

U5LFUHH19 : I'm trying to modify the "elm-spa-template" to create a SPA
(<<https://github.com/hurwitzlab/elm-imicrobe-spa>>). I basically decided to jump into the deep end and see if I could swim. I'm merging in code from <<https://github.com/rtfeldman/elm-spa-example>> to fetch my data, and I'm getting a compile error when I try to expand my Page.Investigator
(<<https://github.com/hurwitzlab/elm-imicrobe-spa/blob/master/src/Page/Investigator.elm>>) to include the (currently commented-out) "investigators"/"loadInvestigators." I have it down to this one change, so I'm hoping maybe someone can look at this and see my problem because I'm totes stuck.

U0CLDU8UB : boons: `elm-lang/navigation` and `evancz/url-parser`

U1CE9DL9H : <@U5LFUHH19> what is the error?

U5LFUHH19 : <<https://gist.github.com/kyclark/f4fbac36c207880ef3871ad0a456916b>>

U5LFUHH19 : Errors are coming from Main.elm, but I can't find how it's connected to what I'm doing in Page.Investigator.

U1CE9DL9H : is this intended `| InvestigatorLoaded (Result PageLoadError About.Model)`?

U1CE9DL9H : because you treat this record later on as if it is a `Investigator.Model`

U2GPX0EKC : <@U40QW928G> ? You mean like Navigation?

U1CE9DL9H : at line 132

U40QW928G : yes navigation for a spa

U285A8S8H : I'm trying to generate a random exercise``

type alias Exercise =

```
{ note : Note
, scale : Scale
, kind : ExerciseKind
}
```

I have defined lists of all Notes, Scales and ExerciseKinds - now I need to pick a random item from each list. Any tips where to start?

U2GPX0EKC : <@U40QW928G> Well i use that that elm-navigation

U40QW928G : nice thanks, I just saw those two in the elm tutorial

U0LPMPL2U : <@U285A8S8H> have you used random generators yet?

U40QW928G : I'll check it out

U285A8S8H : <@U0LPMPL2U> nah

U5LFUHH19 : Gah! That's it, <@U1CE9DL9H> !

U3SJEDR96 : <@U285A8S8H> I think random.pcg and random.extra have nice options for picking a random item from a list

U0LPMPL2U : They work a bit like JSON decoders. You build simple generators and combine them into a more complex one

U285A8S8H : that's cool

U5LFUHH19 : Mind you, I'm still pretty lost, but I just could not see that bug. Thanks! I'll go back to figuring this out, now.

U285A8S8H : so is it going to look like `generate notes |> andThen (generate scales) |> ...`?

U0LPMPL2U : more like `Random.map3 Exercise randomNote randomScale randomKind`

U285A8S8H : oh right

U0LPMPL2U : you only need `andThen` if the rolls are dependent on each other

U285A8S8H : thanks, I'll play with that :slightly_smiling_face:

U0CLDU8UB : If you've worked with Tasks before, that's also a helpful frame of reference.

U0LPMPL2U : In your case you probably want something like:``

randomNote : Generator Note

randomNote =

```
Random.Extra.sample [Note1, Note2, Note3]
|&gt; Random.map (Maybe.withDefault Note1)
```

randomScale : Generator Scale

randomScale =

```
Random.Extra.sample [Scale1, Scale2, Scale3]
|&gt; Random.map (Maybe.withDefault Scale1)
```

randomScale : Generator Kind

randomScale =

```
Random.Extra.sample [Kind1, Kind2, Kind3]
|> Random.map (Maybe.withDefault Kind1)
```

```
randomExercise : Generator Exercise
randomExercise =
  Random.map3 Exercise randomNote randomScale randomKind
...
```

U0LPMPL2U : You need that `Maybe.withDefault` because picking a random element from a list returns a `Maybe` since the list might be empty

U285A8S8H : well I _can_ get these to work but I'm not 100% clear how to use them yet :sweat_smile:

U285A8S8H : <@U0LPMPL2U> thanks! I didn't actually need a ready-to-go example :smile:

U0LPMPL2U : I hope I didn't spoil the fun of figuring it out for you :disappointed:

U285A8S8H : don't worry!

U285A8S8H : btw I was _this_ close to getting Elm at work but the CTO decided to use vue + vuex instead. Why? because that's what they're using at his other job

U0LPMPL2U : If you're interested in digging more into Random, I gave a talk about it at ElmConf last year:

<<https://www.youtube.com/watch?v=YxGWQdFo2Yc>>

U285A8S8H : oh, I remember watching some of that! I enjoyed it, though it was difficult to grasp two new concepts (roman names and random in elm) at the same time. Nevertheless it was helpful

U0CLDU8UB : That was one of my favorite talks last year! :slightly_smiling_face: