

# Developing reactive multi-platform application in scala.js

By Milan Satala

# Content

- Angular.js (Ionic framework) + scala.js
- Reactive GUI with scala.rx
- Client/Server source code sharing

# Introduction

- Java EE programmer for 10 years
- One year break from work

# Georgia-Armenia-Kurdistan



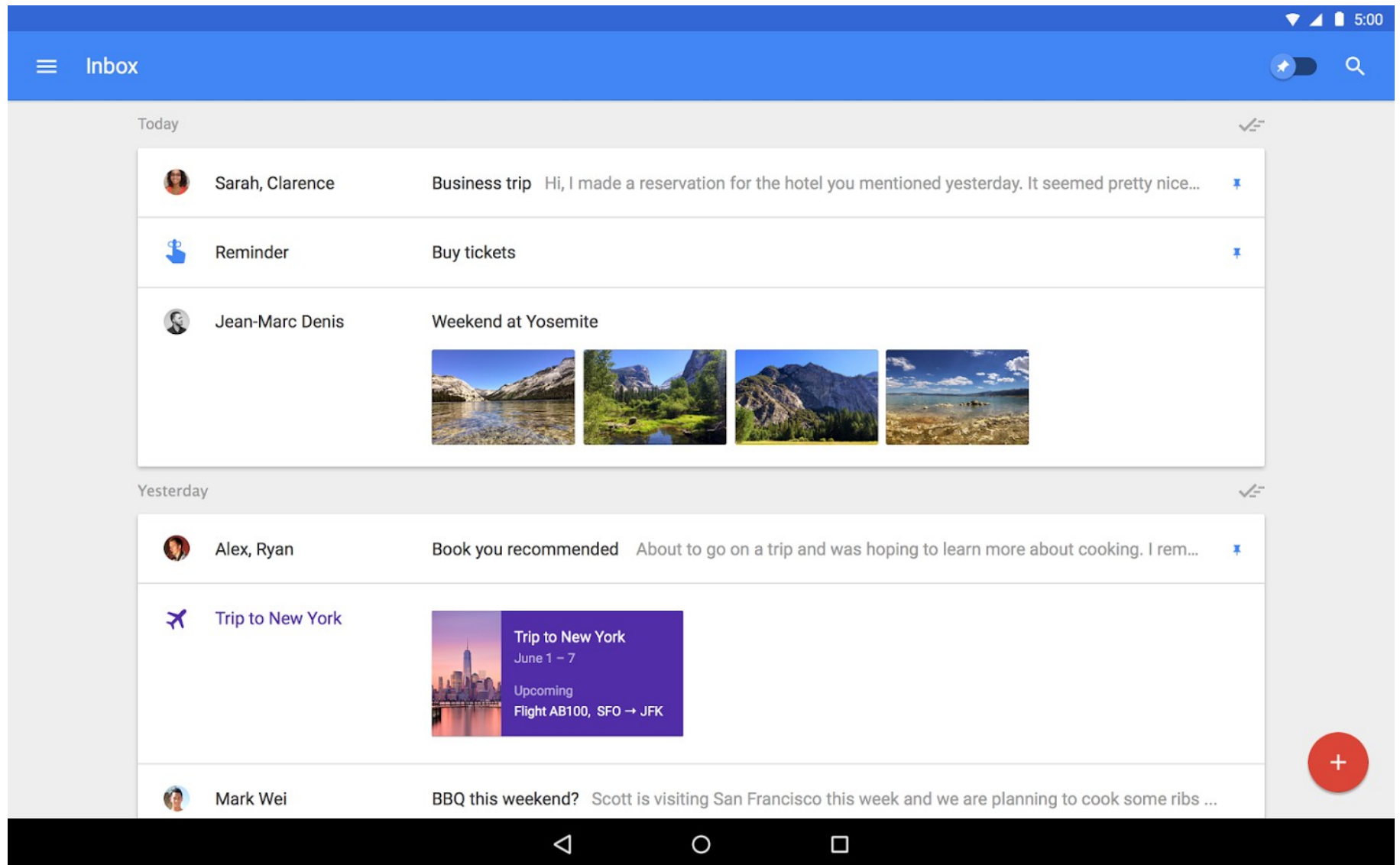




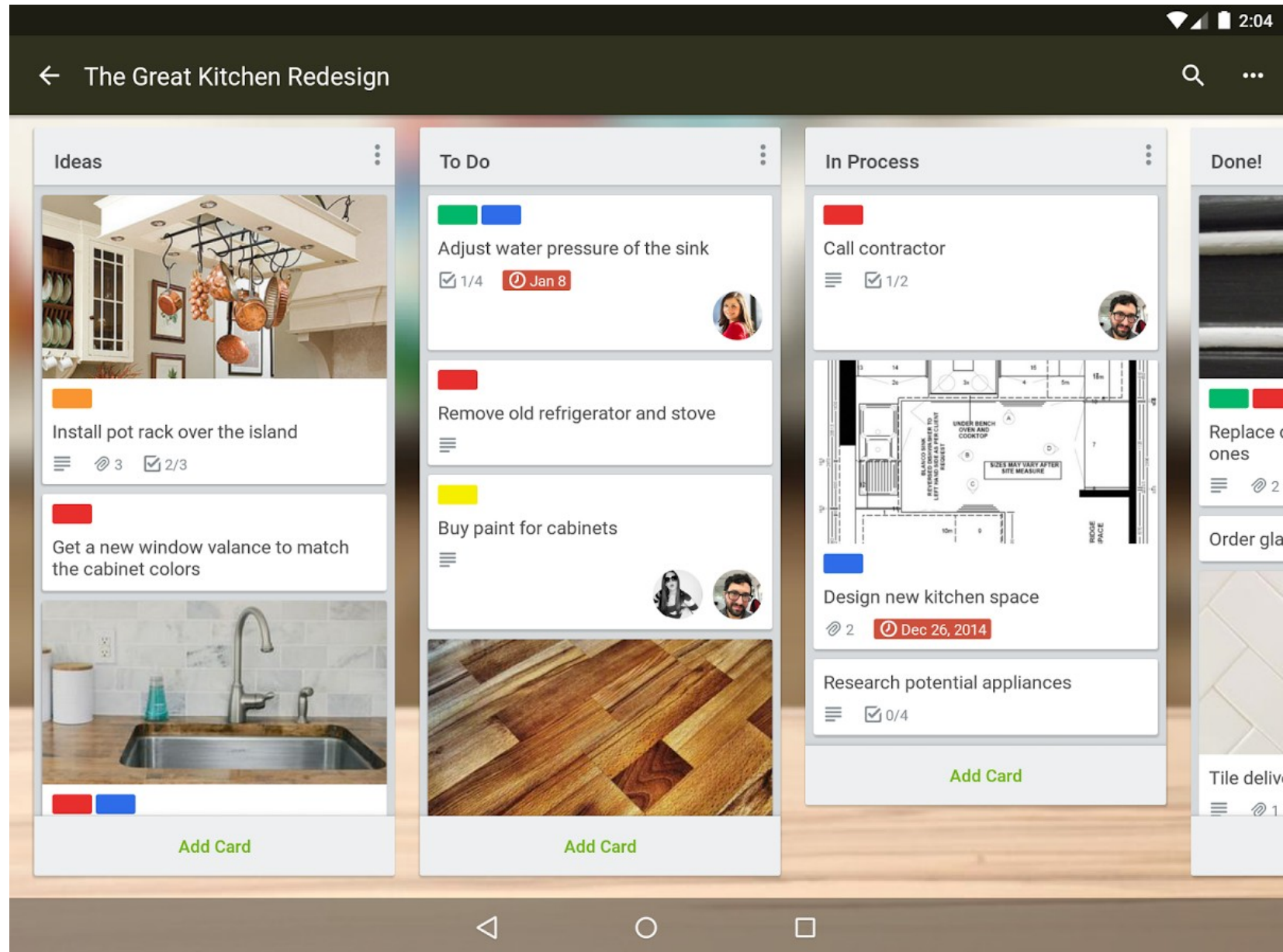
# Google (and similar) like apps

- Apps for all platforms
- Unified design
- Respects specifics of platforms
- Takes advantage of platform possibilities

# Inbox

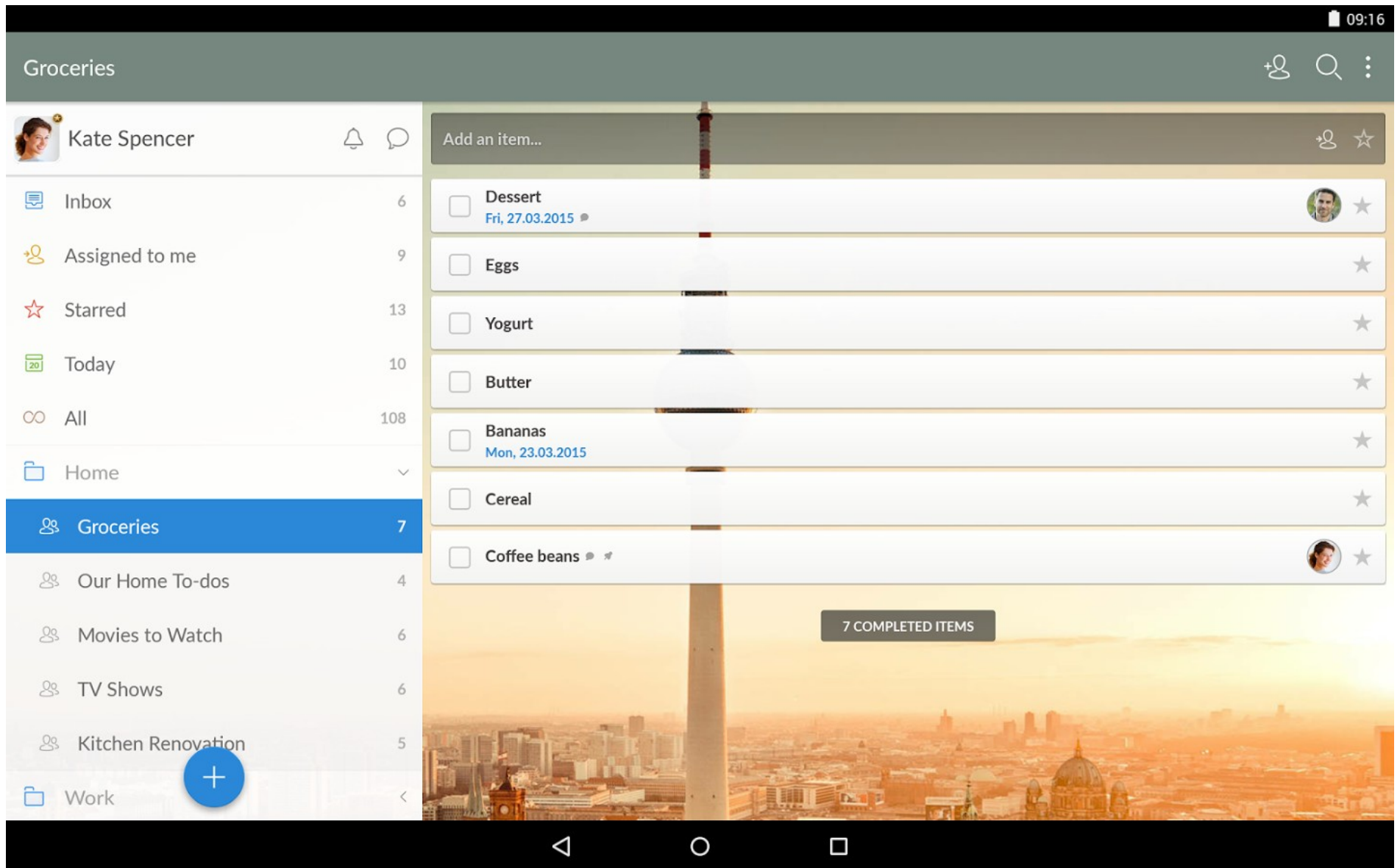


# Trello





# Wunderlist



# Instant reactions

- $<100\text{ms}$  – user perceives as instantaneous
- $>1\text{s}$  – flow of thought is broken
- Loading – features gradually become available
- User actions – instantaneous, independent of network speed

# Moment of realization



# Ionic framework

- Angular.js
- CSS and directives for mobile components
- Cordova
  - Native apps
  - Fullscreen WebView
  - JS binding for native features

# Scala.rx

```
import rx._  
val a = Var(1); val b = Var(2)  
val c = Rx{ a() + b() }  
println(c()) // 3  
a() = 4  
println(c()) // 6
```



# Source code sharing

- No push&pull
- Synchronization – only changes are transferred
- Same algorithms on both ends
- Autowire
- JsActors

Shameless self-promo

Thank you!  
Questions?