ClojureScript

LISP's Revenge

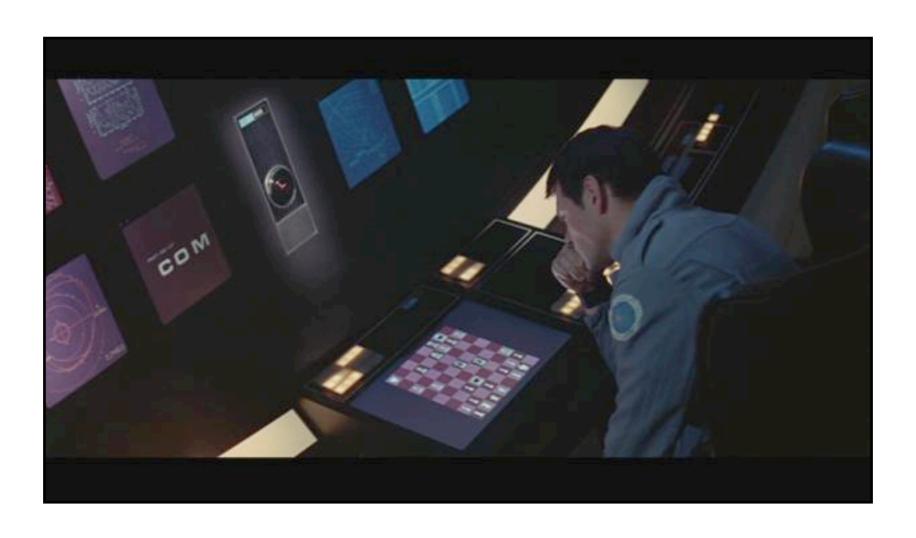
ClojureScript

LISP's Revenge

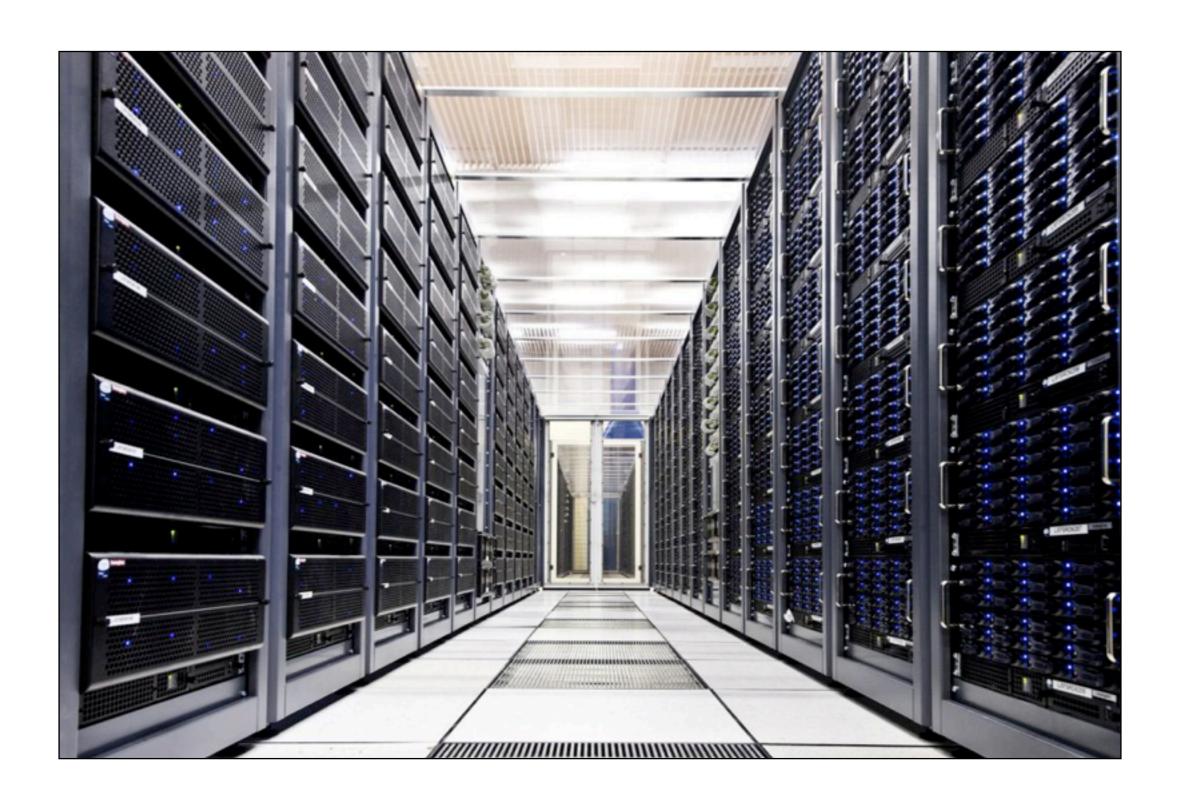
C.A.R. Hoare's Revenge



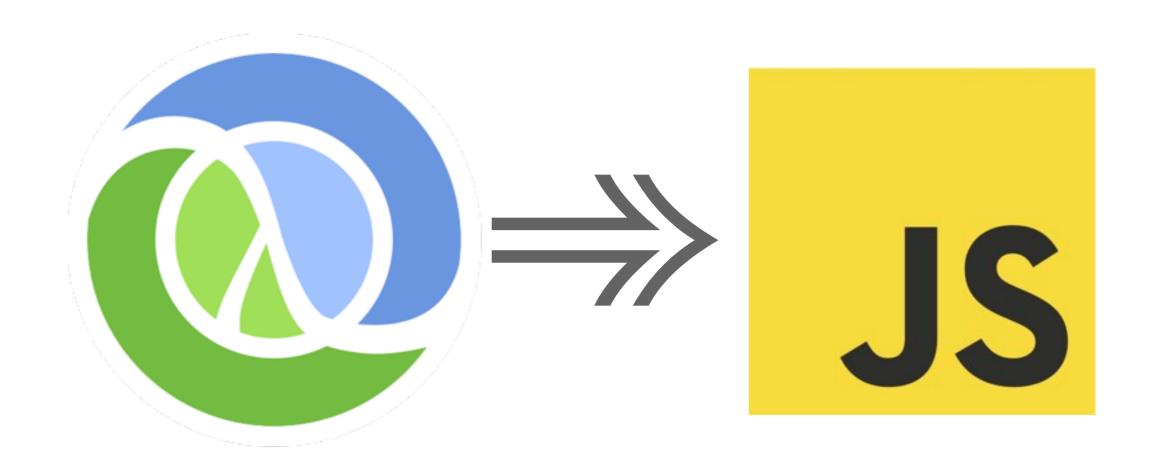
```
if either side of the equation is defined at all.
Example
               λ[[x;y]:cons[car[x];y]]
                   (LAMBDA (X Y) (CONS (CAR X) Y))
                   (A B)
          arg1:
                   (C D)
          arg2
          args: ((A B) (C D))
          evalquote[(LAMBDA (X Y) (CONS (CAR X) Y)); ((A B) (C D))] =
                 \lambda[[x;y];cons[car[x];y]][(A B);(C D)]=
                (A C D)
    evalquote is defined by using two main functions, called eval and apply. apply
handles a function and its arguments, while eval handles forms. Each of these func-
tions also has another argument that is used as an association list for storing the val-
ues of bound variables and function names.
    evalquote[fn;x] = apply[fn;x;NIL]
where
    apply[fn;x;a] =
         [atom[fn] -[eq[fn;CAR] -caar[x];
                     eq[fn;CDR] - cdar[x];
                     eq[fn;CONS] - cons[car[x];cadr[x]];
                     eq[fn;ATOM] - atom[car[x]];
                     eq[fn;EQ] = eq[car[x];cadr[x]];
                     T -apply[eval[fn;a];x;a]];
         eq[car[fn]:LAMBDA] - eval[caddr[fn]:pairlis[cadr[fn]:x;a]];
         eq[car[fn];LABEL] - apply[caddr[fn];x;cons[cons[cadr[fn];
                                               caddr[fn]];a]]]
    eval[e;a] = [atom[e] - cdr[assoc[e;a]];
         atom[car[e]]-
                  [eq[car[e],QUOTE] = cadr[e];
                  eq[car[e]:COND] - evcon[cdr[e]:a];
                  T - apply[car[e];evlis[cdr[e];a];a]];
        T - apply[car[e];evlis[cdr[e];a];a]]
pairlis and assoc have been previously defined.
    evcon[c;a] = [eval[caar[c];a] - eval[cadar[c];a];
                T - evcon[cdr[c];a]]
    evlis[m;a] = [null[m] - NIL;
                T - cons[eval[car[m];a];evlis[cdr[m];a]]]
                                          13
```







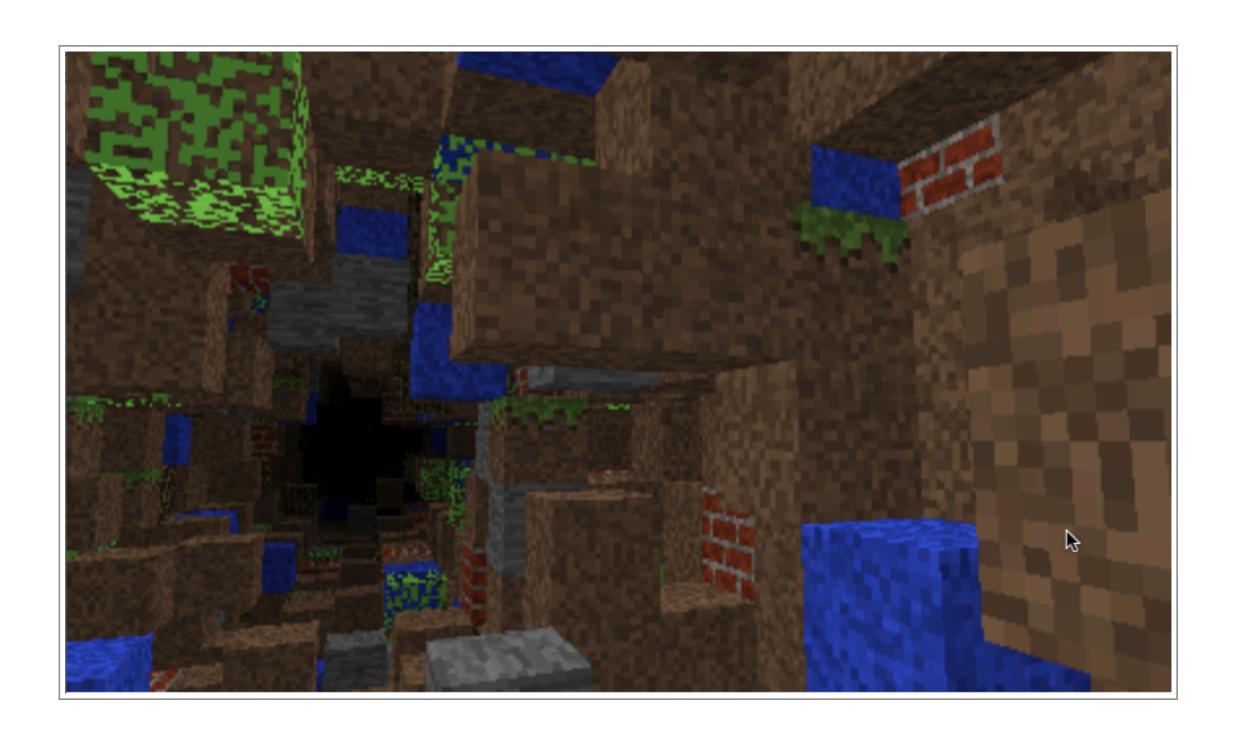




How big is Hello World?

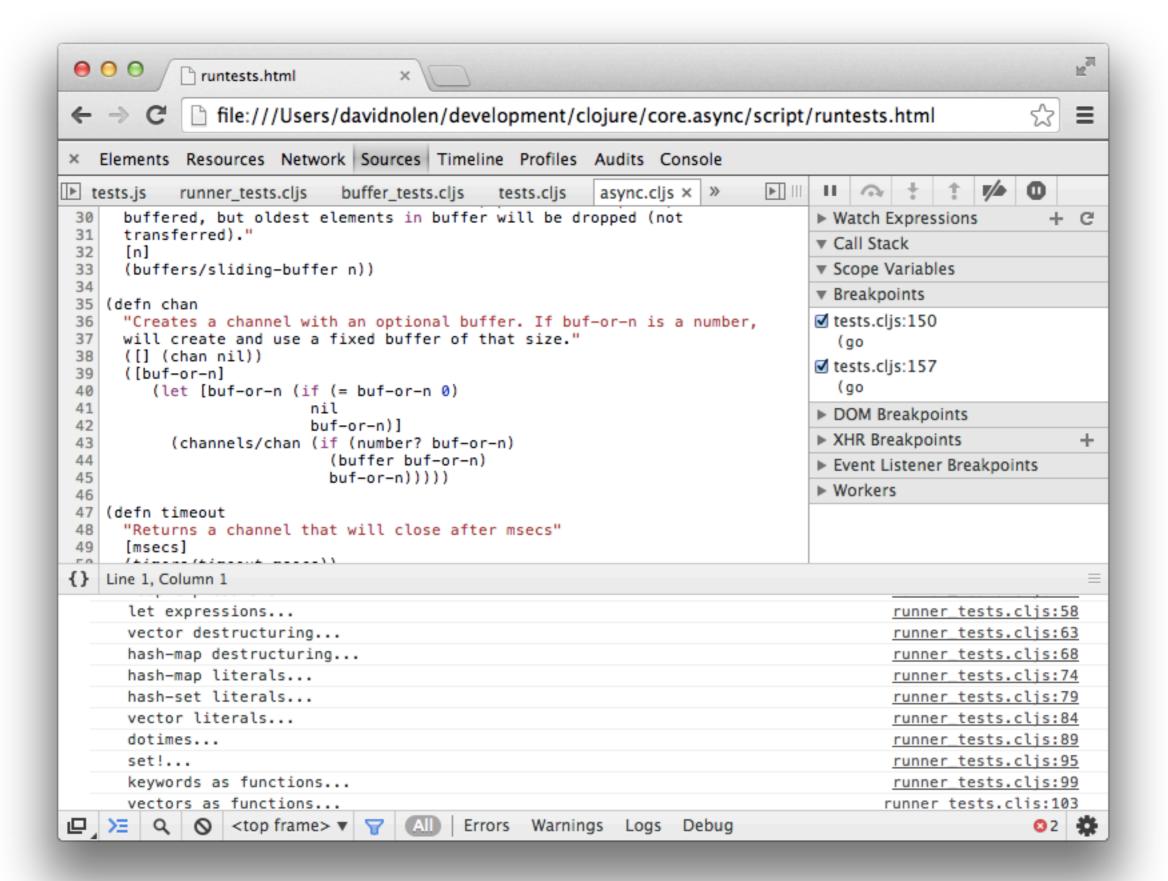
2 LOC

Is it slow?



Compile time?

Can I debug it?



Anyone use it?

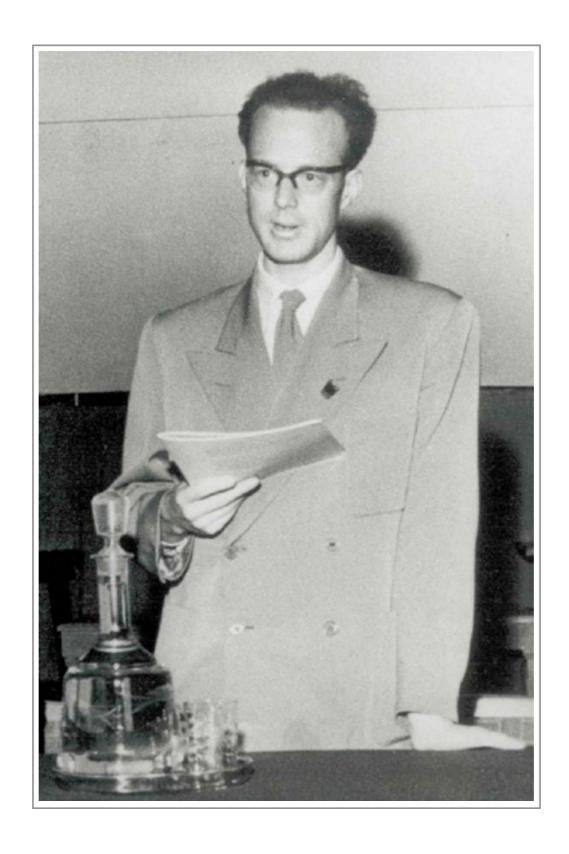
• >2300 GitHub watchers

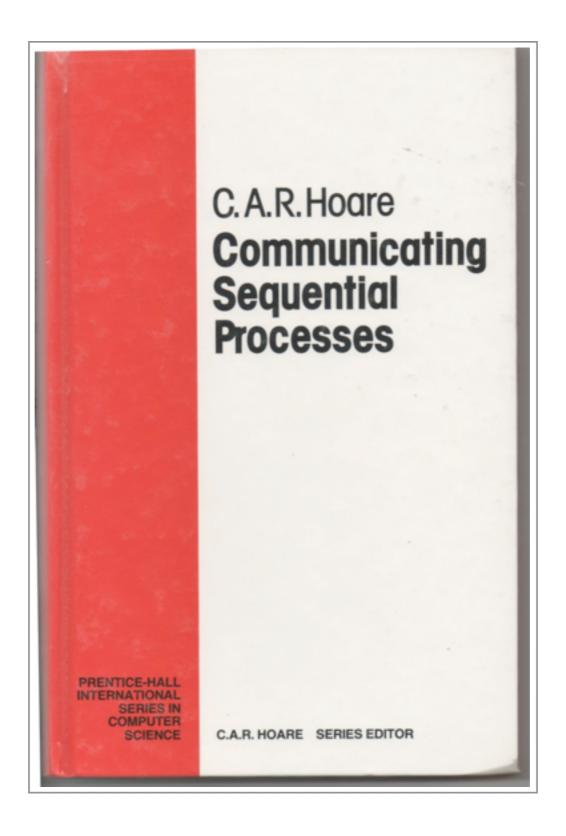
• 58 contributors

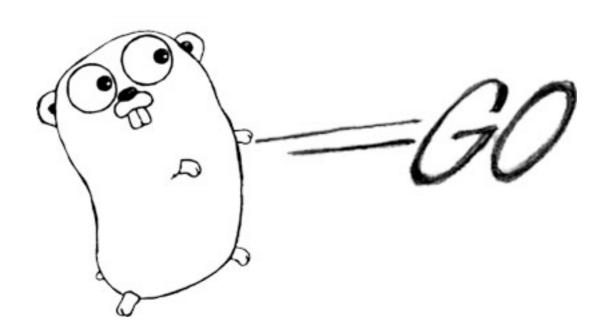
- ClojureScript build tool 2nd most popular Leiningen plugin
- Slim O'Reilly book for getting started

What's it like?

demo









demo

Oh ...

just one more thing



Typed Clojure

Help build optional type systems for Clojure and Clojurescript.

Technology - Perth, Australia

Campaign Home

Updates / 18

Comments / 20

Funders / 357

Gallery / 7



\$25,044

Raised of \$20,000 Goal

42 days left

CONTRIBUTE NOW ▶

Flexible Funding

This campaign will receive all funds raised even if it does not reach its goal. Funding duration: September 27, 2013 - November 11, 2013 (11:59pm PT).

```
Open Edit Raw
    file 51 lines (40 sloc) 1.522 kb
                                                                                                       Blame
                                                                                                               History
                                                                                                                          Delete
     From David Nolen's blog
 2
     (ns cljs.core.typed.test.dnolen.utils.dom
 3
       (:require [goog.style :as style]
 4
                 [goog.dom :as dom]
 5
                 [goog.dom.classes :as classes])
 6
       (:require-macros [cljs.core.typed :as t :refer [ann]]))
 7
 8
     (ann by-id [string -> (U nil js/HTMLElement)])
 9
     (defn by-id [id]
10
       (.getElementById js/document id))
11
12
     (ann set-html! [js/HTMLElement string -> string])
13
     (defn set-html! [el s]
14
       (set! (.-innerHTML el) s))
15
16
     (ann set-text! [js/Element (U string number) -> js/Window])
17
     (defn set-text! [el s]
18
       (dom/setTextContent el s))
19
20
     (ann set-class! [(U js/Node nil) string -> Any])
21
     (defn set-class! [el name]
22
       (classes/set el name))
23
24
     (ann add-class! [js/Node (U nil string) -> boolean])
25
     (defn add-class! [el name]
26
       (classes/add el name))
27
28
     (ann remove-class! [(U js/Node nil) (U nil string) -> boolean])
29
     (defn remove-class! [el name]
30
       (classes/remove el name))
31
```



Questions?