

Dart: A modern web language Kasper Lund Google

INTERNATIONAL SOFTWARE DEVELOPMENT CONFERENCE

gotocon.com

A modern web language

Kasper Lund



Who am I?

Kasper Lund, software engineer at Google

Projects

- CLDC HI fast Java virtual machine for cell phones
- **OOVM** embedded yet serviceable Smalltalk
- V8 high-performance JavaScript virtual machine
- **Dart** structured programming for the web



Mission

Awesomize the web

is that even a word?



The web is already pretty awesome

- It is easy to develop small applications
 - Code runs everywhere (phones, desktops)
 - No installation of applications
 - Deployment is almost trivial
- JavaScript is very flexible and supports incremental development



The rise of JavaScript



Credit: http://iq12.com/blog/



Why is the web hard to program for?

- Writing large well-performing applications is hard
- Hard to reason about the program structure
- Startup performance is often really bad
- Difficult to document intent (lack of types)
- No support for modules, packages, or libraries



So why are we building Dart?

- We want to improve the web platform
 - Better support for programming in the large
 - Faster application startup in particular on mobile
 - More predictable and better runtime performance
 - JavaScript is a powerful tool but it has sharp edges
- Keep up the innovation momentum
 - The web is evolving at a fantastic pace!
 - The developer tools have to keep up



JavaScript is full of ... surprises

- Lots and lots of implicit type conversions
- Most operations produce weird results when passed wrong or uninitialized values instead of failing in a recognizable way



Keep on truckin'



No argument type checking

var x = 42; assert(x + null == 42); assert(x + [] == 42); assert(isNaN(x + undefined)); assert(isNaN(x - {}));



No array bounds checking

var array = new Array(32);

• • •

assert(array[32] === undefined);

- assert(array[-1] === undefined);
- assert(array[.1] === undefined);
- assert(array[null] === undefined);
- assert(array[array] === undefined);



No spell checking?

var request = new XMLHttpRequest();

```
• • •
```

request.onreadystatechange = function() {

```
if (request.readystate == 4) {
    console.log('Request done!');
  }
};
```



JavaScript has improved but ...

- JavaScript has fundamental issues at the language level that impact productivity
- Performance has improved but mostly for a pretty static subset of JavaScript
- It remains very time consuming to build and maintain large web apps



The story of Dart

- A few years ago, Lars Bak and I prototyped Spot
 - A new simple programming language for the web
 - Based on our experiences from JavaScript
- Spot was the prelude for the Dart project



What is Dart?

- Unsurprising object-oriented programming language
- Class-based single inheritance with interfaces
- Familiar syntax with proper lexical scoping
- Single-threaded with isolate-based concurrency
- Optional static types



Conventional type checking

- Tries to prove that your program obeys the type system
- Considers it a fatal error no proof can be constructed
- In Dart, you are innocent until proven guilty...

```
List<Apple> apples = tree.pickApples();
printFruits(apples);
```

```
void printFruits(List<Fruit> fruits) {
  for (Fruit each in fruits) print(each);
}
```



Optional static types

- Static types convey the intent of the programmer
- Checkable documentation for code and interfaces
- Avoids awkward variable naming or comment schemes
- Type annotations have no effect on runtime semantics



Let's see it in action

Let's build a simple web application
Let's use the Eclipse-based Dart Editor

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What did you just see?

- Familiar syntax with subtle improvements
- Immediacy through fast save-refresh cycle
- Integrated development and debugging
- Same source code runs on server and client



Deployment and execution



Dart virtual machine

- Dart has been designed for performance
 - Simplicity gives more performance headroom
 - Enforced structure leads to better predictability
 - Virtual machine performs better than V8 at launch
- Works standalone or embedded in browser
 - Experimental Dart-enabled build of Chromium
 - SDK includes preliminary server-side libraries
 - \$ dart hello.dart



Snapshots

- Snapshots contain serialized program structures
 - Cyclic graph of classes, interfaces, and statics
 - Can be read in without parsing source code
 - Improve startup performance by more than 10x
- Snapshots can be generated server-side or client-side
 - Platform independent format sent over the wire
 - Can be cached locally in browser app cache



Dart-to-JavaScript

- Compiler is implemented in Dart
 - Generates JavaScript that runs in modern browsers
 - Built for future optimizations (type inferencing, etc.)
 - Uses *tree shaking* to cut down on code size
 - \$ dart2js --out=hello.js hello.dart



Flavour of generated JavaScript

```
class Point {
  var x, y;
  Point(this.x, this.y);
  toString() => "($x,$y)";
}
```



Open source

- Dart is available under a BSD license
- Developed in the open (code reviews, build bots, etc.)

Online resources

- **Primary site** http://www.dartlang.org/
- **Code** http://dart.googlecode.com/
- Libraries http://api.dartlang.org/
- **Specification** http://www.dartlang.org/docs/spec/



Summary

- Dart is an unsurprising, object-oriented language that is instantly familiar to most
- Dart allows you to write code that tools and programmers can reason about
- Dart applications runs in all modern browsers through translation to JavaScript



Dart was designed with performance in mind.

Dart allows rapid prototyping and structured development.

Thank you!

Dart is open source and instantly familiar to lots of programmers.

Dart runs everywhere JavaScript does.

