# Graphical User Interfaces With Threepenny

Heinrich Apfelmus

# Gallery

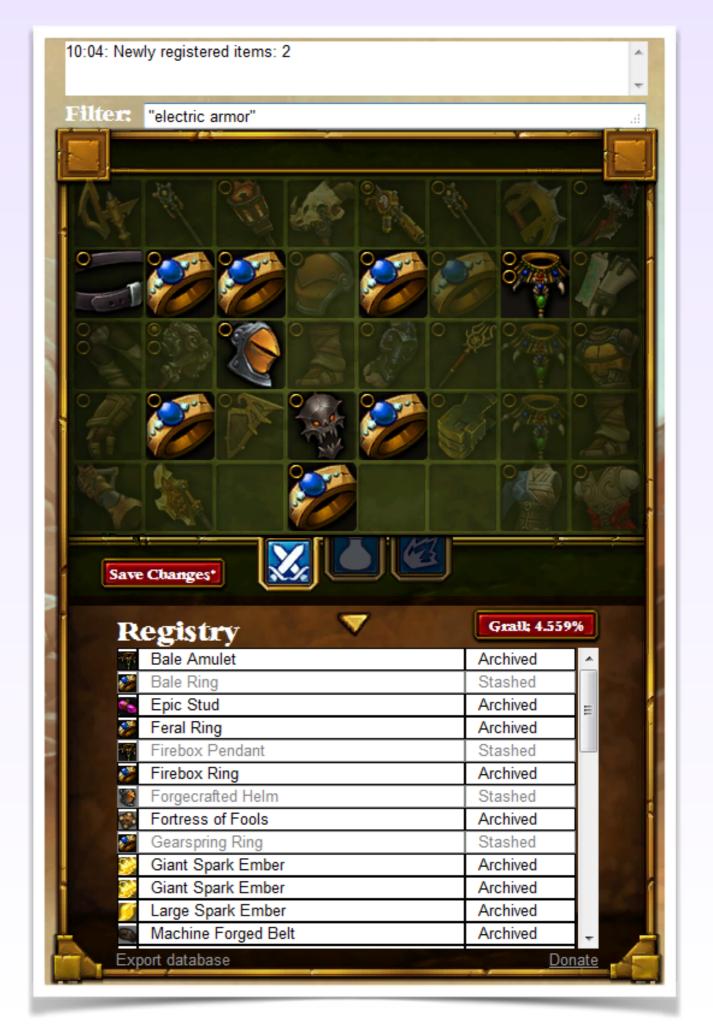
"A picture says more than a thousand Word64"

# Gallery

"A picture says more than a thousand Word64" "But less than an Integer"

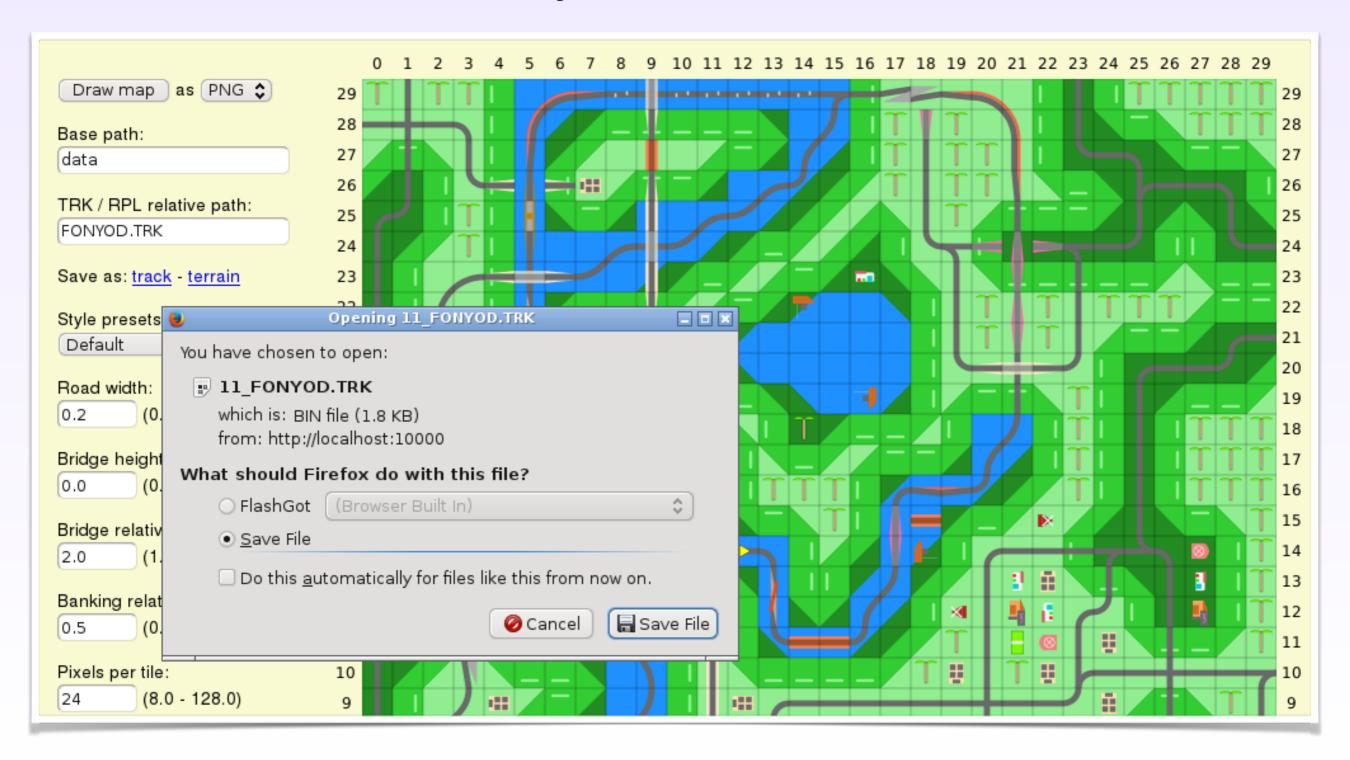
#### **FNI Stash**

by Daniel Austin



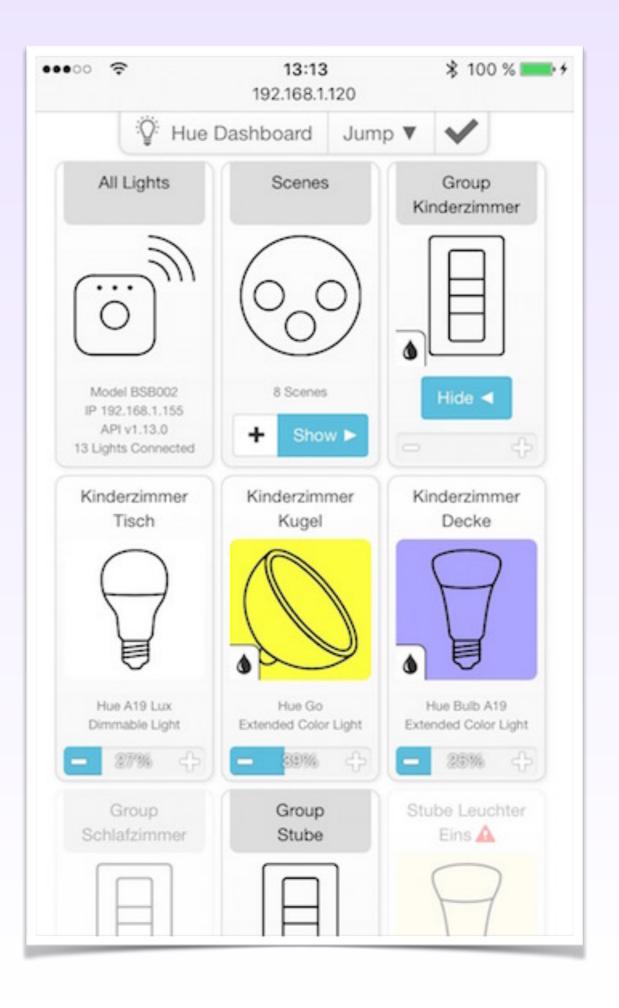
#### **Stunts Cartography**

#### by Daniel Mlot



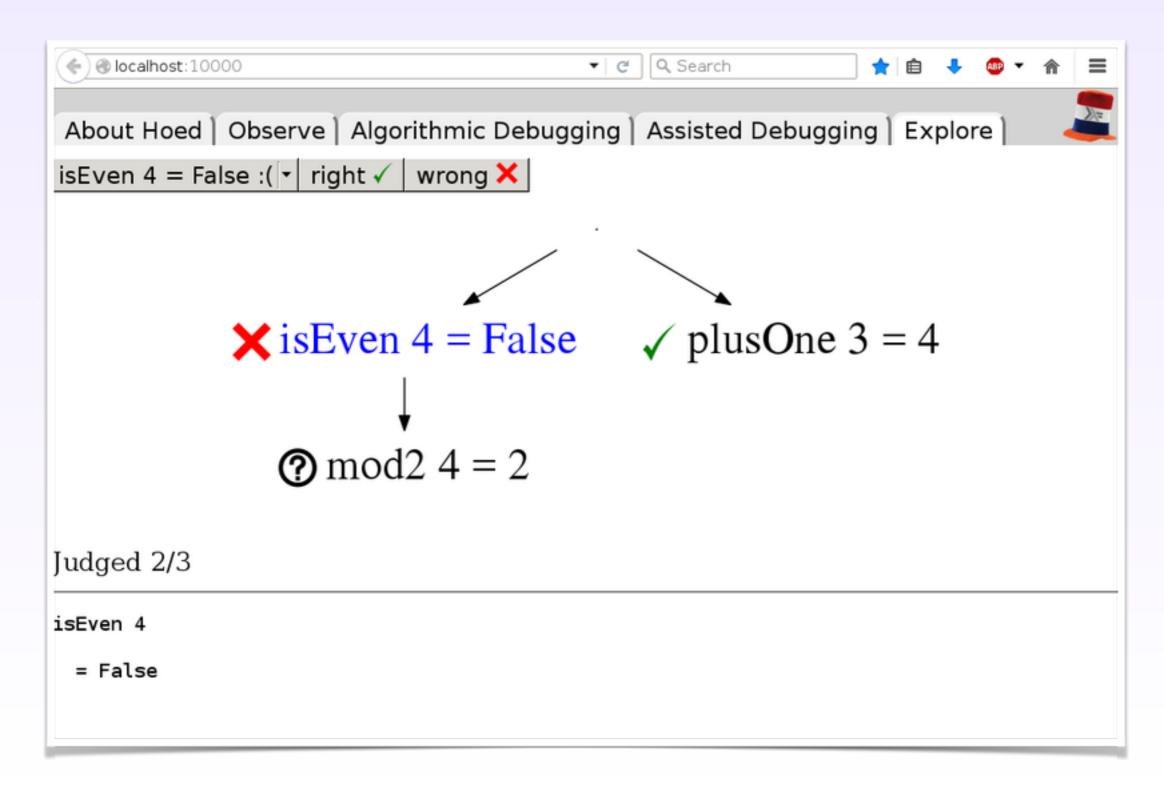
#### **Hue Dashboard**

by Tim Schröder



### Hoed (< 0.4)

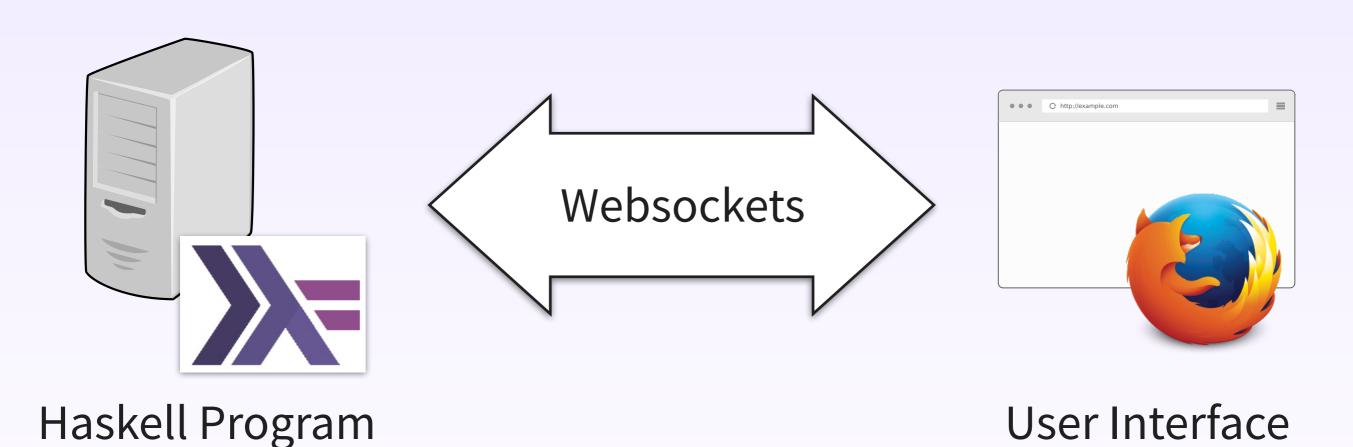
#### by Maarten Faddegon



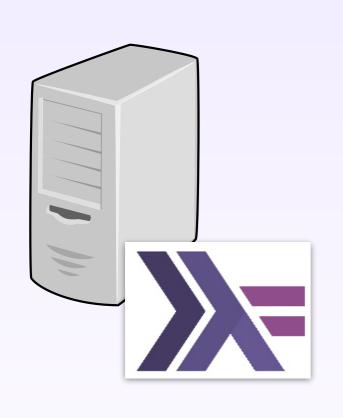
### Architecture

"Software gets slower faster than hardware gets faster"

### Client & Server



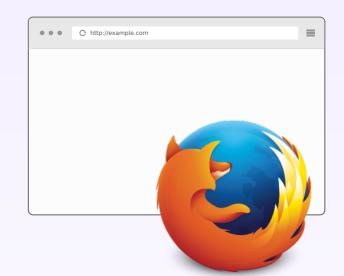
# Foreign.JavaScript



Call JavaScript

Return Values

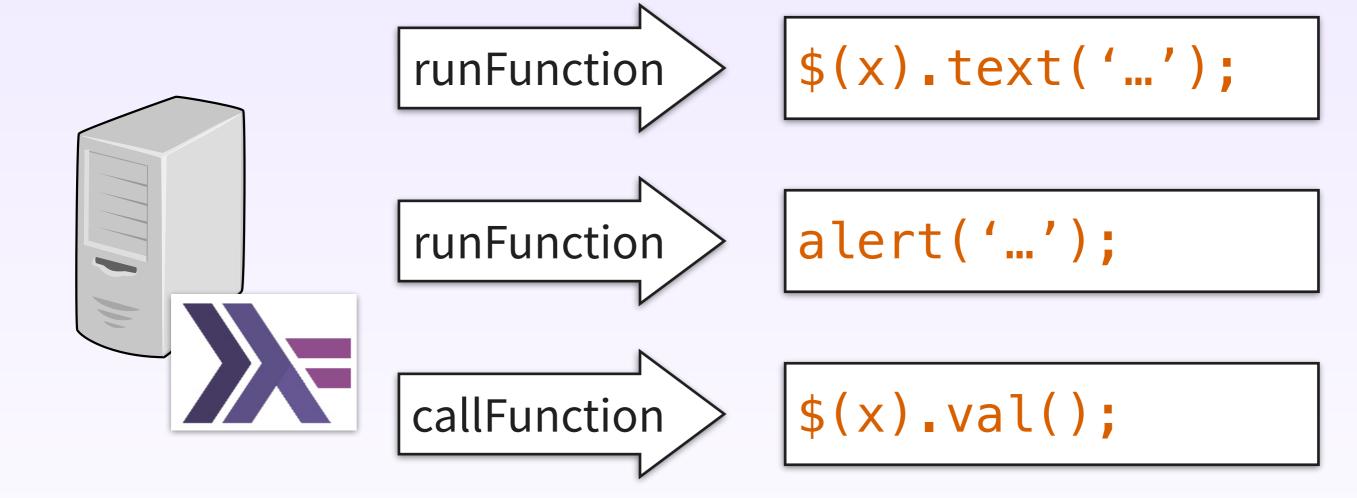
Call Haskell\*



Int, String, JSON, ...

Garbage Collection

# Buffering: NoBuffering



# Buffering: BufferRun



runFunction

runFunction

callFunction

```
$(x).text('...');
alert('...');
$(x).val();
```

### Graphics.UI.Threepenny

HTML document object model

FRP functional reactive programming

**UI** monad

### Haskell time!

### Installation

#### **EITHER Stack**

```
$ stack build threepenny-gui
$ ./runhaskell E01_hello_world.hs
```

#### **OR Cabal**

```
$ cabal install threepenny-gui
$ ./runhaskell E01_hello_world.hs
```

#### **THEN**



http://localhost:8023

# Project Ideas

# Chat (1 User)

Me: First Message

Me: Second Message

Eliza: Response

Message

Send

### Pie Chart

