



# Bun - Blazlingly Fast JavaScript/TypeScript

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Slides at <https://github.com/mvolkmann/talks/>



# Overview



- Bun includes
  - **JavaScript runtime** - replaces Node
  - **package manager** - replaces npm, pnpm, Yarn, ...
    - can start by using Bun only for this
  - **bundler** - replaces Parcel, Rollup, Vite, Webpack, ...
  - **test runner** - replaces Jest, Mocha, ...
- Drop-in replacement for Node and npm
  - supports most Node APIs
- Started in 2022 by Jarred Sumner
- Initially only supported macOS and Linux; now supports Windows



# Used For

- HTTP servers
- Web framework backends
  - ex. Astro, Elysia, Express, Hono, Next.js, Nuxt, Remix, and SvelteKit
- Scripts
- Anything JavaScript can be used for



# The Name

- Three meanings
  - a friend suggested it because she has a bunny named “Bun”
  - it’s a bundling of the JavaScript ecosystem
  - it’s a bundler



# Benefits

- Significantly better **performance**
- Simplifies JS/TS **tooling**
- Supports both **CommonJS** and **ESM**, even in same file
- Supports **TypeScript** out of the box
- Supports **JSX/TSX** for HTML generation
- Built-in support for **SQLite**
- Built-in support for Jest-compatible **unit tests**
- Better support for standard **Web APIs**
- Native **hot reloading**
  - loads changes without losing state
- **Bun-specific APIs** that are faster than Node alternatives



# Performance

- **Run Hello World:** 4x Node
- **Build and run TypeScript:** 4x esbuild, 15x tsx, 43x tsc + Node
- **Install packages:** 17x pnpm, 29x npm, 33x Yarn
- **Run npm scripts:** `bun run is` 5x `npm run`
- **Run tests:** 5x Vitest, 8x Jest + SWC, 20x Jest + Babel
- **File I/O:** writes 3x Node, reads 10x Node
- **HTTP requests per second:** 4x Node
- **Websocket messages per second:** 5x Node
- **Run SQLite queries:** 2x Deno, 4x Node

"makes other test runners  
look like test walkers"

SWC is Speedy Web Compiler



# Underpinnings

- Built on JavaScriptCore (JSC) used by Safari rather than V8 used by Chrome
  - provides faster startup time and lower memory usage
- Mostly implemented in Zig
  - systems programming language that competes with C++ and Rust
  - Zig 60%, C++ 24%, JavaScript 6%, TypeScript 5%, C 3%, other 2%



# Getting Started

- To install on macOS, Linux, and WSL
  - `curl -fsSL https://bun.sh/install | bash`
- See docs for other options
- To see a list of bun commands, enter `bun` or `bun --help`
- For help on a specific command, enter `bun command --help`
- To upgrade, enter `bun upgrade`
- To start a REPL, enter `bun repl`



# Projects ...

- To create a project that uses Bun, create a directory, cd to it, and enter `bun init`
- Creates the following
  - `README.md` - contains basic information about using Bun
  - `package.json` - describes dependencies, scripts, and more
  - `tsconfig.json` - configures TypeScript
  - `node_modules` - directory that holds installed dependencies
  - `bun.lockb` - binary equivalent of `package-lock.json` for performance
  - `index.ts` - entry point source file
- To run, enter `bun run index.ts`

initial dependencies are only  
`@types/bun` and `typescript`

typically want to create `src` directory  
and move this file there



# ... Projects

- Can also create a project that use a specific framework
- Enter **bun create template**
  - where *template* is **elysia**, **hono**, **react-app**, **svelte**, **vue**, and more



# Package Manager

- Can use Bun for package management even if not using it for a JavaScript runtime
  - much faster
  - downloaded packages are stored in `~/.bin/install/cache`
  - linked from projects rather than copying details differ by platform
- To add a dependency, enter `bun add dependency` include `-d` for development dependencies
- To remove a dependency, enter `bun remove dependency`
- To install all dependencies, enter `bun install`



# Linting

- Not provided by Bun, but can use ESLint
- Enter `npm init @eslint/config` to create `.eslintrc.json`
  - will ask questions
- Add following script in `package.json`
  - `"lint": "eslint 'src/**/*.{css,html,ts,tsx}'"`
- To lint project code, enter `bun lint`

add `script` property  
if not already present



# Formatting

- Not provided by Bun, but can use Prettier
- Enter **bun add -d prettier**
- Create **.prettierrc** file
- Add following script in **package.json**
  - `"format": "prettier --write 'src/**/*.{css,html,ts,tsx}'"`
- To format project code, enter **bun format**

```
{  
  "arrowParens": "avoid",  
  "bracketSpacing": false,  
  "singleQuote": true,  
  "trailingComma": "none"  
}
```

add `script` property  
if not already present



# Bundling

- Can bundle all project files and dependencies into a single `.js` file
- Add following scripts in `package.json`

```
"scripts": {  
  "bundle": "bun build src/index.ts --outdir build",  
  "clean": "rm -rf build",  
  "start": "bun run build/index.js"  
}
```

- To create bundle, enter `bun bundle`
- To execute bundle, enter `bun start`

example to try

```
src/index.ts  
import { formatDistance } from 'date-fns';  
  
const now = new Date();  
const birthday = new Date(now.getFullYear(), 3, 16);  
const distance = formatDistance(now, birthday);  
console.log(distance, 'until your birthday');
```



# Unit Tests ...

- **bun: test** provides functions for implementing Jest-compatible unit tests
- Basic example

```
export function add(n1: number, n2:  
number): number {  
    return n1 + n2;  
}  
src/math.ts
```

```
import {expect, test} from 'bun:test';  
import {add} from './math';  
  
test('add', () => {  
    expect(add(2, 2)).toBe(4);  
});  
src/math.test.ts
```

can also import **describe**, **beforeAll**,  
**beforeEach**, **afterAll**, and **afterEach**

change **test** to **test.skip**  
to temporarily skip running

- Object returned by **expect** supports 39 matcher methods

summarized at <https://bun.sh/docs/test/writing#matchers>



# ... Unit Tests

- To run all unit tests in project, including those found in subdirectories
  - `bun test`
- To only run tests whose name matches a given pattern
  - add `--test-name-pattern pattern`
- To run only a specific test, change `test` to `test.only`
  - run with `bun test --only`
- To automatically rerun tests when code changes are saved
  - `bun --watch test`
- By default tests timeout and are considered failed after five seconds
  - to change, add `--timeout seconds`



# Importing Files

- Bun can import files in several formats including JSON and plain text

```
Out of memory.          haiku.txt  
We wish to hold the whole sky,  
But we never will.
```

```
import haiku from './haiku.txt';  
const lines = haiku.split('\n');  
for (const line of lines) {  
  const words = line.split(' ');  
  console.log(  
    `${words.length} words: ${line}`  
  );  
}
```

```
[  
  {  
    "breed": "Whippet",  
    "name": "Comet"  
  },  
  {  
    "breed": "German Shorthaired Pointer",  
    "name": "Oscar"  
  }  
]
```

```
import dogs from './dogs.json';  
for (const dog of dogs) {  
  console.log(  
    `${dog.name} is a ${dog.breed}.`  
  );  
}
```



# Bun.serve

- Can implement basic HTTP servers

```
const server = Bun.serve({
  port: 3000,
  fetch(req) { browse localhost:3000
    const {method} = req;
    const {pathname} = new URL(req.url);
    // Can customize response based on method and pathname.
    return new Response('Hello, World!');
  },
  error(err) {
    console.error(err);
    return new Response(err);
  },
  // optional to support HTTPS
  tls: {
    cert: Bun.file('./cert.pem'),
    key: Bun.file('./key.pem')
  }
});

console.log('Server started on port', server.port);
```

index.ts

"scripts": {  
 "dev": "bun --watch index.ts",  
 "start": "bun index.ts"  
}  
package.json

to start server,  
enter bun dev  
or bun start

of course these  
files must exist



# HTTP Libraries

- Elysia and Hono are popular alternatives to Express that simplify implementing HTTP servers
  - see <https://elysiajs.com/> and <https://hono.dev/>
  - both are much faster than Express
  - Elysia is slightly faster than Hono
  - Elysia only runs in Bun; Hono runs in any JS runtime





# Hono



- Hono route methods are passed a **Context** object
  - used to get request data and create responses
  - can use Zod (<https://zod.dev/>) to validate request

| Action                       | Code   |
|------------------------------|--|
| get value of request header  | <code>c.req.header('Some-Name')</code>                                 |
| get value of path parameter  | <code>c.req.param('some-name')</code>                                  |
| get value of query parameter | <code>c.req.query('some-name')</code>                                  |
| get value of text body       | <code>const text = await c.req.text();</code>                          |
| get FormData from body       | <code>const formData = await c.req.formData();</code>                  |
| get property from formData   | <code>const value = (formData.get('property') as string)    '';</code> |
| get value of JSON body       | <code>const object = await c.req.json();</code>                        |

| Action                       | Code  |
|------------------------------|---|
| set value of response header | <code>c.header('Some-Name', 'some value');</code> |
| set status code              | <code>c.status(someCode);</code>                  |
| return text response         | <code>return c.text('some text');</code>          |
| return JSON response         | <code>return c.json(someObject);</code>           |
| return HTML response         | <code>return c.html(someHTML);</code>             |
| return "Not Found" error     | <code>return c.notFound();</code>                 |
| redirect to another URL      | <code>return c.redirect('someURL');</code>        |



# Hono Server ...



- Open dev/hono/hono-demos/dogs-demo in VS Code
- cd to that directory and enter **bun run dev**
- Browse localhost:3000
- Use Thunder Client in VS Code to send GET, POST, PUT, and DELETE requests
  - refresh browser after each

## Dogs I Know

- Comet is a Whippet.
- Oscar is a German Shorthaired Pointer.

```
import {type Context, Hono} from 'hono';
import {serveStatic} from 'hono/bun';
import dogRouter from './dog-router';

const app = new Hono();

// Serves static files from public directory.
app.use('/*', serveStatic({root: './public'}));

app.get('/', (c: Context) => c.redirect('/dogs'));

app.route('/dogs', dogRouter);

export default app;
```



# ... Hono Server ...



```
dog-router.tsx
import {type Context, Hono} from 'hono';

const router = new Hono();

interface NewDog {
  name: string;
  breed: string;
}

interface Dog extends NewDog {
  id: number;
}

let lastId = 0;

// The dogs are maintained in memory.
const dogMap: {[id: number]: Dog} = {};

function addDog(name: string, breed: string): Dog {
  const id = ++lastId;
  const dog = {id, name, breed};
  dogMap[id] = dog;
  return dog;
}

addDog('Comet', 'Whippet');
addDog('Oscar', 'German Shorthaired Pointer');
```

```
// This gets all the dogs as either JSON or HTML.
router.get('/', (c: Context) => {
  const accept = c.req.header('Accept');
  if (accept && accept.includes('application/json')) {
    return c.json(dogMap);
  }

  const dogs = Object.values(dogMap).sort((a, b) =>
    a.name.localeCompare(b.name)
  );
  const title = 'Dogs I Know';
  return c.html(
    <html>
      <head>
        <link rel="stylesheet" href="/styles.css" />
        <title>{title}</title>
      </head>
      <body>
        <h1>{title}</h1>
        <ul>
          {dogs.map((dog: Dog) => (
            <li>
              {dog.name} is a {dog.breed}.
            </li>
          )));
        </ul>
      </body>
    </html>
  );
});
```

using JSX

body {  
 font-family: sans-serif;  
}

styles.css

tsconfig.json

required to use JSX



# ... Hono Server



```
// This gets one dog by its id as JSON.  
router.get('/:id', (c: Context) => {  
  const id = Number(c.req.param('id'));  
  const dog = dogMap[id];  
  return dog ? c.json(dog) : c.notFound();  
});  
  
// This creates a new dog.  
router.post('/', async (c: Context) => {  
  const data = (await c.req.json())  
    as unknown as NewDog;  
  const dog = addDog(data.name, data.breed);  
  c.status(201); // Created  
  return c.json(dog);  
});
```

```
// This updates the dog with a given id.  
router.put('/:id', async (c: Context) => {  
  const id = Number(c.req.param('id'));  
  const data = (await c.req.json()) as unknown as NewDog;  
  const dog = dogMap[id];  
  if (dog) {  
    dog.name = data.name;  
    dog.breed = data.breed;  
  }  
  return dog ? c.json(dog) : c.notFound();  
});  
  
// This deletes the dog with a given id.  
router.delete('/:id', async (c: Context) => {  
  const id = Number(c.req.param('id'));  
  const dog = dogMap[id];  
  if (dog) delete dogMap[id];  
  return dog ? c.text('') : c.notFound();  
});  
  
export default router;
```



# Environment Variables

- Bun has builtin support for `.env` files
- Access environment variables with  
`process.env.NAME` or `Bun.env.NAME`

```
NAME=Mark          .env
GREETING="Hello, ${NAME}!"
```

```
import {expect, test} from 'bun:test'; env.test.ts

test('environment variables', () => {
  expect(process.env.NAME).toBe('Mark');
  expect(Bun.env.GREETING).toBe('Hello, Mark!');
});
```

run test with  
bun test



# Executable Files

- Bun can compile to an executable file
- Add line at beginning of main file: `#!/usr/bin/env bun`
- Add script in package.json

```
"compile": "bun build ./index.ts --outfile birthday --compile",
```

- Enter **bun compile**
- This example produces 80.4 MB executable

```
#!/usr/bin/env bun
import { formatDistance } from "date-fns";
index.ts
const now = new Date();
const birthday = new Date(now.getFullYear(), 3, 16);
const distance = formatDistance(now, birthday);
console.log(distance, "until your birthday");
```

executable

library is included  
in executable



# Bun Properties & Methods

- The `Bun` global object has many properties and methods
- Particularly useful methods include
  - `Bun.nanoseconds()` returns nanoseconds since bun process started
  - `Bun.sleep(ms)` returns a `Promise` that resolves after `ms`
  - `Bun.sleepSync(ms)` blocks for `ms`
  - `Bun.deepEquals(obj1, obj2 [, strict])` recursively compares two objects

see examples on next slide



# Bun .deepEquals

```
import { expect, test } from "bun:test";                                index.test.ts

test("arrays deep equal", () => {
    const a1 = [1, [2, 3]];
    const a2 = [1, [2, 3]];
    expect(Bun.deepEquals(a1, a2)).toBe(true);

    // Trailing undefined elements are ignored
    // unless using strict mode.
    const a3 = [1, [2, 3], undefined];
    expect(Bun.deepEquals(a1, a3)).toBe(true);
    const strict = true;
    expect(Bun.deepEquals(a1, a3, strict)).toBe(false);
});

test("objects deep equal", () => {
    const v1 = { a: 1, b: { c: 3, d: 4 } };
    const v2 = { a: 1, b: { c: 3, d: 4 } };
    expect(Bun.deepEquals(v1, v2)).toBe(true);

    // Extra properties with undefined values are ignored
    // unless using strict mode.
    const v3 = { a: 1, b: { c: 3, d: 4, e: undefined }, f: undefined };
    expect(Bun.deepEquals(v1, v3)).toBe(true);
    const strict = true;
    expect(Bun.deepEquals(v1, v3, strict)).toBe(false);
});
```



# Serializing Objects

- Bun can serialize and deserialize objects, even nested

```
import {serialize, deserialize} from 'bun:jsc';
import {expect, test} from 'bun:test';

test('serialize', () => {
  const dogs = [
    {name: 'Comet', breed: 'Whippet'},
    {name: 'Oscar', breed: 'German Shorthaired Pointer'}
  ];
  const buffer = serialize(dogs); // a SharedArrayBuffer
  const newDogs = deserialize(buffer);
  expect(newDogs).toStrictEqual(dogs);
});
```



# Writing & Reading Files

- Bun simplifies writing and reading files

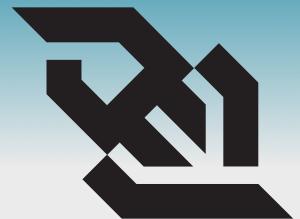
```
import {expect, test} from 'bun:test';

test('write/read file', async () => {
  const filePath = './data.txt';
  const content = 'Hello, World!';
  // The second argument to the write function
  // can be a string, Buffer, file, or
  // the awaited result of a fetch call.
  await Bun.write(filePath, content);

  const file = Bun.file(filePath);
  const actual = await file.text();
  // Other methods on File objects include
  // arrayBuffer, blob, and json.
  expect(actual).toBe(content);
});
```



# WebSockets



- Bun simplifies using WebSockets

```
const server = Bun.serve({
  port: 1919,
  fetch(req, server) {
    if (server.upgrade(req)) return;           upgrades HTTP connection to WebSocket connection
    return new Response('WebSocket upgrade failed', {status: 500});
  },
  websocket: {
    open(ws) {
      console.log('WebSocket opened');        could send message to client here
    },
    message(ws, data) {
      console.log('received:', data);
      if (typeof data === 'string') {
        ws.send(data.toUpperCase());
      }
    },
    close(ws, code, reason) {
      console.log(`WebSocket closed with code ${code} and reason "${reason}"`);
    }
  });
}

console.log('WebSocket server is listening on port', server.port);
```



# SQLite ...

- Bun supports querying and updating SQLite databases
- Must install SQLite 

in macOS, `brew install sqlite` adds the `sqlite3` command
- Example session to create a database

```
sqlite3 todos.db
sqlite> create table todos(id integer primary key, text string, completed numeric);
sqlite> .schema
CREATE TABLE todos(id integer primary key, text string, completed numeric);
sqlite> insert into todos values('t1', 'cut grass', 0);
sqlite> insert into todos values('t2', 'buy milk', 1);
sqlite> select * from todos;
t1|cut grass|0
t2|buy milk|1
sqlite> .exit
```



# ... SQLite

```
import {Database} from 'bun:sqlite';
import {expect, test} from 'bun:test';

type Todo = {
  id: number;
  text: string;
  completed: number; // 0 or 1 for SQLite compatibility
};

const db = new Database('todos.db');
const deleteAllTodosPS = db.prepare('delete from todos');
const deleteTodoPS =
  db.prepare('delete from todos where id = ?');
const getTodoQuery =
  db.query('select * from todos where id = ?');
const getAllTodosQuery = db.query('select * from todos;');
const insertTodoQuery = db.query(`insert into todos (text, completed)
  values (?, 0) returning id`);
const updateTodoPS =
  db.prepare('update todos set completed=? where id = ?');
```

sqlite.test.ts

```
test('sqlite', () => {
  deleteAllTodosPS.run();

  const text = 'buy milk';
  const {id} = insertTodoQuery.get(text) as {id: number};
  expect(id).toBeGreaterThan(0);

  let todos = getAllTodosQuery.all() as Todo[];
  expect(todos.length).toBe(1);
  let [todo] = todos;
  expect(todo.text).toBe(text);

  updateTodoPS.run(1, todo.id);

  todo = getTodoQuery.get(todo.id) as Todo;
  expect(todo.completed).toBe(1);

  deleteTodoPS.run(todo.id);

  todos = getAllTodosQuery.all() as Todo[];
  expect(todos.length).toBe(0);
});
```



# Foreign Function Interface (FFI)

- Bun supports calling functions implemented in many languages including C, C+, Kotlin, Rust, and Zig
- For example, build Zig code below as a library with `zig build-lib average.zig -dynamic -OReleaseFast`
- Run with `bun run index.ts`

```
pub export fn average(  
    numbers_ptr: [*]const f32,  
    len: usize  
) f32 {  
    var sum: f32 = 0.0;  
    const numbers = numbers_ptr[0..len];  
    for (numbers) |number| {  
        sum += number;  
    }  
    const float_len: f32 = @floatFromInt(len);  
    return sum / float_len;  
}
```

```
index.ts  
import {dlopen, FFIType, ptr, suffix} from 'bun:ffi';  
  
// Open a dynamic library.  
const path = `libaverage.${suffix}`;  
const lib = dlopen(path, {  
    average: {  
        args: [FFIType.ptr, FFIType.i32],  
        returns: FFIType.f32  
    }  
});  
  
// Get a reference to the average function.  
const average = lib.symbols.average;  
  
// Create and pass a typed array.  
const numbers = new Float32Array([1, 2, 3, 4]);  
const result = average(ptr(numbers), numbers.length);  
console.log('average is', result);
```



# Bun Shell

- Bun supports executing shell commands and capturing output

File below is named “`files`” with no extension, located in `PATH`, and made executable with `chmod a+x`

```
#!/usr/bin/env bun                                files
import {$} from 'bun';
import {parseArgs} from 'util';

const {values, positionals} = parseArgs({
  args: Bun.argv,
  options: {
    help: {
      type: 'boolean'
    },
    limit: {
      type: 'string'
    },
    verbose: {
      type: 'boolean'
    }
  },
  strict: true,
  allowPositionals: true
});
```

Example usage:  
`files --limit 5 --verbose ts`  
outputs up to 5 file names  
with extension `.ts` and  
includes the extensions.

```
const {help, verbose} = values;
if (help) {
  console.log(`Usage: files [options] <extension>
Options:
  --help: Show help
  --limit: Limit number of files to display
  --verbose: Show the full file name`);
  process.exit(0);
}
```

```
// Will be NaN if missing or invalid.
const limit = Number(values.limit);
const extension = positionals.at(-1);

let count = 0;
const lines = `$`ls *.${extension}`.lines();
for await (const line of lines) {
  if (verbose) {
    console.log(line);
  } else {
    const index = line.lastIndexOf('.');
    console.log(line.substring(0, index));
  }
  count++;
  if (count === limit) break;
}
```



# Resources

- **htmx home page** - <https://htmx.org>
  - see docs, reference, examples, talk, and essays
- **My blog** - <https://mvolkmann.github.io/blog/> (select htmx)
- **My htmx example code** -  
<https://github.com/mvolkmann/htmx-examples/>
- **htmx Discord server** - <https://htmx.org/discord>
- **“Hypermedia Systems” book** - <https://hypermedia.systems/>





# Wrap Up

- **htmx** provides a new way of implementing web applications that has many benefits
  - HTML becomes more expressive
  - code is easier to understand
  - state management is simplified
  - can implement with any programming language
  - faster app startup
    - due to downloading much less client-side JavaScript
  - faster client/server interactions
    - due to removal of JSON generation and parsing

