REASON

Sintaxis MUY parecida a Javascript

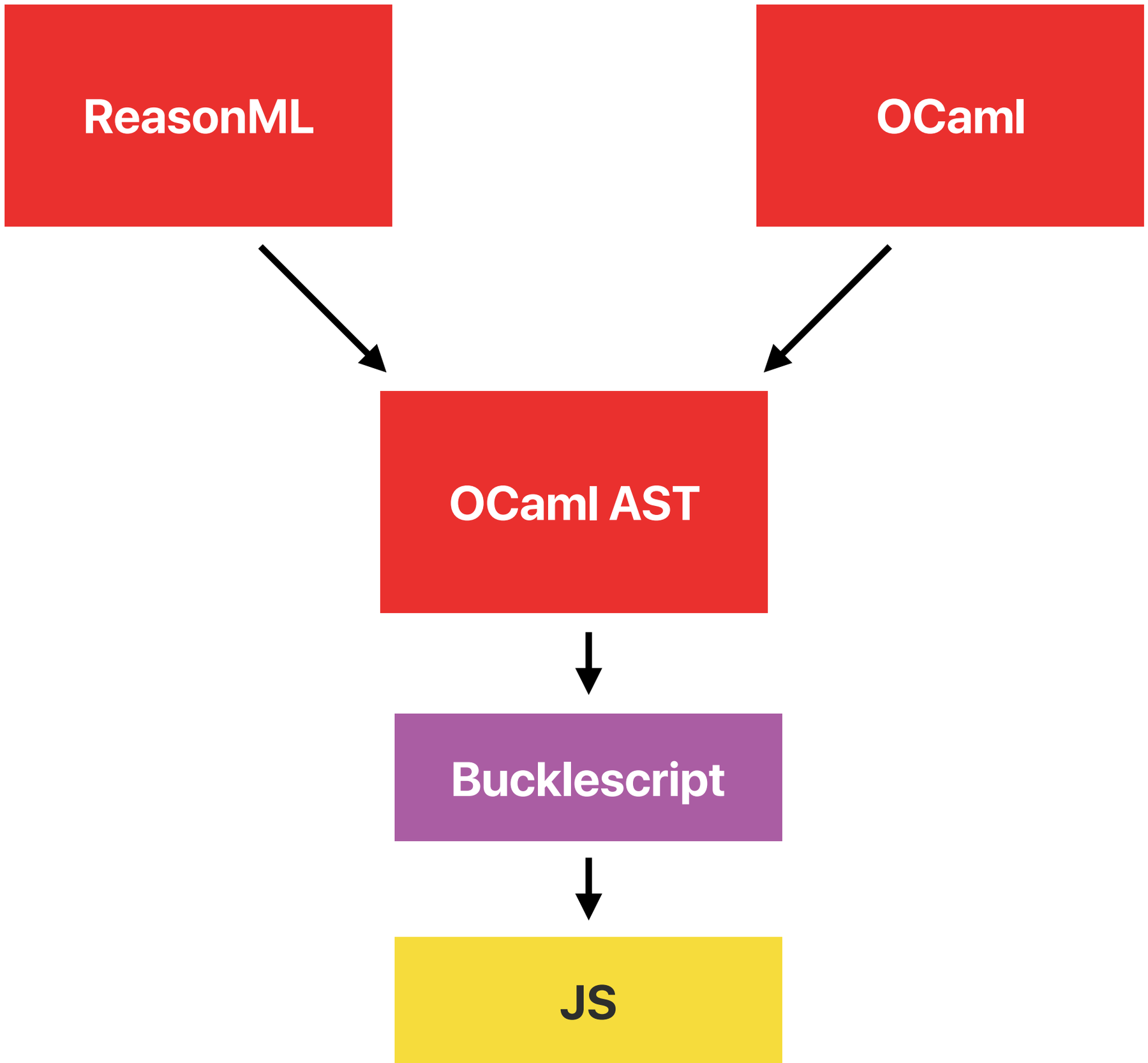
```
let edad = 32;
```

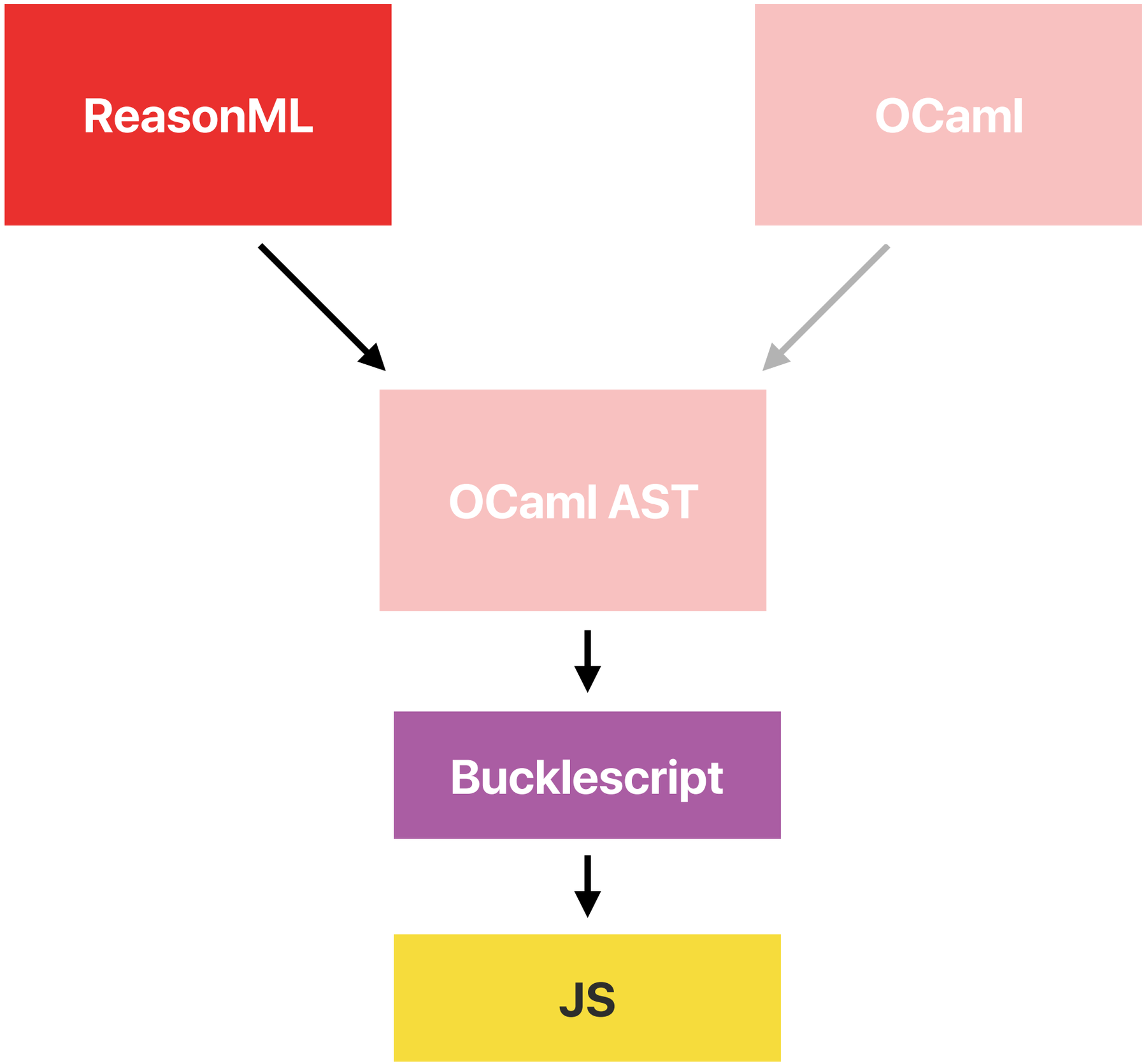
```
let getName = (name) => "Welcome " ++ name;
```

```
getName("React MDE");
```

```
let coworkings = [
  “Factoria",
  “Seedspace",
  “WeWork"
];
```

```
if (true) {
  Js.log("Hola!");
};
```


ReasonML
OCaml
OCaml AST
Bucklescript
JS


ReasonML
OCaml
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Records

```
let meetup = {nombre: "React Medellin", edad: 2};
```

```
35 | let meetup = {nombre: "React Medellin", edad: 2};
```

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```
Error: Unbound record field nombre
```

```
let meetup = {nombre: "React Medellin", edad: 2};
```

```
type meetup = {
   nombre: string,
   edad: int,
};

let meetup = {nombre: "React Medellin", edad: 2};
```

Variants

```
type estado =
  | Abierto
  | Cerrado;

let coworking = Abierto;
```

Javascript

```
const state = {
  loading: true,
  error: false,
  data: {}
};
```

Javascript

```
state.loading // true
state.error // true
state.data // {}
```

```
state.loading // false
state.error // true
state.data // { ... }

state.loading // true
state.error // false
state.data // { ... }
```

Clansmen:
Fighters:
Yare:
The Badder Saga
RPG
Keep watching for a chance to win the game!

```
type data = {coworkings: list(string)};

type state =
  | Loading
  | Error
  | Success(data);
```

Pattern Matching

```
switch (true) {
| true => "verdadero"
| false => "falso"
| _ => "No se :("
};
```

```
let condition = Success({coworkings: [“workia"]});

let resultado =
  switch (condition) {
  | Loading => "Esta cargando"
  | Error => "Erro :("
  | Success(data) =>
    "Hay " ++ string_of_int(Belt.List.length(data.coworkings)) ++ " datos"
  };
```

Optionals

```
let coworkings = None;
```

```
let coworkings = Some(3);
```

```
let coworkings =
  switch (coworkings) {
  | None => "No hay coworkings"
  | Some(qty) => "Hay " ++ string_of_int(qty)
  };
```

Functions

```
let getName = (name) => "Welcome " ++ name;
```

```
getName("React MDE");
```

```
let name = (~firstName, ~lastName) => firstName ++ " " ++ lastName;

name(~firstName="React", ~lastName=“Medellin")

name(~lastName="Medellin", ~firstName="React")
```

Pipe & Fast Pipe

```
let fullName = (firstName, middleName, lastName) =>
  firstName ++ " " ++ middleName ++ " " ++ lastName;

/** Alejandro Nanez Ortiz */
let normal = fullName("Alejandro", "Nanez", “Ortiz");

/** Alejandro Nanez Ortiz */
let fastPipe = "Alejandro"->fullName("Nanez", “Ortiz");

/** Alejandro Nanez Ortiz */
let pipe = "Ortiz" |> fullName("Alejandro", "Nanez");
```

Gracias :)