

Hands on Scala.js



Li Haoyi, PNWScala 14 Nov 2014



Hands on Scala.js: Agenda

- Intro to Scala.js
- Interactive Web Pages
- Cross-platform libraries
- Client-server integration
- Wrap Up

Intro to Scala.js

- Intro to Scala.js
- Interactive Web Pages
- Cross-platform libraries
- Client-server integration
- Wrap Up

Intro to Scala.js

- Who
- What
- Where
- When
- Why

Intro to Scala.js: Who

- Li Haoyi



- I work at Dropbox
- Come talk to me about legacy CoffeeScript code
- ~10 commits in [scala-js/scala-js](#)

- @sjrd/@gzm0



- Real authors
- ~2000 commits in [scala-js/scala-js](#)

Intro to Scala.js: What

- Scala -> Javascript Compiler
 - Run Scala code in the web browser!
- Respectable Performance
 - 1-3x slower than raw JS, 10x slower than Scala-JVM
 - Probably still 5x faster than python
 - 150-400kb non-gzipped executables
 - Mostly Scala's bloated collections library

Intro to Scala.js: What

```
def main() = {  
  var x = 0  
  while(x < 999){  
    x = x + "2".toInt  
  }  
  println(x)  
}
```

Intro to Scala.js: What

```
ScalaJS.c.LExample$.prototype.main__V = (function() {  
  var x = 0;  
  while ((x < 999)) {  
    x = ((x + new ScalaJS.c.sci_StringOps().init__T(  
      ScalaJS.m.s_Predef().augmentString__T__T("2")  
    ).toInt__I()) | 0)  
  };  
  ScalaJS.m.s_Predef().println__O__V(x)  
});
```


Intro to Scala.js: What

```
be.prototype.main=function(){
  for(var a=0;999>a;)
    a=a+(new de).g(S(L(),"2")).ne()|0;
  ee(); L();
  var b=F(fe); ge();
  a=(new he).g(w(a)); b=bc(0,J(q(b,[a])));
  ie(bc(L(),J(q(F(fe),[je(ke(ge()).Vg),b]))))
}
```

Intro to Scala.js: Where

- <http://www.scala-js.org/>
- <https://github.com/scala-js/scala-js>
- <https://groups.google.com/forum/#!forum/scala-js>
- <http://www.scala-js-fiddle.com/>

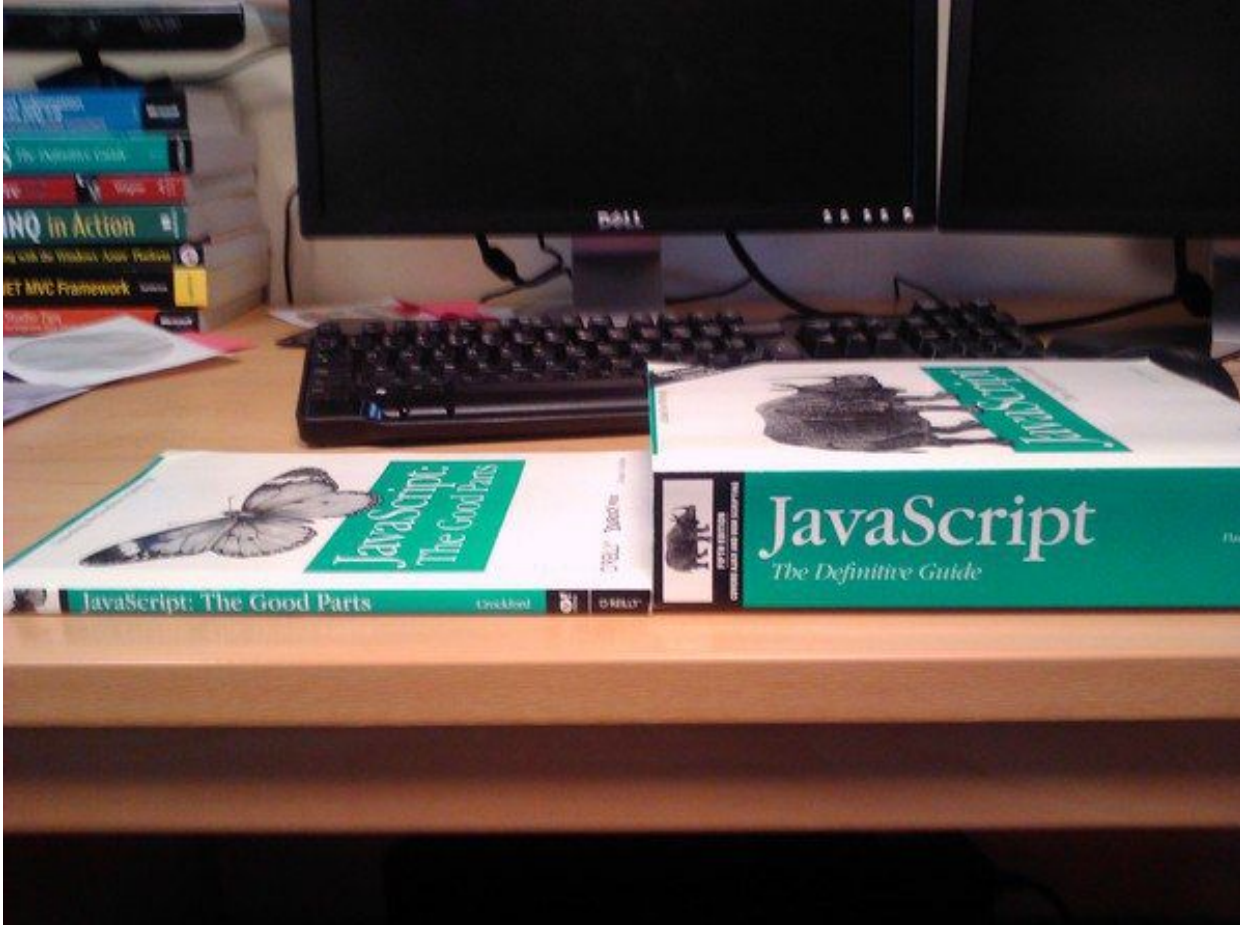
Intro to Scala.js: Where

- Scala.js extends the reach of your Scala
 - [Play Websites](#)
 - [Node.js modules](#)
 - [Chrome Extensions](#)
 - [Autodesk Fusion plugins](#)
 - Firefox OS?
- Not just the JVM!

Intro to Scala.js: When

- June 2013: Announced at Scaladays
- Sept 2013: I got involved in
- Dec 2013: v0.1 released at ScalaXchange
- Working towards v1.0 now

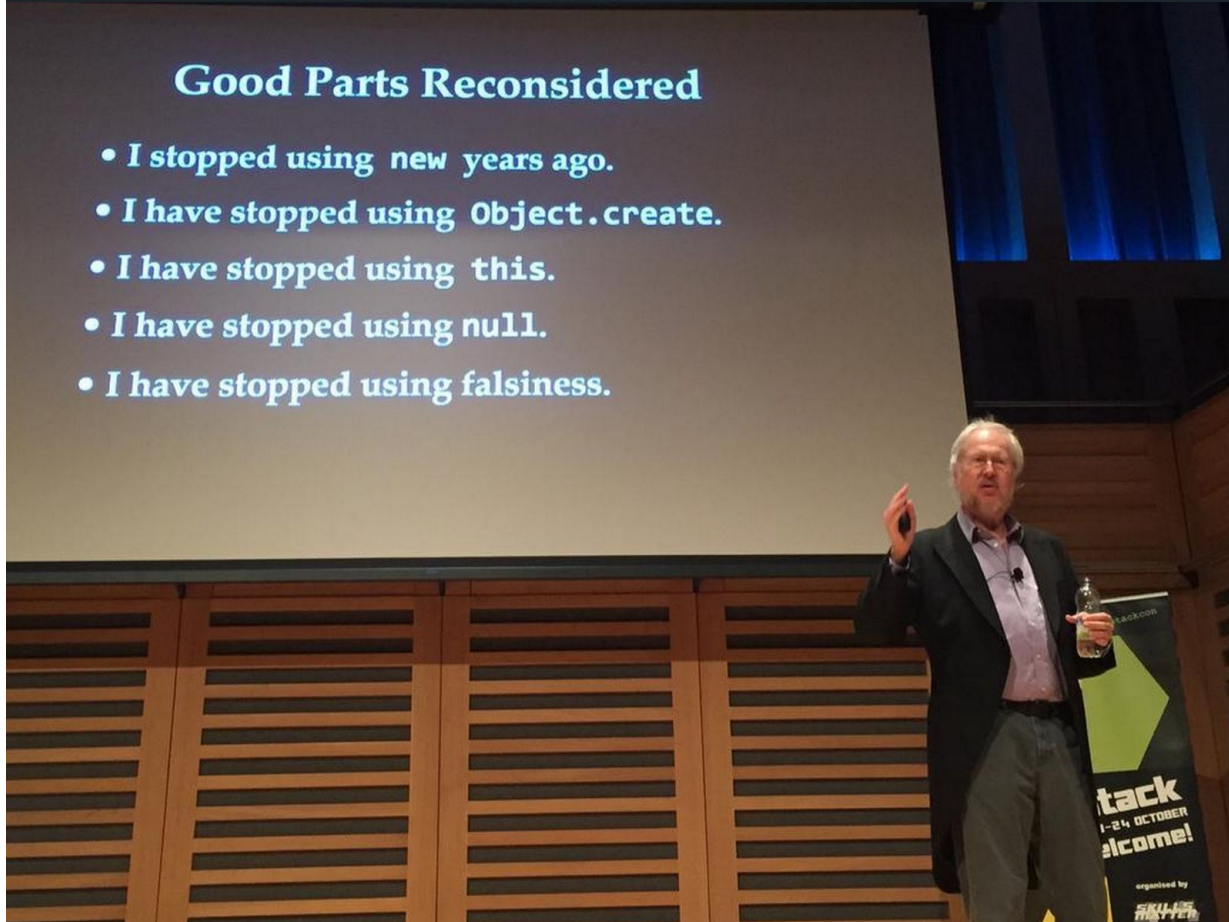
Intro to Scala.js: Why



Intro to Scala.js: Why

Good Parts Reconsidered

- I stopped using `new` years ago.
- I have stopped using `Object.create`.
- I have stopped using `this`.
- I have stopped using `null`.
- I have stopped using falsiness.



Intro to Scala.js: Why

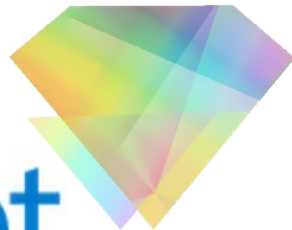


CoffeeScript



HAXE

Opal



Dart

TypeScript



clojure / clojurescript

WebSharper



elm



Google AtScript

(docs.google.com)

submitted 2 days ago by gekorm

72 comments share

opa

Emscripten: An LLVM-to-JavaScript Compiler

Intro to Scala.js: Why

Intro to Scala.js: Why

- Javascript is =(
 - Rather verbose
 - *Too* flexible
 - Hard to write tools
 - Scary to refactor

- Scala is =)

Interactive Web Pages

- Intro to Scala.js
- **Interactive Web Pages**
- Cross-platform libraries
- Client-server integration
- Wrap Up

Live Coding

Interactive Web Pages

<https://github.com/lihaoyi/workbench-example-app>

Web Page Takeaways

- Scala.js works
 - Conception
 - Debugging
 - Publishing
- HTML generation using Scalatags rocks
- Working directly with the DOM is *much* easier with types

Canvas Demos

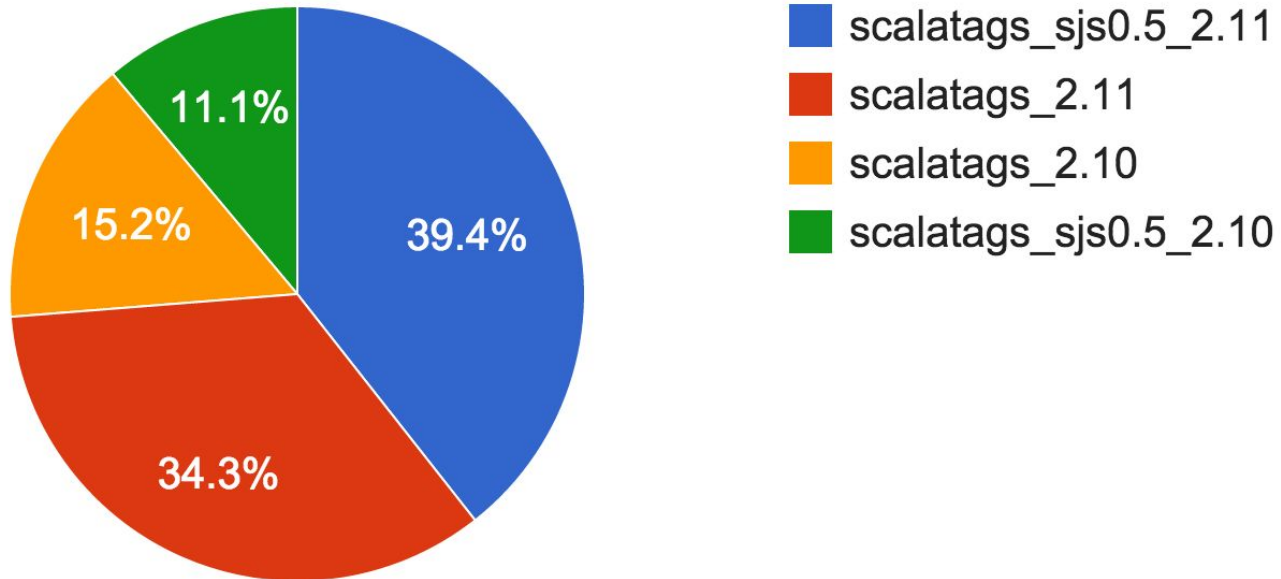
- [Retro Games](#)
- [Roll](#)
- [Ray Tracer](#)

Cross-platform libraries

- Intro to Scala.js
- Interactive Web Pages
- **Cross-platform libraries**
- Client-server integration
- Wrap Up

Cross-platform libraries

Scalatags Downloads



Cross-platform libraries

- Scalatags
 - HTML Generation
- uTest
 - Unit Testing
- uPickle
 - Serialization
- Scala.Rx
 - Change Propagation
- Scalaz
 - Hardcore FP
- Shapeless
 - Hardcore Genericity
- Monocle
 - Lenses
- Parboiled2
 - Parser Combinators



```
@@ -47,8 +47,10 @@ object build extends Build {
```

47 47

```
48 48     private def gitHash = sys.process.Process("git rev-parse HEAD").lines_!.head
```

49 49

```
50 - lazy val standardSettings: Seq[Sett] = Defaults.defaultSettings ++ sbtrelease.ReleasePlugin.releaseSettings ++ Seq[Sett]
```

```
51 -   organization := "org.scalaz",
```

```
50 + lazy val standardSettings: Seq[Sett] = Defaults.defaultSettings ++ sbtrelease.ReleasePlugin.releaseSettings ++
```

```
51 +     scala.scalajs.sbtplugin.ScalaJSPlugin.scalaJSBuildSettings ++
```

```
52 +     Seq[Sett](
```

```
53 +       organization := "com.github.jagolly.fork.scalaz",
```

52 54

```
53 55     scalaVersion := "2.10.4",
```

53 55

```
54 56     crossScalaVersions := Seq("2.9.3", "2.10.4", "2.11.2"),
```

54 56



```
@@ -9,3 +9,5 @@ addSbtPlugin("com.typesafe.sbt" % "sbt-osgi" % "0.7.0")
```

9 9

```
addSbtPlugin("com.eed3si9n" % "sbt-buildinfo" % "0.3.1")
```

10 10

```
addSbtPlugin("com.eed3si9n" % "sbt-unidoc" % "0.3.1")
```

11 11

```
12 +
```

```
13 +addSbtPlugin("org.scala-lang.modules.scalajs" % "scalajs-sbt-plugin" % "0.5.3")
```

13

java.lang.*

j.l.Thread, j.l.Runtime

scala.*

s.c.parallel, s.tools.

Macros: upickle, async

Reflection: pickling, akka

Scala: Scalaz, Scalatags

Java: Scalatest, Scalate

XMLHttpRequest, DOM,
WebGL, Canvas

Netty, Spray, Swing,
OpenGL

IntelliJ, SBT

Yourkit, VisualVM

Can Use

Can't Use

Live Coding

Cross-Platform Library

<https://github.com/lihaoyi/utest-example-module>

Library Takeaways

- Cross-platform libraries targeting JS/JVM work
- Code that works on both platforms can be shared
 - Even tests!
- Code specific/optimized to each platform can be provided separately

Client-Server Integration

- Intro to Scala.js
- Interactive Web Pages
- Cross-platform libraries
- **Client-server integration**
- Wrap Up

Live Coding

Client-Server Integration

<https://github.com/spray/spray-template>

Client-Server Takeaways

- Wiring Scala.js into any existing project is trivial
- Sharing code between Client/Server is Awesome
 - Constants, algorithms, data-structures, libraries, etc.
- Type-safety makes shared code amazing
- The whole setup actually works!

Wrap Up

- Intro to Scala.js
- Interactive Web Pages
- Cross-platform libraries
- Client-server integration
- Wrap Up

Scala.js works!

- Usable for all sorts of projects
- Experience is great
- Future is promising

Things that are Not Great

- Small community
 - It's new, after all
- Scala compiler is slowwww, std lib bloated
 - Incremental compilation/DCE helps, but still...
- No big corporate backing
 - Just two guys and some extras
- Some rough edges
 - Arguably fewer than Javascript itself ^_^

The Future is Now

- Scala.js provides *multiple* web-dev holy-grails
 - Shared code between Client/Server
 - Checked interfaces between Client/Server
 - Sane, shared language between Client/Server
 - Whole-program-checked Client/Server
- Not the future, but *today*
 - Actually ~6 months ago

The Future is Now

```
javascript> ['10', '10', '10', '10'].map(parseInt)  
[10, NaN, 2, 3]
```

```
scala> List("10", "10", "10", "10").map(parseInt)  
List(10, 10, 10, 10)
```

Hands on Scala.js



Questions?

