

# Workflow Tips

Here are some tips for working with Julia efficiently.

## REPL-based workflow

As already elaborated in [The Julia REPL](#), Julia's REPL provides rich functionality that facilitates an efficient interactive workflow. Here are some tips that might further enhance your experience at the command line.

## A basic editor/REPL workflow

The most basic Julia workflows involve using a text editor in conjunction with the `julia` command line. A common pattern includes the following elements:

- Put code under development in a temporary module. Create a file, say `Tmp.jl`, and include within it

```
module Tmp
export say_hello

say_hello() = println("Hello!")

# your other definitions here

end
```

- Put your test code in another file. Create another file, say `tst.jl`, which looks like

```
include("Tmp.jl")
import .Tmp
# using .Tmp # we can use `using` to bring the exported symbols in `Tmp` into ou

Tmp.say_hello()
# say_hello()

# your other test code here
```

and includes tests for the contents of `Tmp`. Alternatively, you can wrap the contents of your test file in a module, as

```
module Tst
    include("Tmp.jl")
    import .Tmp
    #using .Tmp

    Tmp.say_hello()
    # say_hello()

    # your other test code here
end
```

The advantage is that your testing code is now contained in a module and does not use the global scope in `Main` for definitions, which is a bit more tidy.

- include the `tst.jl` file in the Julia REPL with `include("tst.jl")`.
- Lather. Rinse. Repeat. Explore ideas at the `julia` command prompt. Save good ideas in `tst.jl`. To execute `tst.jl` after it has been changed, just include it again.

## Browser-based workflow

It is also possible to interact with a Julia REPL in the browser via [IJulia](#). See the package home for details.

## Revise-based workflows

Whether you're at the REPL or in IJulia, you can typically improve your development experience with [Revise](#). It is common to configure Revise to start whenever `julia` is started, as per the instructions in the [Revise documentation](#). Once configured, Revise will track changes to files in any loaded modules, and to any files loaded in to the REPL with `includet` (but not with plain `include`); you can then edit the files and the changes take effect without restarting your `julia` session. A standard workflow is similar to the REPL-based workflow above, with the following modifications:

1. Put your code in a module somewhere on your load path. There are several options for achieving this, of which two recommended choices are:
  - a. For long-term projects, use [PkgTemplates](#):

```
julia using PkgTemplates t = Template() generate("MyPkg", t) This will create a blank package, "MyPkg", in your .julia/dev directory. Note that PkgTemplates allows you to control many different options through its Template constructor.
```

In step 2 below, edit `MyPkg/src/MyPkg.jl` to change the source code, and `MyPkg/test/runtests.jl` for the tests.

b. For "throw-away" projects, you can avoid any need for cleanup by doing your work in your temporary directory (e.g., `/tmp`).

Navigate to your temporary directory and launch Julia, then do the following:

```
julia pkg> generate MyPkg # type ] to enter pkg mode julia> push!(LOAD_PATH,
pwd()) # hit backspace to exit pkg mode If you restart your Julia session you'll have to re-
issue that command modifying LOAD_PATH.
```

In step 2 below, edit `MyPkg/src/MyPkg.jl` to change the source code, and create any test file of your choosing.

## 2. Develop your package

*Before* loading any code, make sure you're running Revise: say using `Revise` or follow its documentation on configuring it to run automatically.

Then navigate to the directory containing your test file (here assumed to be `"runtests.jl"`) and do the following:

```
julia> using MyPkg

julia> include("runtests.jl")
```

You can iteratively modify the code in `MyPkg` in your editor and re-run the tests with `include("runtests.jl")`. You generally should not need to restart your Julia session to see the changes take effect (subject to a few limitations, see <https://timholly.github.io/Revise.jl/stable/limitations/>).