

Repla: A Live-Coding Tool

Making innovating programming tools that are compatible with existing workflows.

Roben Kleene

@robenkleene

robenkleene.com

github.com/robenkleene/repla-live-coding

Who Am I

- Developer for Apple platforms (iOS & Mac)
- Currently making a programming tool called Repla
- Left job managing WSJ iOS app team to make it
- I like AppKit GUI apps, and Unix TUI apps
- Not a researcher, trying to create a business, not a boundary pusher

Simple Poll APP 4:46 AM

The thing I envision for the future of coding is for:

1 Programmers 16

@Miles Sabin, @David Piepgrass, @yairchu, @Wouter, @robenkleene, @Will,
@Kartik Agaram, @John Austin, @Brian Hempel, @missingfaktor, @Tony Cheal,
@wtaysom, @Stathis, @Vladimir Gordeev, @gman, @piggy1

2 Non Programmers 15

@Philipp Krüger, @Stefan, @ahmedr, @Niluka Satharasinghe, @yairchu,
@Duncan Cragg, @Jacob Sandlund, @Peter Abrahamsen, @Scott Anderson,
@jonathoda, @missingfaktor, @Tony Cheal, @Robin, @Nick Smith, @Tim Swast

1

2

Delete Poll

Simple Poll

Edit Settings



+2

19 replies Last reply 26 days ago

Traits of Successful Programming Tools (For Existing Programmers) 1/2

- **Browser UI:** A lingua franca for graphics.
- **Language Agnostic:** Work with existing programming languages.
- **Plain Text:** An open data format.
- **Packages Written in Scripting Languages:** Make customizations easy to share and modify.

Traits of Successful Programming Tools (For Existing Programmers) 2/2

- **Text Editors:** The concentration of programming man-hours.
- **Unix Processes:** Use child processes to extend capabilities.
- **Version Control:** State of the art collaboration.

What do users have to give up to use your tool?

- Text editors?
- Version control?

Is your solution more useful than these things?

Case Study: Visual Studio Code

Visual Studio Code is a **language agnostic text editor** used to edit **plain text** files that can be stored in **version control**. Its user interface is displayed using a **browser rendering engine**. Its **packages** are written in **scripting languages** that run **Unix processes**.

Visual Studio Code Market Share

- 2016: 7.2%
- 2017: 22.3%
- 2018: 34.9%
- 2019: 50.7%

Stack Overflow Insights.

Competes with text editors: 20-25 employees.

Why Not Integrate With an IDE?



Console Debug Main.storyboard

Repla | Build Repla: **Succeeded** | Yesterday at 3:08 PM

Repla My Mac

Repla Main.storyboard

Application Scene

Window Controller Scene

Split Web View Controller Scene

Split Web View Controller

- Split View
- Split View Item
- Split View Item
- First Responder
- Relationship "split items" to "Web View Controller"
- Relationship "split items" to "Web View Controller"

Web View Controller Scene

Web View Controller Scene

Filter View as: Dark Appearance

Add New Alignment Constraints

- Leading Edges
- Trailing Edges
- Top Edges
- Bottom Edges
- Horizontal Centers
- Vertical Centers
- First Baselines
- Horizontally in Container
- Vertically in Container

Add Constraints

Storyboard XIB

Auto Filter

All Output Filter

Identity and Type

Name: Main.storyboard

Type: Default - Interface Builder...

Location: Relative to Group

Main.storyboard

Full Path: /Users/robenkleene/Development/Projects/Cocoa/Repla/Repla/Main.storyboard

On Demand Resource Tags

Tags

Document

Latest Xcode (10.0)

Deployment Target (10.14)

Use Auto Layout

Localize...

Relationship

Constraints

When to integrate with an IDE?

If your feature fits into existing user interface features
and requires no interaction.

-  Linters
-  Splits & Folds

Repla

What is Repla?

- A web rendering engine
- Unix process management
- A packaging system
- Not an editor, works alongside existing tools
- A platform

Well maybe try to replace one thing... the browser

- Sounds crazy?
- The developer trio: a **browser**, a **text editor**, and a **terminal**.
- A text editor and a terminal both use a **packaging system** to extend functionality by running **Unix processes**. The browser?

Screenshots

A screenshot of a code editor window titled "example.js — Files (git: master)". The window has a dark theme with light-colored code. The code is as follows:

```
function addNumbers(x, y) {
    return x + y;
}

addNumbers(1, 2);
```

The editor interface includes a vertical line number column on the left, a toolbar at the top with standard OS X-style buttons, and a status bar at the bottom showing "Line: 1 | JavaScript".

A screenshot of a code editor window titled "example.rb — Files (git: master)". The window has a dark theme with light-colored code. The code is as follows:

```
def add_numbers(x, y)
    return x + y
end

add_numbers(1, 2)
```

The editor interface includes a vertical line number column on the left, a toolbar at the top with standard OS X-style buttons, and a status bar at the bottom showing "Line: 1 | Ruby".

A screenshot of a Mac OS X application window titled "example.html — Files (git: master)". The window has a dark grey header bar with standard OS X window controls (red, yellow, green) and a title bar. The main content area shows an HTML document with syntax highlighting. The code is as follows:

```
<section>
    <p>The HTML displays a live preview of an HTML
document.</p>
    <!-- <p>If you edit the document and save, the preview
refreshes.</p> -->
</section>
```

The code editor interface includes a vertical scroll bar on the left, line numbers 21 through 26 at the top, and a status bar at the bottom with "Line: 23", "HTML", "Tab Size: 4", and "CSS: body".

A screenshot of a Mac OS X application window titled "example.md — Files (git: master)". The window has a dark grey header bar with standard OS X window controls and a title bar. The main content area shows a Markdown document with syntax highlighting. The code is as follows:

```
**Markdown Plugin Demo**

The Markdown plugin displays a live preview of a Markdown
document render to HTML.

<!-- If you edit the document and save, the preview refreshes. -->
```

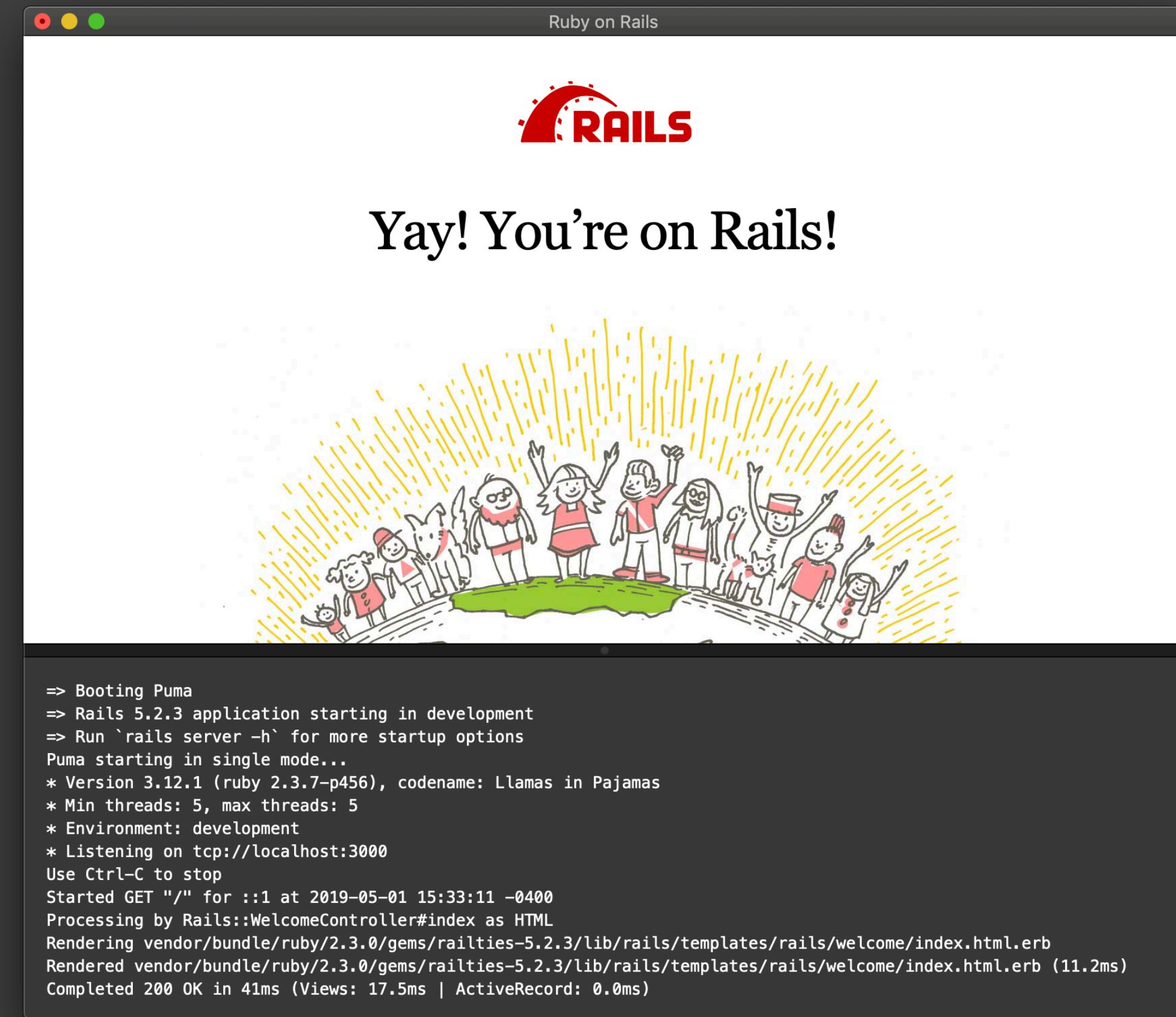
The code editor interface includes a vertical scroll bar on the left, line numbers 1 through 5 at the top, and a status bar at the bottom with "Line: 1", "Markdown", "Tab Size: 4", and "Symbols".

Your Text Editor

```
1 function addNumbers(a, b) {  
2     return a + b;  
3 }  
4  
5 var left = 1;  
6  
7 var right = 2;  
8  
9 addNumbers(left, right);  
10
```

Repla

```
function addNumbers(a, b) {  
    return a + b;  
}  
=> undefined  
var left = 1;  
=> undefined  
var right = 2;  
=> undefined  
addNumbers(left, right);  
=> 3
```



Roadmap

1. **Browser & Processes:** Web Development (integrate the server and browser into one window, automatically refresh)
2. **Packaging System:** Distributing Web Apps (one click install, one click run, e.g., Jupyter Notebooks)
3. **Packages 1:** Live Coding View
4. **Packages 2:** Framer Classic & Processing

Use Cases

The image shows three separate Mac OS X windows side-by-side, all displaying the same file named "samplemarkdown.md".

- Left Window:** Shows a dark-themed editor with the title bar "samplemarkdown.md". The content is:

Marked

What's Markdown?

Marked works with Markdown and MultiMarkdown, and can convert syntax from several variants for preview (it can also be extended to work with just about any processor you need, including Textile, reStructuredText, Wikitext and more). I assume that--since you're here--you at least know what these markup languages are. If not, you should start at John Gruber's [Markdown Basics](#), check out the [TUAW Markdown Primer](#) and brush up on extended syntax with the [MultiMarkdown User's Guide](#). Marked includes a full Markdown syntax guide under the help menu, so you can brush up as you go.
- Middle Window:** Shows a dark-themed editor with the title bar "samplemarkdown.md". The content is:

```
1 #· Marked
2
3 ##· What's · Markdown?
4
5 Marked · works · with · Markdown · and · MultiMarkdown · , · and · can · convert · syn
extended · to · work · with · just · about · any · processor · you · need · , · includin
assume · that--since · you · re · here--you · at · least · know · what · these · mark
Gruber's · \[Markdown · Basics\] \[daringfireball\] , · check · out · the · \[TUAW · M
with · the · \\[MultiMarkdown · User's · Guide\\] \\[github\\] . · Marked · includes · a ·
you · can · brush · up · as · you · go.
```
- Right Window:** Shows a dark-themed editor with the title bar "samplemarkdown.md". The content is:

```
6
7 [daringfireball]: · http://daringfireball.net/projects/markdown/bas
8 [github]: · http://fletcher.github.com/peg-multimarkdown/mmd-manual
9 [tuaw]: · http://www.tuaw.com/markdown-primer
10 [help]: · http://markedapp.com/help/
11
12 ##· What's · Marked?
13
```

Marked

-  Plain text
-  Works with text editors
-  Works with version control
-  Not language agnostic

See also: Deckset

The screenshot shows a window titled "Soulver" with a dark gray header bar featuring three colored circular icons (red, orange, green) on the left and a close button on the right. The main content area has a light gray background and contains the following text:

Comparing Interest Rates:	
Bank 1: \$50,000 + 5.25%	\$52,625.00
Bank 2: \$50,000 + 6.25%	\$53,125.00
Difference of	
\$53,125.00 - \$52,625.00	\$500.00
Total: \$106,250.00	

Soulver

-  Not plain text
-  Not language agnostic
-  Doesn't work with text editors
-  Doesn't work with version control

See also: Calca

The screenshot shows a web browser window for observablehq.com. The page title is "Observable". The main content is the "Five-Minute Introduction" notebook. At the top, there's a welcome message: "Welcome. This is live code! Click the left margin to view or edit." Below this, the notebook details are shown: "Observable · Dec 4, 2017 · The magic notebook for visualization. By Mike Bostock". There are 35 forks and 90 likes. The notebook title is "Five-Minute Introduction". The introduction text reads: "Welcome to Observable! This notebook gives a quick but technical overview of Observable's features. For a slightly longer introduction, see [Introduction to Notebooks](#) and [introductory tutorial series](#). If you want to watch rather than read, we've also posted a [short video introduction](#)!" The next cell contains the code:

```
42  
2 * 3 * 7
```

 which results in the output **42**. The final cell contains the code:

```
5050  
{  
  let sum = 0;  
  for (let i = 0; i <= 100; ++i) {  
    sum += i;  
  }  
  return sum;  
}
```

Observable

-  Not plain text
-  Not language agnostic
-  Doesn't work with text editors
-  Doesn't work with version control

See also: Jupyter Notebooks, Swift Playgrounds, R Markdown

Slider.tsx

```
import * as React from "react"
import { Frame, PropertyControls, ControlType } from "framer"

interface Props {
  value: number
  knob: string
  track: string
  tint: string
  width: number
  height: number
}

export class Slider extends React.Component<Props> {
  static defaultProps = {
    width: 120,
    height: 44,
    value: 50,
    knob: "#FFF",
    track: "#333",
    tint: "#8DF",
  }

  static propertyControls: PropertyControls = {
    value: { type: ControlType.Slider },
    tint: { type: ControlType.Color },
  }
}
```

Sliders (100%)

9:00

100%

Saturate

Contrast

Grayscale

Framer Classic

-  Not plain text
-  Not language agnostic
-  Doesn't work with text editors
-  Doesn't work with version control

See also: Processing

Live Coding With Repla

Advantages

- Language packages: IRB.replaplugin, Python.replaplugin, Node.replaplugin
- Use your existing code editor, with regular file extensions: .rb, .py, .js
- Check them into version control

Live Coding Implementation

```
def initialize(command)
  PTY.spawn(command) do |output, input, _pid|
    Thread.new do
      output.each do |line|
        output_controller.parse_output(line)
      end
    end
    @input = input
  end
end

def parse_input(input)
  input_controller.parse_input(input)
  @input.write(input)
end
```

Other Implementation Details

- The Ruby process watches the file system (gem 'listen')

Repla: A Live-Coding Tool

That's it, thanks!

Roben Kleene

@robenkleene

robenkleene.com

github.com/robenkleene/repla-live-coding