Drawing with Ruby on Browser

Quipper Limited

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Content

- How to draw a picture on browser
- with Ruby **



How?

- 1. Opal2. P5.js3. Small magic

Opal

Ruby to JavaScript source-to-source compiler

https://opalrb.com/



```
1 class User
2  attr_accessor :name
3
4  def initialize(name)
5   @name = name
6  end
7
8  def admin?
9  @name == 'Admin'
10  end
11  end
12
13  user = User.new('Bob')
14  puts user
15  puts user.admin?
```

To JavaScript 🤡

```
/* Generated by Opal 0.11.0 */
   (function(Opal) {
3
     var self = Opal.top, $nesting = [], nil = Opal.nil, $breaker = Op
5
6
7
8
     Opal.add_stubs(['$attr_accessor', '$==', '$new', '$puts', '$admin')
     (function($base, $super, $parent_nesting) {
       function $User(){};
9
       var self = $User = $klass($base, $super, 'User', $User);
10
11
       var def = self.$$proto, $nesting = [self].concat($parent_nesting)
12
13
       def.name = nil:
14
15
       self.$attr_accessor("name");
16
       Opal.defn(self, '$initialize', TMP_User_initialize_1 = function
17
18
         var self = this:
19
20
         return (self.name = name)
21
       }, TMP_User_initialize_1.$$arity = 1);
22
       return (Opal.defn(self, '$admin?', TMP_User_admin$q_2 = functio
23
         var self = this:
```

P5.js

JavaScript implementation of Processing

https://p5js.org/

JavaScript to a picture with canvas

```
sketch.js •
                                          Preview
1 function setup() {
     createCanvas(400, 400);
5 function draw() {
     background(220);
6
     rect(50, 100, 150, 200);
```

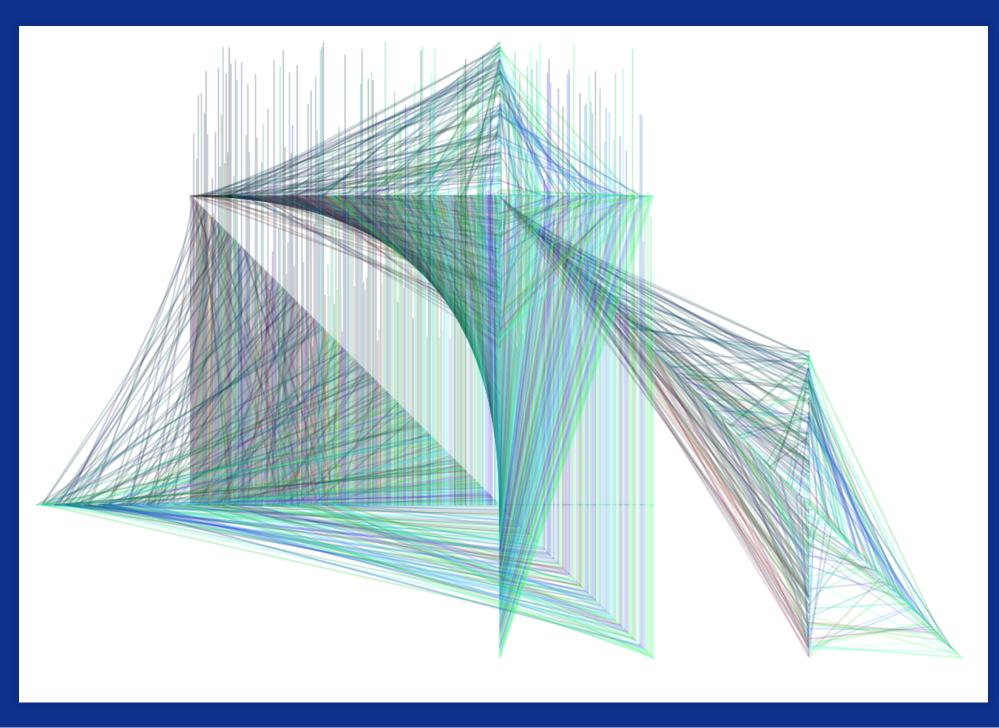
Small Magic

- P5.js defines its properties and functions in window
- Use %x{} to call window.someMethod from Ruby
- Use method_missing to handle all method calls

http://tkitao.hatenablog.com/entry/2015/12/19/192523

```
5 p5.rb
      module P5
   of | def self.method_missing(name, *args)
       ...\%X{
            obj = window[name];
          if (typeof(obj) == 'function') {
               return window[name].apply(window, args);
          return window[name];
10
11
     🗅 . . end
12
13
        %X{
          window.setup = function() { Opal.top.$setup(); };
15
          window.draw = function() { Opal.top.$draw(); };
16
      end
18
```

```
def setup
   P5.createCanvas(P5.windowWidth, P5.windowHeight)
 P5.frameRate(4)
end
def draw
   P5.background(255)
🗦 . . (100..400).each .do . |i|
 r = P5, random(200)
    .P5.stroke(P5.color(P5.random(r),P5.random(i),P5.random(i), 60));
    .P5.line(300, r, i, 100)
     P5.line(300, i, i, 100)
    P5.line(i, i, i, 300)
  P5.line(i, i, r, 300)
     P5.line(i, r, i, 300)
     P5.line(500, r + 200, i + 200, i)
 end
 end
```



What is the very first step?

Try it on https://codepen.io/ohbarye/pen/XYjGXp

```
* HTML
   <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.5.11/p5.min.js">
   <script src="http://cdn.opalrb.com/opal/0.9.4/opal.min.js"></script>
   <script src="http://cdn.opalrb.com/opal/0.9.4/opal-parser.min.js"></script>
   <script>Opal.load('opal-parser');</script>
   <script type="text/ruby">
     %x{console.log(window)}
     module P5
     def self.method_missing(name, *args)
         obj = window[name];
         if (typeof(obj) == 'function') {
           return window[name].apply(window, args);
         } else {
            return window[name];
     end
     %x{
       window.setup = function() { Opal.top.$setup(); };
       window.draw = function() { Opal.top.$draw(); };
   end
```

Code Reading

(Once time permits)

https://github.com/ohbarye/ruby-processing-examples

Who?



- @ohbarye http://ohbarye.me/
- Web Developer / Engineering Manager
 Working for Quipper

7/19 (Thu) 19:30-22:00

https://techplay.jp/event/680406

