

ClojureScript

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Outline

- 1 Introduction
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- 3 Implementation
- 4 Tool Support
- 5 Future Plans
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Hello World!

- Clojure

```
(println "Hello World!")
```

- ClojureScript

```
(.log js/console "Hello World!")
```

Hello World v2

- With `clojure.core/*print-fn*` bound to a function:

```
(println "Hello World!")
```

Clojure?

- Modern LISP
- Targets the JVM
 - ▶ Great Java-Interop
- Persistent Data Structures
- Easy concurrent programming
 - ▶ Built-in STM
 - ▶ Reactive Actors ('Agents')
 - ▶ Good encapsulation of State

ClojureScript?

- All advantages of Clojure
 - ▶ Functional Programming
 - ▶ Persistent Data Structures
 - ▶ Powerful concise Syntax
 - ▶ Great Host Interop
- Runs in the Browser
 - ▶ Wide target range
- No eval
 - ▶ Reader still available!

ClojureScript!

- Created by Rich Hickey in 2011
- Clojure Compiler which targets Javascript
- Same Runtime as Clojure
 - ▶ Data Structures
 - ▶ `clojure.core`
 - ▶ Code Sharing possible
- Cleaner Codebase
 - ▶ 100% Clojure, no Java/Javascript
 - ▶ Much of Clojure is implemented in Java

Proof?

```
find . -name *.js
```

```
./samples/hello-js/externed-lib.js  
./samples/hello-js/externs.js  
./samples/hello-js/my-external-lib.js  
./src/cljs/cljs/nodejs_extrns.js
```

```
cat ./src/cljs/cljs/nodejs_extrns.js
```

```
function require(){}  
function process(){}
```


Why target Javascript?

- Faster startup time
- Widespread platform (Browsers)
- Node.js
- Advantages when using same code Server- and Client-Side

Platform Interop

- Function calls

```
(.log js/console "Foobar")
```

```
(js/alert 42)
```

- Properties

```
(.-location js/window)
```

```
(set! (.-prop obj) "Foo")
```

Interop: Syntactic Sugar

- Double Dot

```
(.. ($ "#my-table")  
    (children "tr")  
    (children "td")  
    (hide))
```

- Anonymous Functions

```
(fn [a b] (+ a b))  
  
#(+ %1 %2)
```

DOM Manipulation

- Google Closure
- jQuery

Google Closure

Javascript Library by Google

- Advantages

- ▶ Used by ClojureScript itself
- ▶ Very rich library containing many kinds of UI elements
- ▶ Integrates nicely with the Google Closure compiler

- Disadvantages

- ▶ Hard to use
- ▶ Usually hard to integrate in legacy codebases
- ▶ As of May 2012: No way to set data-attributes

- Advantages

- ▶ More concise to use
- ▶ Widely known
- ▶ Nice wrappers available (jayq)

- Disadvantages

- ▶ Syntax doesn't integrate very good
- ▶ Uses own Array type which doesn't work out-of-the-box with Clojure's Sequence abstractions

Compilation

- 1 Reader
- 2 Macros
- 3 Analysis
- 4 Emission
- 5 Closure Compiler

Closure Compiler

- Optimizing compiler for Javascript
- Performs the following:
 - ▶ Warnings
 - ▶ Dead-code elimination
 - ▶ Optimization
- Code must be written in a very strict style
 - ▶ ClojureScript generates such code

Size of generated Code

Code

```
(ns foo.bar)

(defn ^:export greet [name]
  (js/alert (str "Hello, " name "!")))
```

Result

```
91914  out-advanced.js
724380 out-pretty.js
```

Limitations

- No Multithreading
 - ▶ Atoms and Refs are still useful
- Complicated use of macros
- Many Clojure libraries don't work without modifications

Available Libraries

- User-Interface
 - ▶ Google Closure
 - ▶ jQuery UI
- DOM Manipulation/Generation
 - ▶ jayq (jQuery)
 - ▶ crate/hiccup (Hiccup)
 - ▶ enfocus (Enlive)
- All other Javascript libraries

IDEs

- Editor Support
 - ▶ clojurescript-mode (Emacs)
- Build Tools
 - ▶ lein-cljsbuild (Leiningen)
 - ▶ cljs-watch
- REPL
 - ▶ `lein cljsbuild repl-{listen,rhino}`

ClojureScript One

- Sample single-page application
- Browser connected REPL
- Well documented
- Great (but complex) starting point

Future Plans

- Pluggable Backends
- Source Maps
- Reactive Programming

Recent: Pluggable Backends

Summer of Code Project by Raphael Amiard

- Lexer extracted from monolithic Compiler
- Compiler implemented as modular Backend
- Soon:
 - ▶ Lua
 - ▶ Python
 - ▶ C
 - ▶ Malbolge?

Source Maps

- Map from compiled Javascript to ClojureScript
- Great for debugging errors
- Implemented in Chrome, support in ClojureScript coming

Reactive Programming

- Most stuff happens in the DOM
- Manual DOM Manipulation is cumbersome
- Solution: Bind values of elements/data-structures to modified values of other data structures

Conclusions

Good for

- Single Page applications with much logic
- Re-use of code written for the server

Not so good for

- Small utility scripts (high file size)
- High performance code

Starting Points

- Clojure Google Group
<http://groups.google.com/group/clojure>
- ClojureScript on Github
<https://github.com/clojure/clojurescript>
(Don't follow the 'Quick Start' Guide! Use lein-cljsbuild for building projects or starting a REPL.)
- lein-cljsbuild
<https://github.com/emezeske/lein-cljsbuild>
- ClojureScript One
<http://clojurescriptone.com/>

Links

Google Closure	https://developers.google.com/closure/
jQuery	http://jquery.com/
jayq	https://github.com/ibdknox/jayq
crate	https://github.com/ibdknox/crate
hiccups	https://github.com/teropa/hiccups
enfocus	https://github.com/ckirkendall/enfocus
cljs-watch	https://github.com/ibdknox/cljs-watch

So long...

...and thanks for all the fish

Thank you!

Contact

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