

Introduction to ReasonML

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Outline

Javascript so far

What is ReasonML?

Ocaml to JS?

Reason Primitives

Pattern Matching

Comparing Reason to Elm

References

Javascript so far

Features

Problems

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- ▶ Non statically typed, i.e. you get typed errors at runtime
- ▶ Module system not great, you have to take care of it yourself

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- ▶ Several FP features (currying by default)
- ▶ Solid type system (30+ years of research)
- ▶ Extremely fast compilation to JS (10x faster than TypeScript)

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- ▶ Made possible by bucklescript
- ▶ Human readable output
- ▶ Ocaml to Native and JS
- ▶ But we are not writing Ocaml, ReasonML is a javascript-like syntax of Ocaml.

Reason Primitives

Primitive	Example
Strings	'test'
Characters	'c'
Integers	23, -23
Floats	23.0, -23.0

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- ▶ I.e. `const foo, bar, baz = props`

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- ▶ TL;DR. Elm is pure, while Reason is pragmatic (support for React).

References / more useful information