

# ClojureScript

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# Outline

- 1 Introduction
- 2 Code Samples
- 3 Implementation
- 4 Tool Support
- 5 Future Plans
- 6 Conclusion

# 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_externs.js
```

```
cat ./src/cljs/cljs/nodejs_externs.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	<a href="https://developers.google.com/closure/">https://developers.google.com/closure/</a>
jQuery	<a href="http://jquery.com/">http://jquery.com/</a>
jayq	<a href="https://github.com/ibdknox/jayq">https://github.com/ibdknox/jayq</a>
crate	<a href="https://github.com/ibdknox/crate">https://github.com/ibdknox/crate</a>
hiccups	<a href="https://github.com/teropa/hiccups">https://github.com/teropa/hiccups</a>
enfocus	<a href="https://github.com/ckirkendall/enfocus">https://github.com/ckirkendall/enfocus</a>
cljs-watch	<a href="https://github.com/ibdknox/cljs-watch">https://github.com/ibdknox/cljs-watch</a>

So long. . .

. . . and thanks for all the fish

Thank you!

# Contact

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