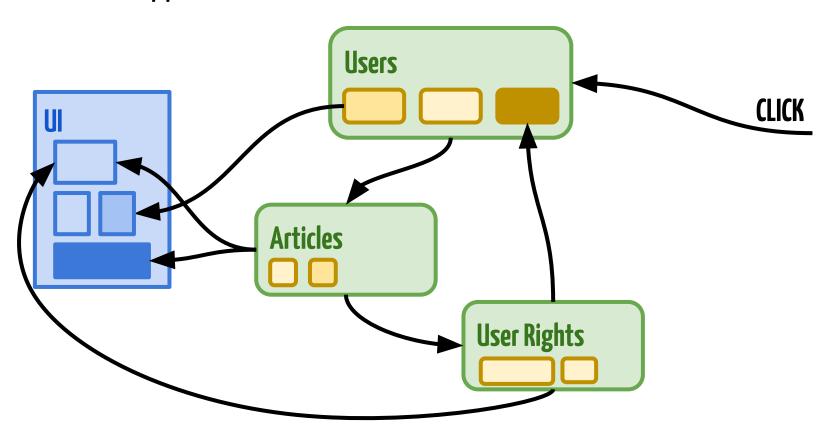
Syntax

- Types: String, Int, Boolean, Lists, Records
- Type aliases
- Custom Types
- Pattern matching (if-else, case)
- Functions

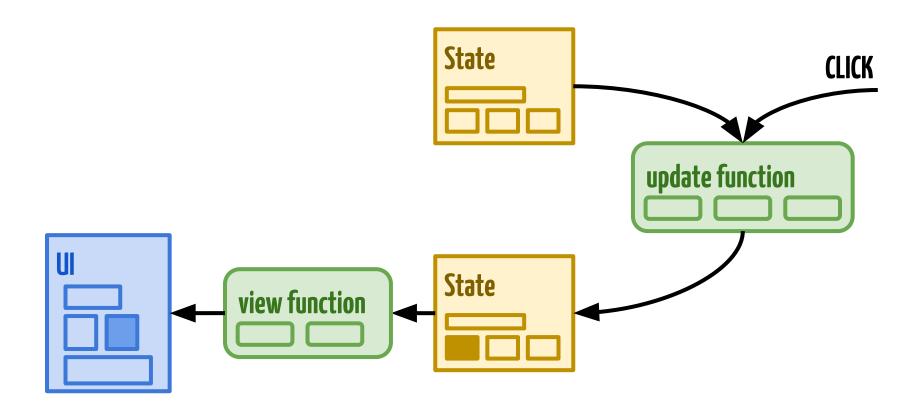
Model – Update – View



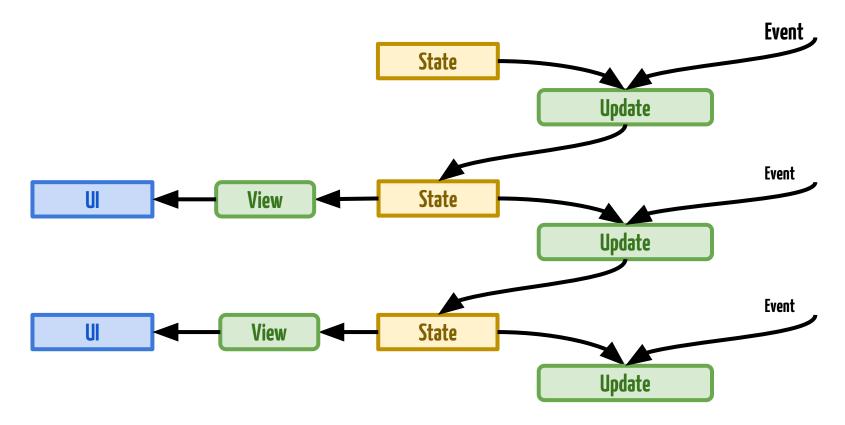
Inside *common application*™



Inside Elm Application



Elm Application Timeline



Demo!

- Hello World
- 2. Update Model
- 3. Decomposition
- 4. Commands
- 5. Decoders
- 6. Tasks
- 7. JavaScript Interoperability Ports & WebComponents
- 8. Unit tests

Interoperability with JavaScript – Ports (1)

Elm

JavaScript

```
var app = Elm.Main.init({
   node: document.getElementById('elm')
});

app.ports.setProfile.subscribe(function(id) {
   console.log("Elm is asking for saving Profile with id: " + id)
   localStorage.setItem("profile", id);
});
```

Interoperability with JavaScript – Ports (2)

Elm

```
port onLastAccess : (String -> msg) -> Sub msg
subscriptions : Model -> Sub Msg
subscriptions _ =
         onLastAccess OnLastAccess
type Msg
    = OnLastAccess String
update : Msg -> Model -> ( Model, Cmd Msg )
update msg model =
    case msg of
        OnLastAccess lastAccess ->
            ( { model | lastAccess = lastAccess }, Cmd.none )
        . .
```

WebComponents – Dispatch Custom Events

```
class CustomEditor extends HTMLElement {
 constructor() {
    const shadow = this.attachShadow({ mode: 'open' })
    const input = document.createElement("input")
    shadow.appendChild(input)
    const this = this
    input.addEventListener("input", function () {
     _this.dispatchEvent(new CustomEvent("editorChanged", { detail: input.value }));
   })
customElements.define('custom-editor', CustomEditor)
```

<custom-editor></custom-editor>

WebComponents – Handle Custom Events

```
node "custom-editor"
  [ property "editorValue" (Encode.string model.greetings)
  , on "editorChanged" editorChangedDecoder
editorChangedDecoder : Decode.Decoder Msg
editorChangedDecoder =
    Decode.map EditorChanged <
        Decode.at [ "detail" ] <|</pre>
            Decode.string
                input.addEventListener("input", function () {
                    _this.dispatchEvent(new CustomEvent("editorChanged", { detail: input.value }));
                })
```

Tooling

- **Elm-Format** Accepted by community as *the only one proper format* (used in 99% packages)
- Elm Analyse Static analyze tool
- Elm debugger Just compile with --debug
- Elm-monitor Monitor your Elm program with redux-devtools
- IDEs support
 - Intellij IDEA Refactoring, Find usages, Code completion, Type Inference and Type Checking
 - Visual Studio Code
 - Atom
 - Vim

Ecosystem

package.elm-lang.org

- <u>vega-lite</u>
- <u>elm-graphql</u>
- <u>Elm Bootstrap</u>
- <u>elm-mdl</u> Material Design Library
- feathericons.com