REPL-acement

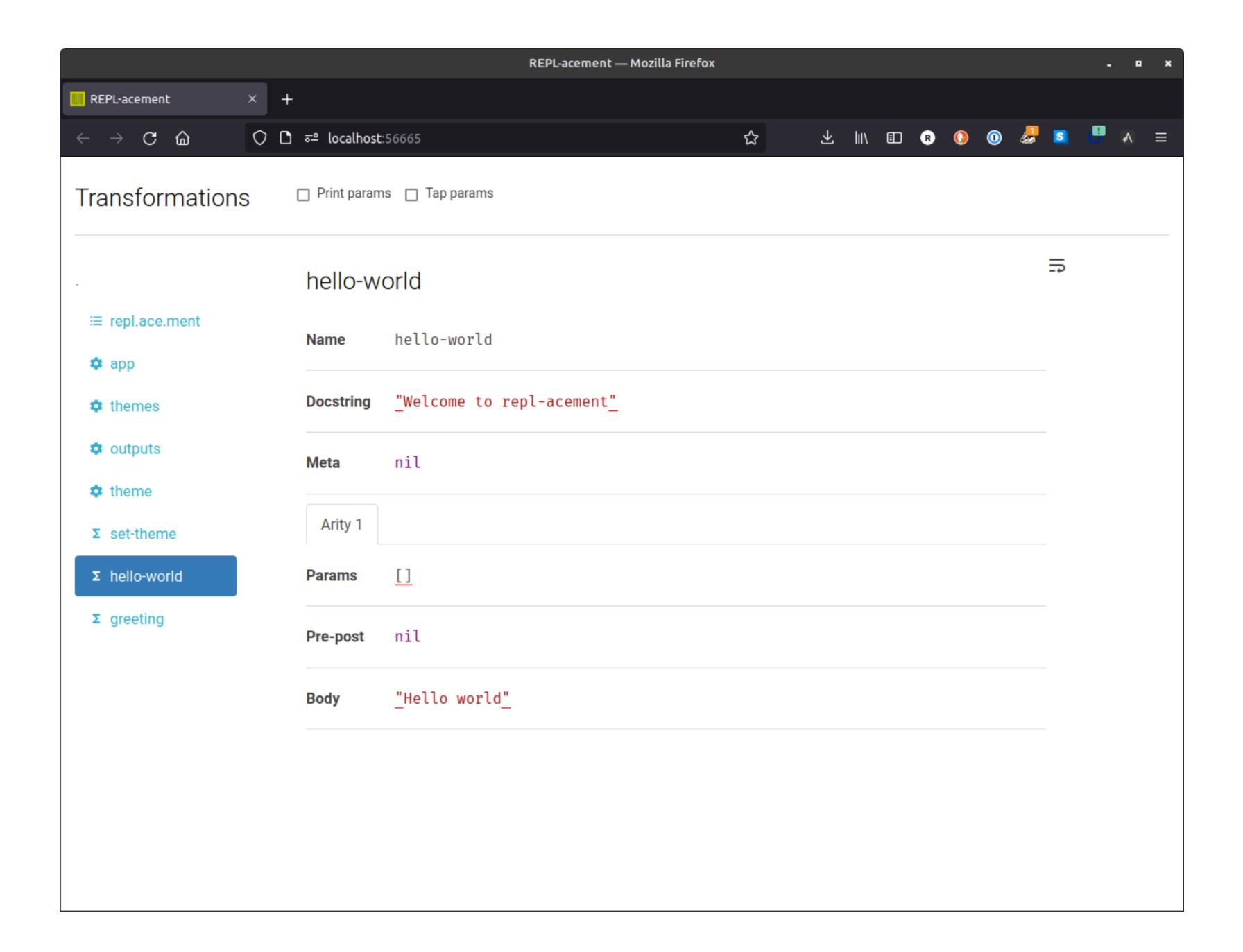
And editor for Clojure, written in Clojure

REPL-acement Workshop Agenda

- Talk 15-20 mins
 - Code is data
 - Data has identifiers
 - Immutable databases rule
- Workshop what should we do next?
 - Groups to propose innovations that we can unlock

Code is data

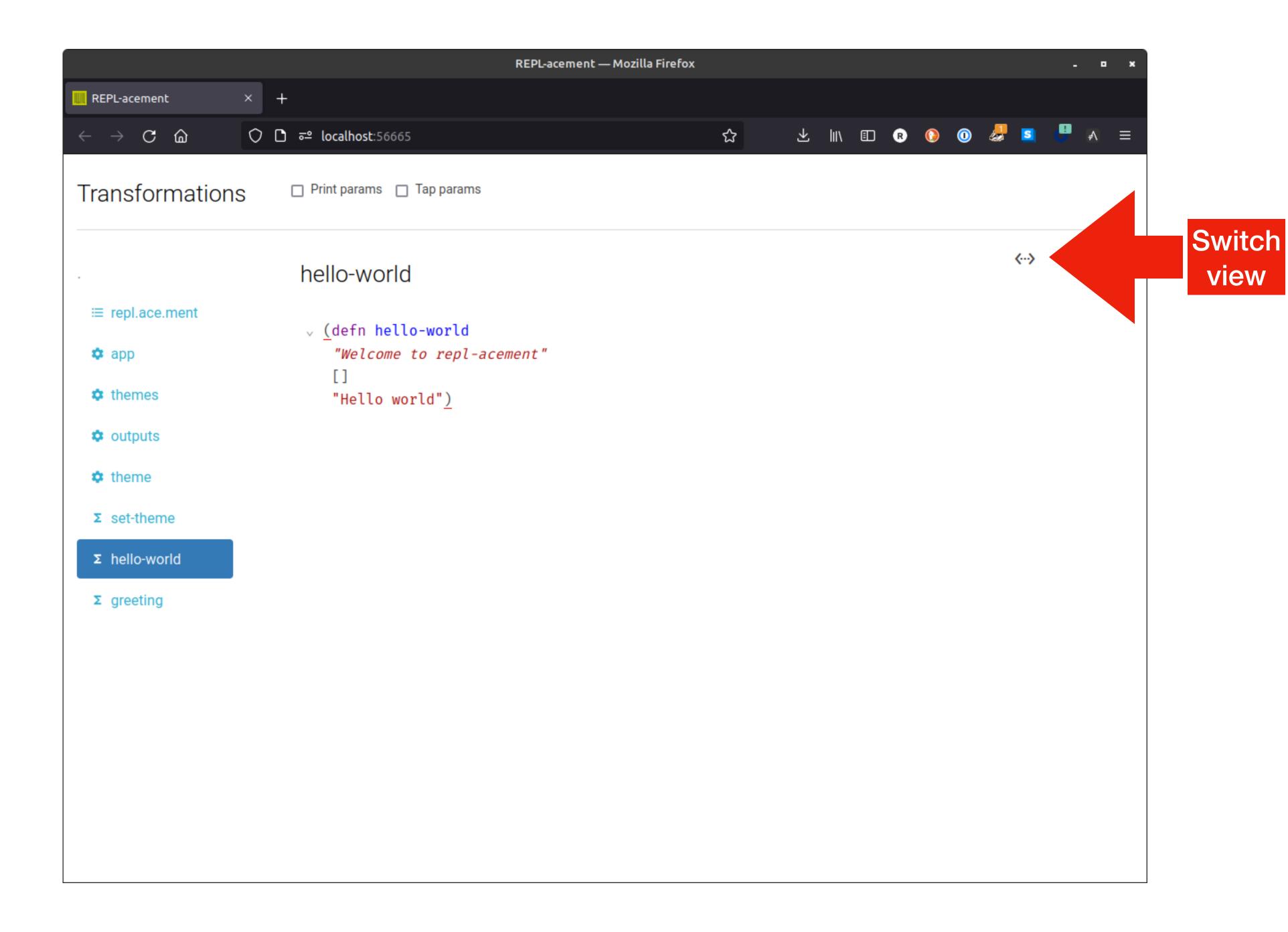
s/conform



Data is code

s/unform

```
(defn hello-world
"Welcome to repl-acement"
[]
"Hello world")
```



Data has identifiers

UUID per var

Data has identifiers

SHA-256 digest per var / per change

```
{#uuid "e4440de4-24a4-423b-af4a-fb2917726d6d"

√"5d01bacbee9f1314c9f8ec0d5abc2fcca41bcad078979f7af4b6dfa18d2f8d4b"

  {:defn-type defn,
   :defn-args
   {:fn-name hello-world,
     :docstring "Welcome to repl-acement",
     :fn-tail [:arity-1 {:params {}, :body [:body ["Hello world"]]}]}},
   "1df253e5c4bdd9eb179d51ba2654c96cc84ddb4aaef24e133b75e00c779e025a"
   {:defn-type defn,
   :defn-args
   {:fn-name hello-ClojureD,
     :docstring "Welcome to repl-acement",
     :fn-tail
     [:arity-1 {:params {}, :body [:body ["Hello ClojureD"]]}]}}}
```

Immutable databases rule

Comparative state

Libraries

With identifiers

- We will import each version of the clojure.core
- We will import the libs that you want your app to depend on
- When you use the libs your call site will be linked to the specific version of the function you rely on
- Datalog queries can be built to detect whether other versions of that function or lib are "safe" for your project

Island mentality?

No - integrate at the edge

- Files can be persisted from ns definitions
- Files can be shared via git as now
- Browser editors are available for other code
 - JS, CSS, HTML, Shell, YAML, etc...

Workshop

- Groups to propose innovations that we can unlock
 - UI how to render code and data?
 - Protocol what should be carried?
 - Data what can we do with code as data?
 - Anything else!!

Group activities

- Work together and come up with a proposal
- Present the work back to the group
- Use any presentation tools you want
 - Computer
 - Papers
 - Human voice
 - Combinations:)