



REASON



**Sintaxis MUY
parecida a Javascript**

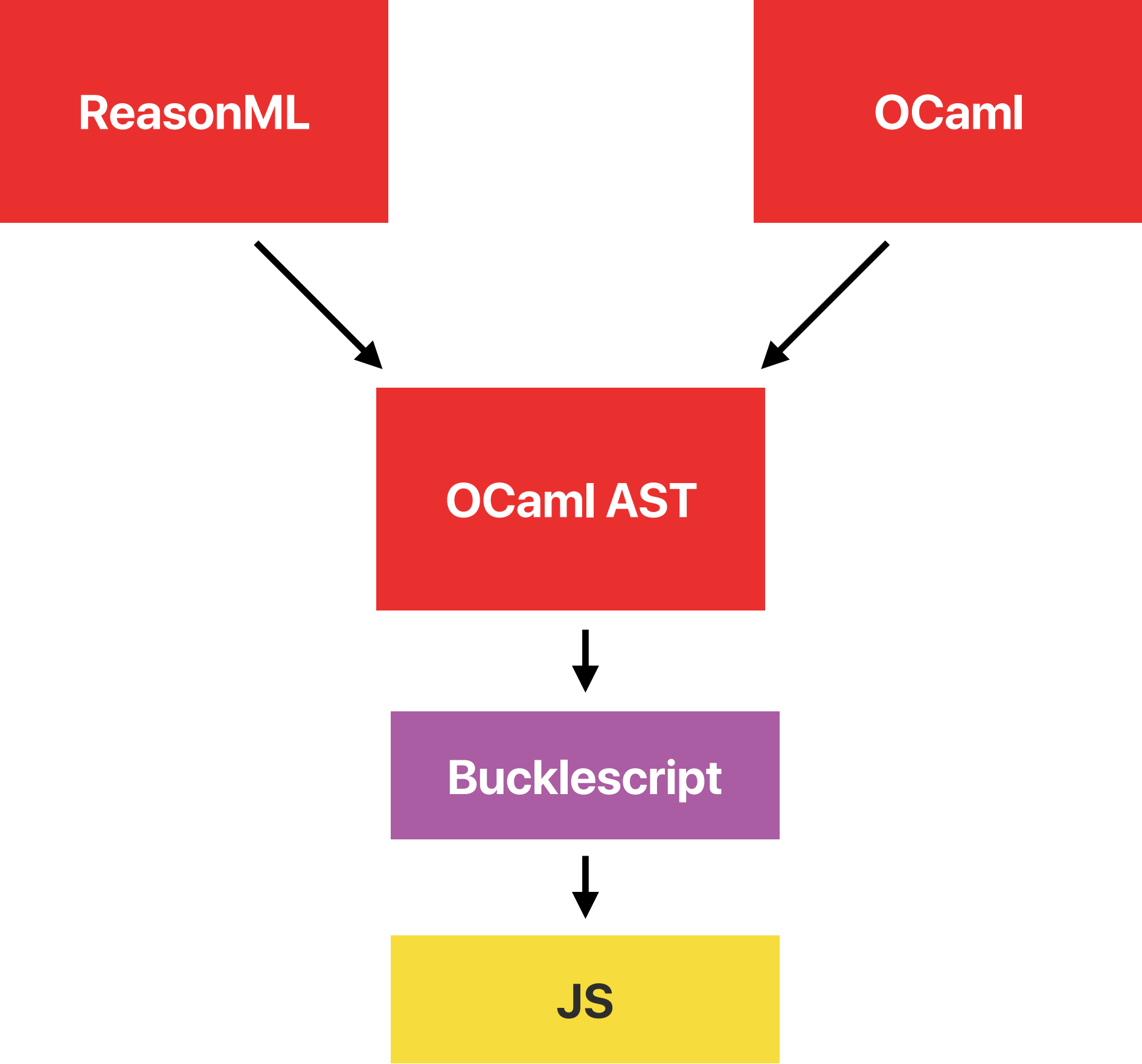
```
let edad = 32;
```

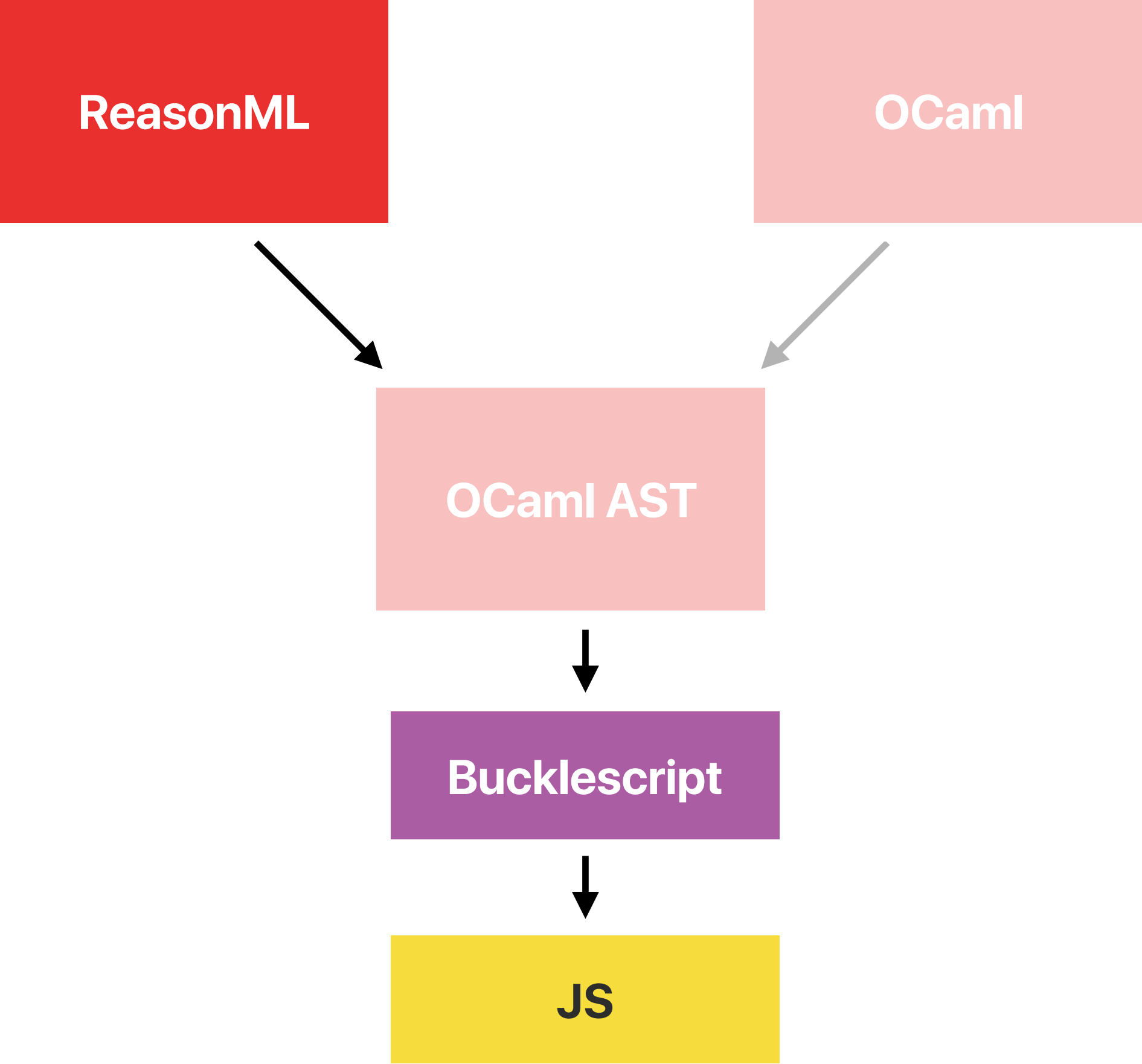
```
let getName = (name) => "Welcome " ++ name;
```

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

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

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





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

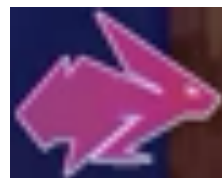
```
const state = {  
  loading: true,  
  error: false,  
  data: {}  
};
```

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 // { ... }
```



DAY
HARMER

CLANMEN:	61
FIGHTERS:	14
VALU:	10



BANDER
Sage
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")
```

Gracias :)