

# The Future of React

*Peter Piekarczyk*

# ReasonML 🔥

## The Future of React

Peter Piekarczyk  
Co-founder, Draftbit

**PIES • CARS • CHICKS**

# Peter Piekarczyk

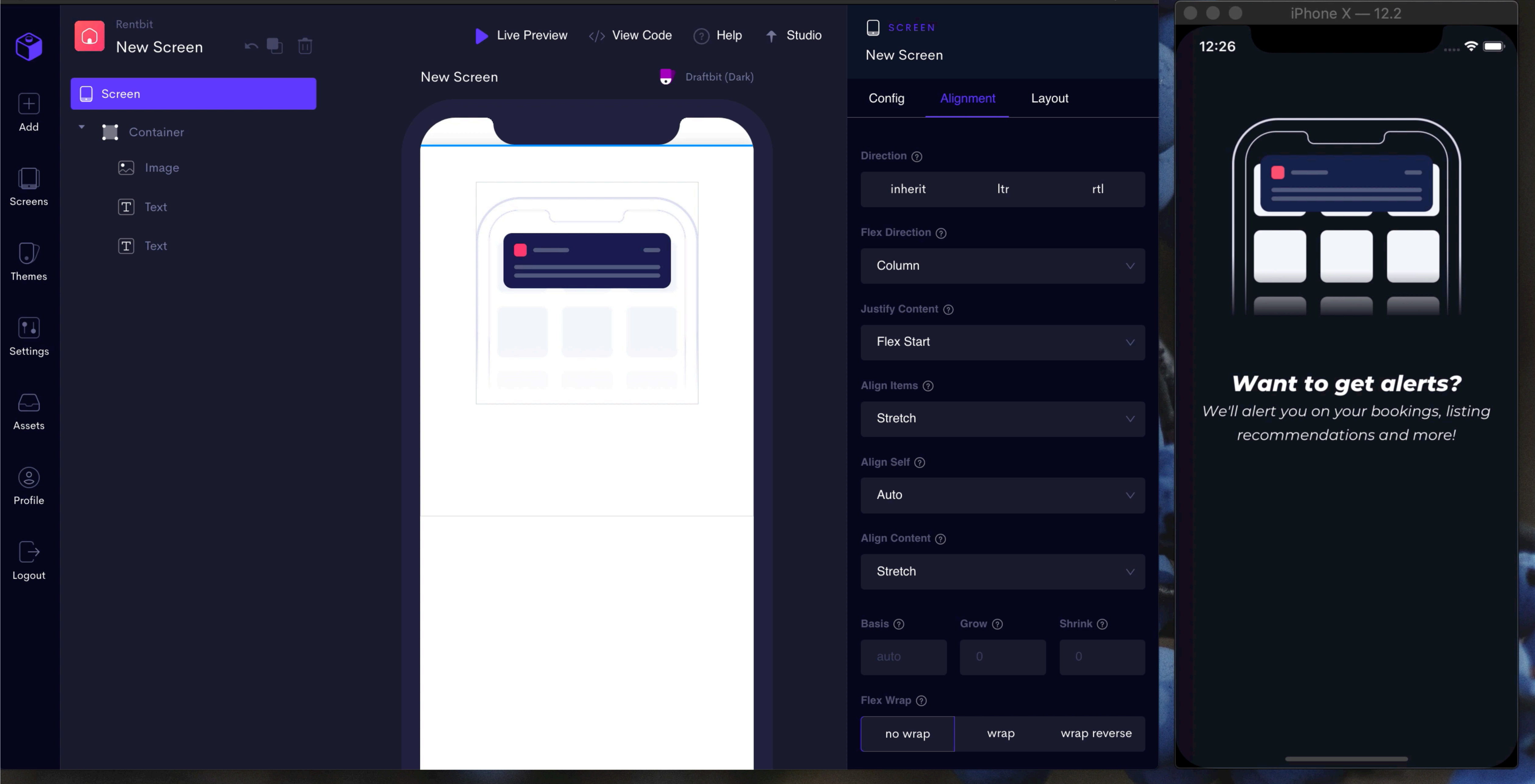
- Polish
- Loves to Cycle
- ReasonML Lover
- Expo / React Native Lover
- Loves Plants (@petersplantss)
- Y Combinator Alumn
- Co-Founder of Draftbit



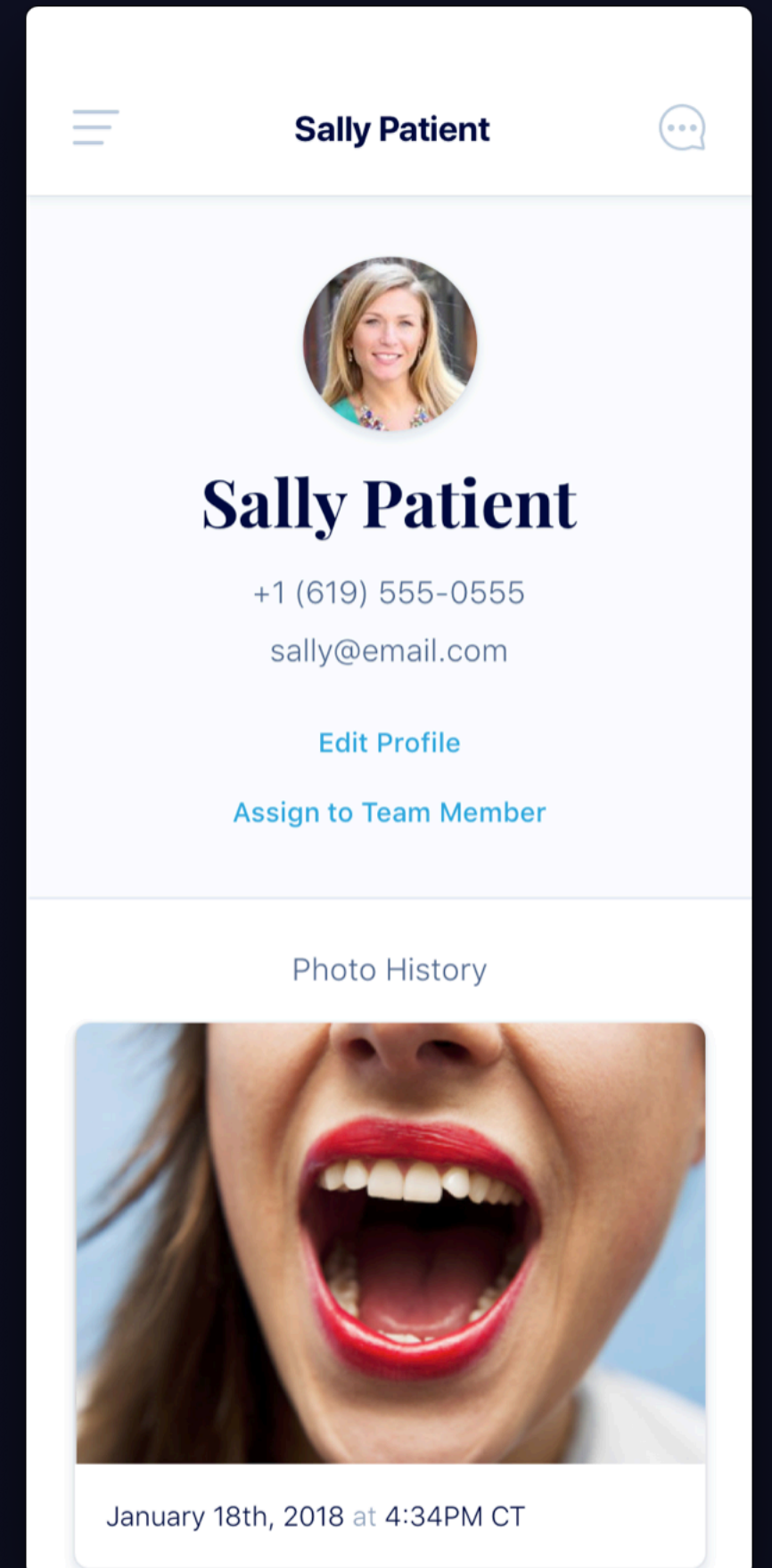
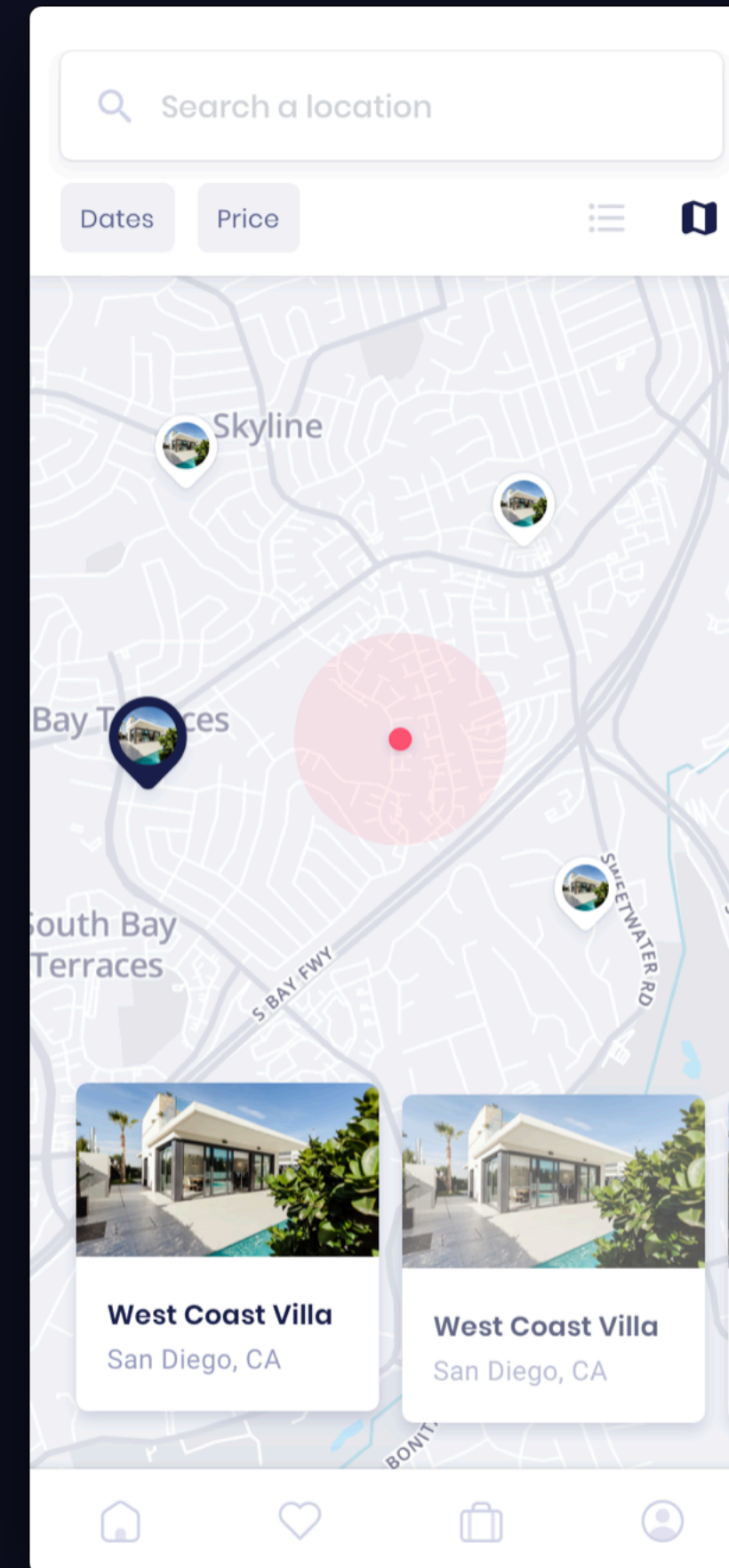
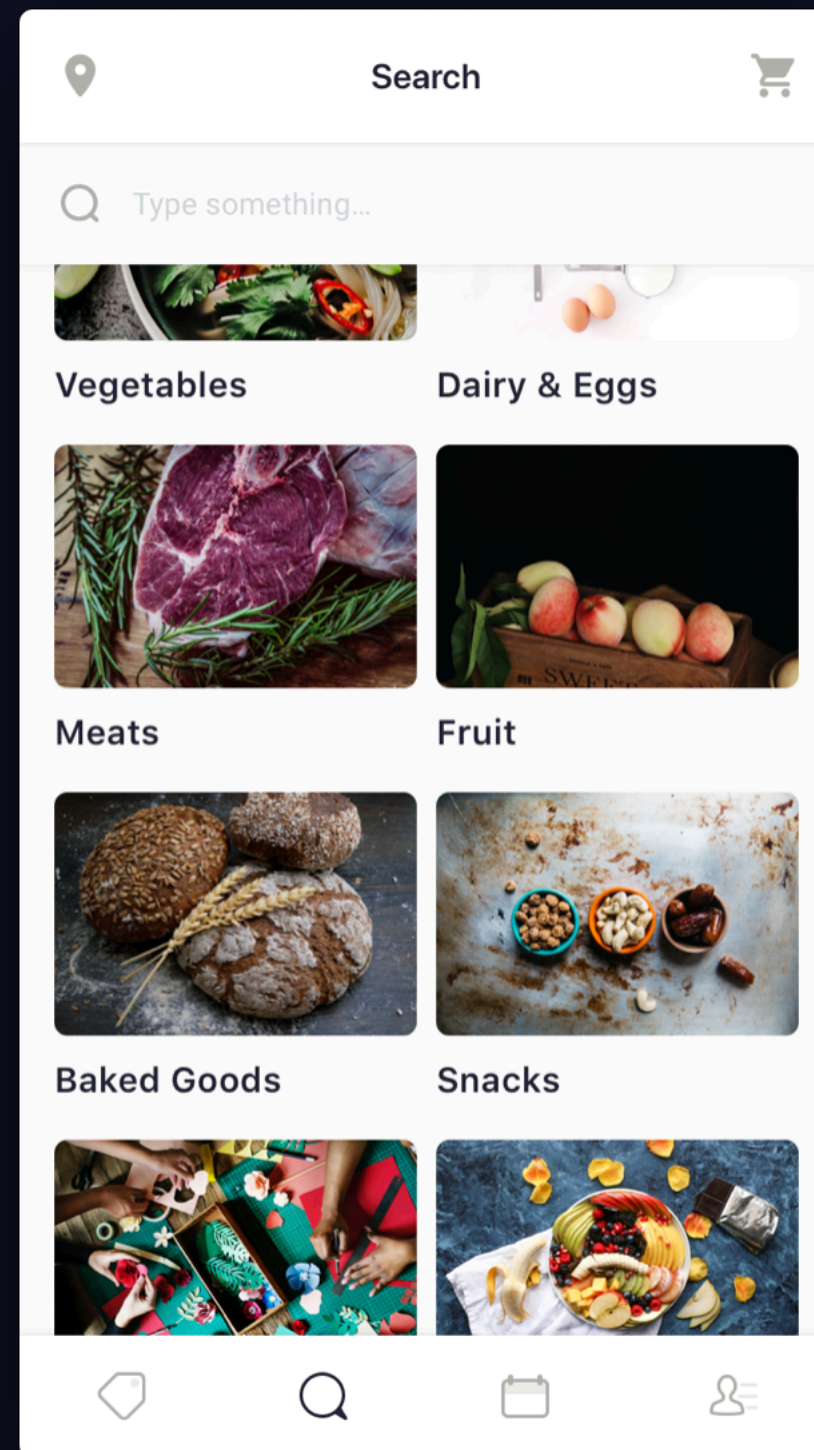
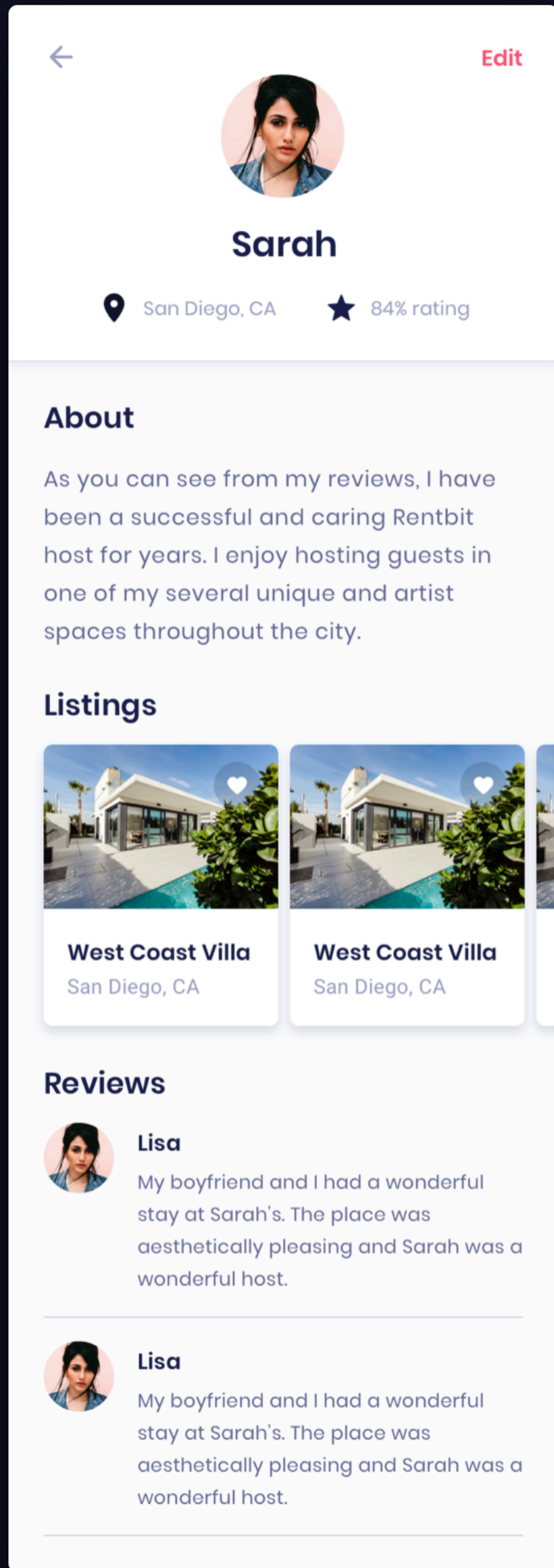
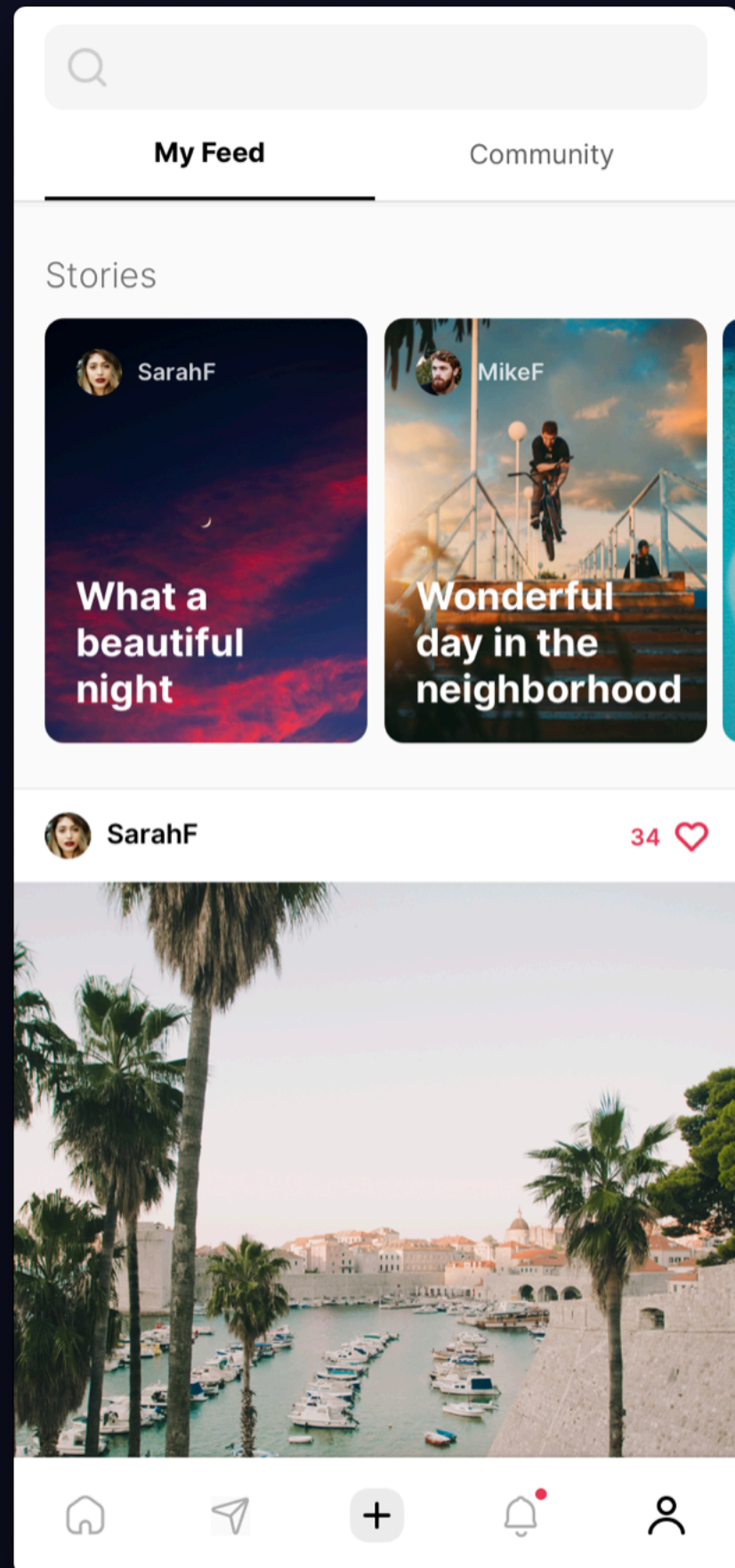


**Draftbit is a platform to  
help you build mobile  
apps visually**

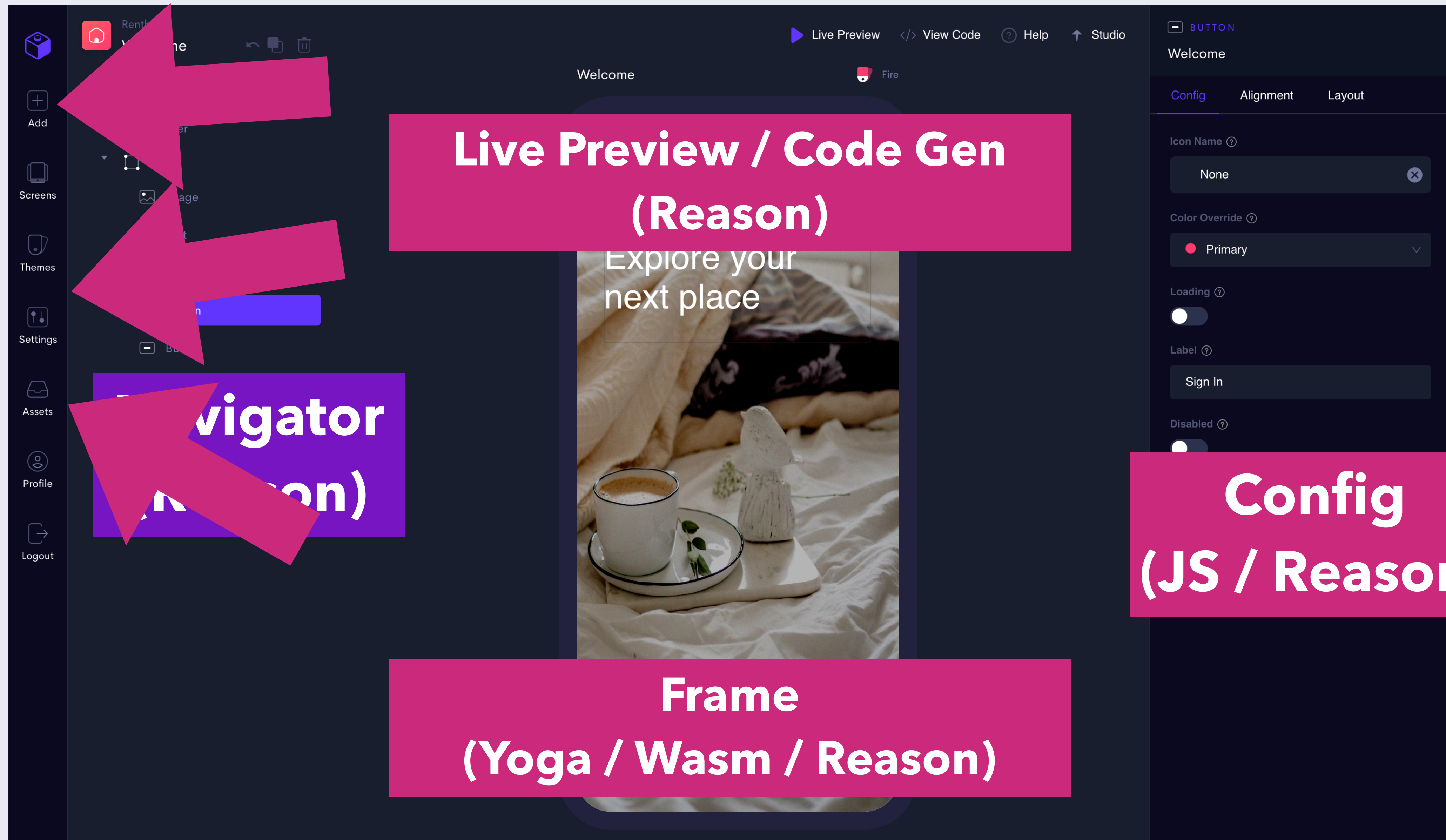
- 1. Scan QR Code**
- 2. Drag Component**
- 3. Export Code**











**Live Preview / Code Gen  
(Reason)**

**Navigator  
(Reason)**

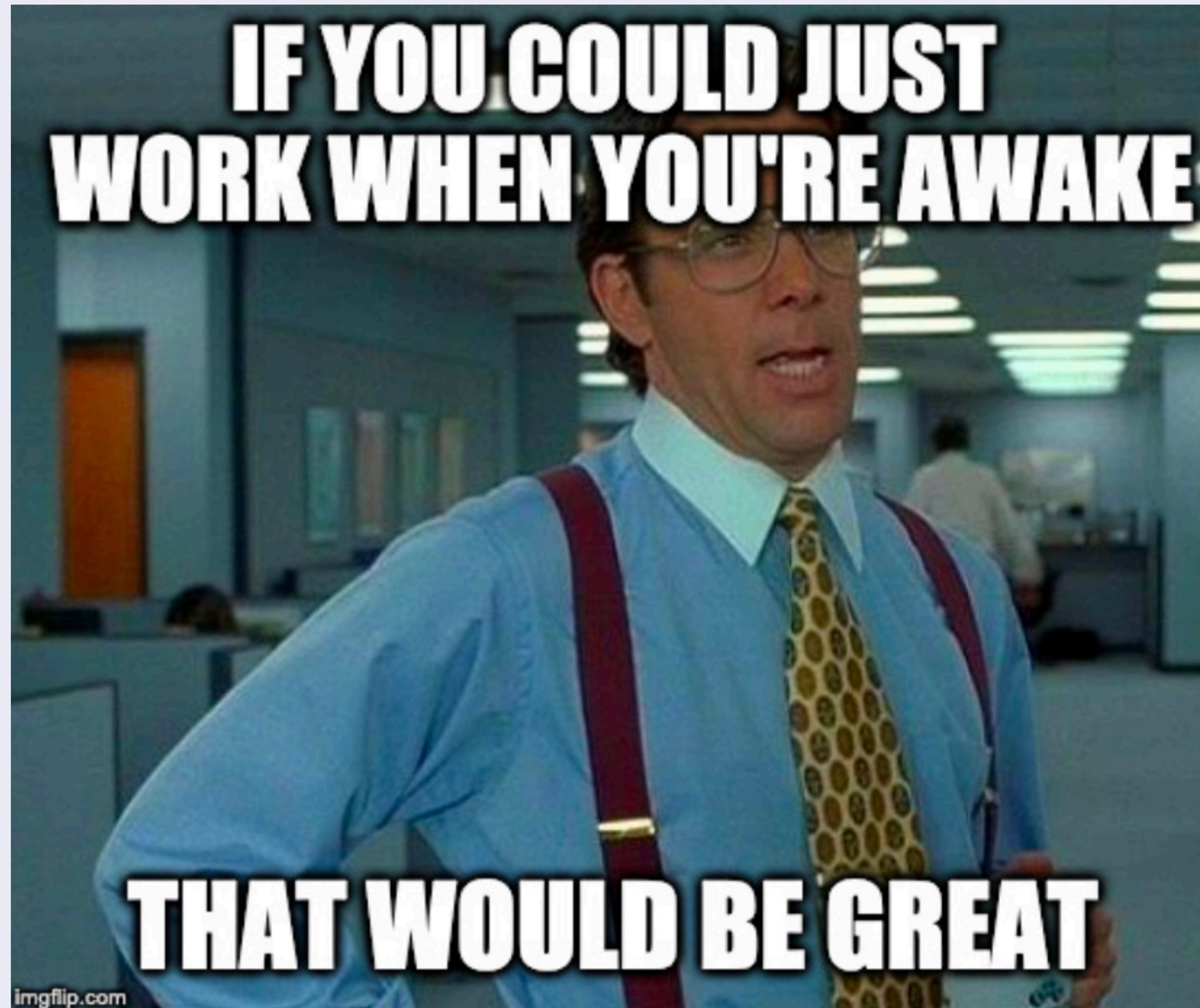
**Config  
(JS / Reason)**

**Frame  
(Yoga / Wasm / Reason)**

**Early days at a startup are...**  
**hard**

**Draftbit needed to move  
faster to survive**





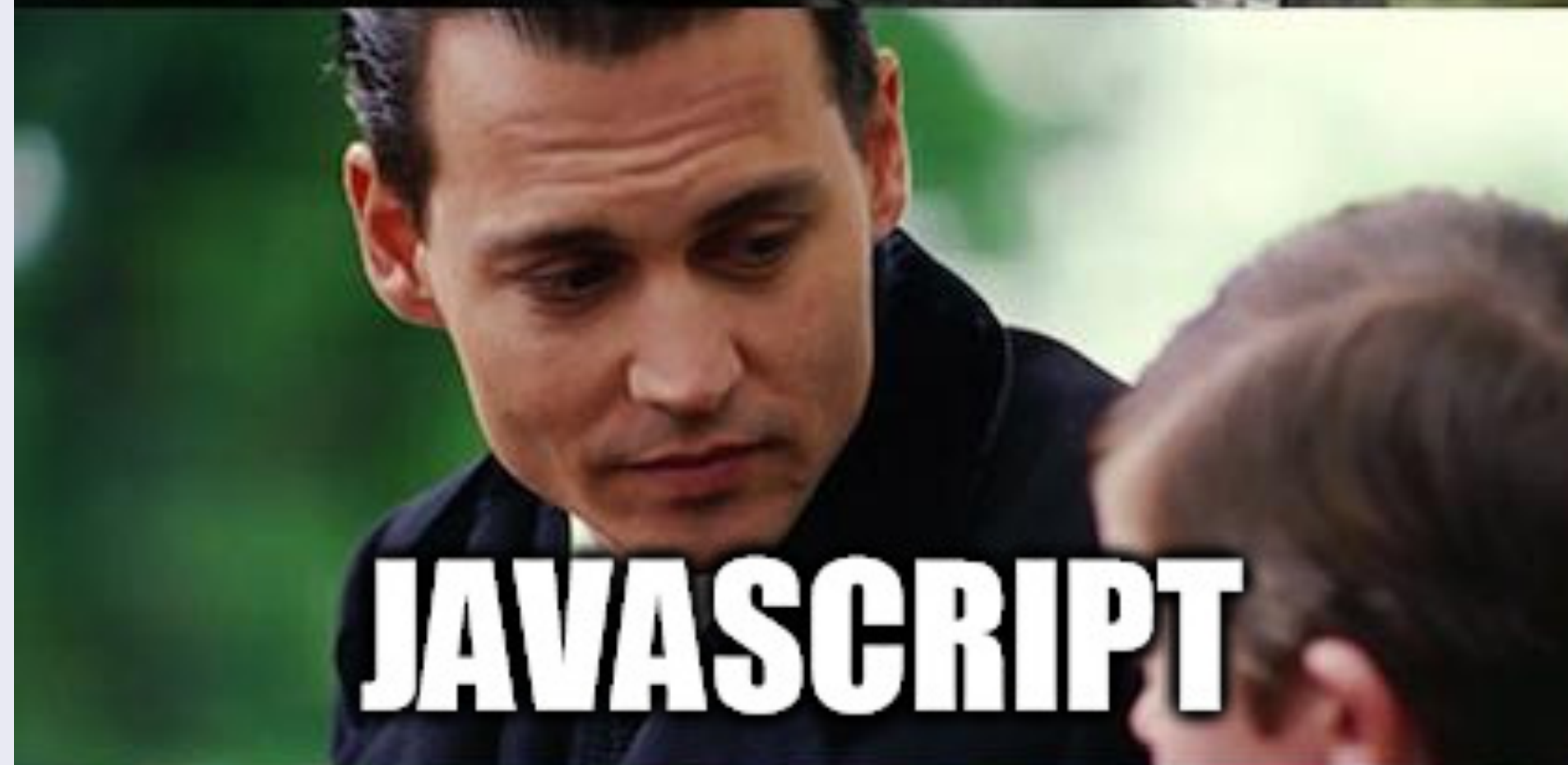
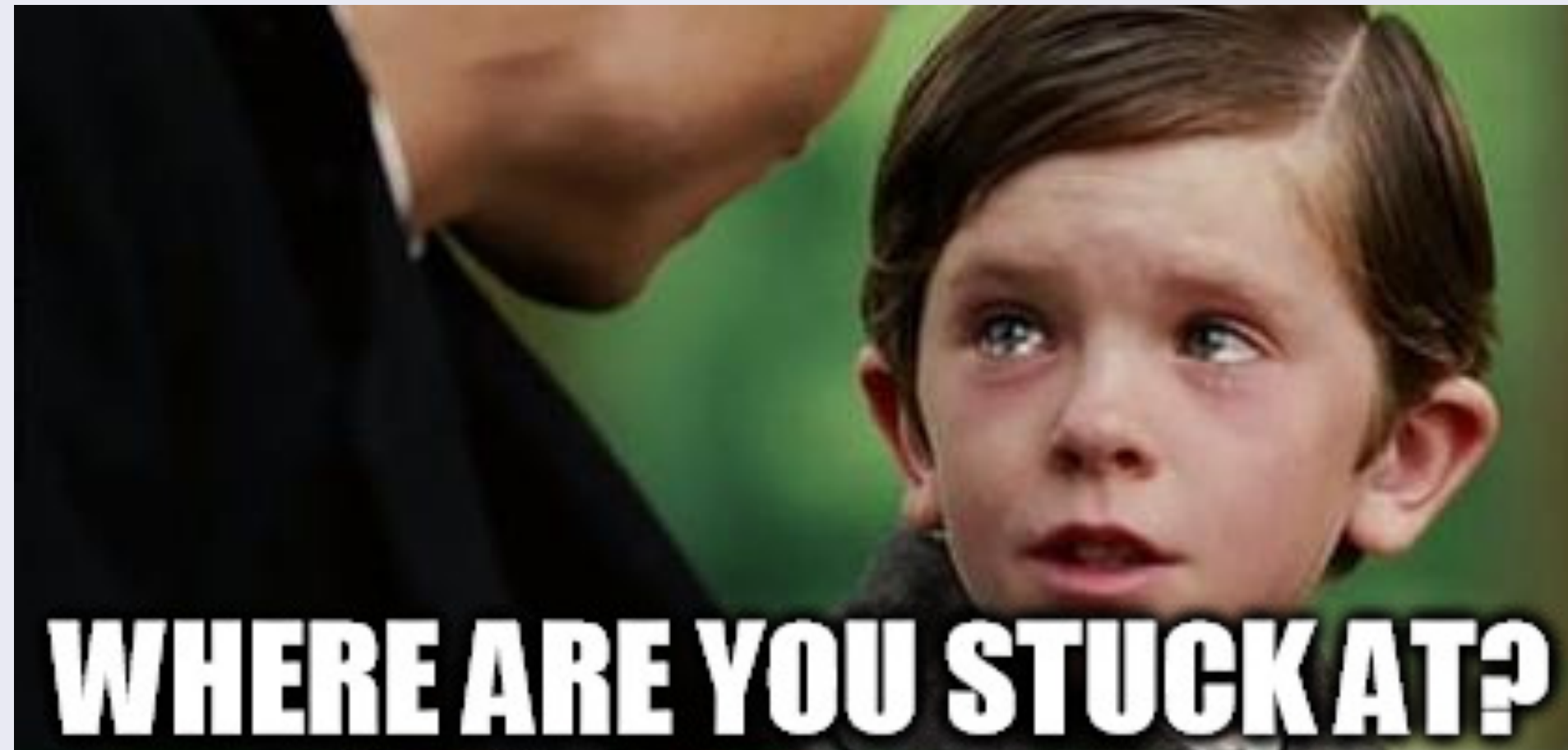


**We gave Reason a shot  
& never looked back**

# Draftbit Stack

- React & ReasonML
- Web Assembly
- Expo
- GraphQL & Apollo
- Postgres

***We used to start with***  
**Javascript**





***"Hey Peter..."***

***"I think I broke  
something..."***

**15 min & 10  
console.log's later...**

**Config.apiUrl**

**vs.**

**Config.apiURL**



# Life Before 2015

*Backbone*

*Gulp*

*MVC*

*RequireJS*

*Bower*

*jQuery*

*Angular*

*CoffeeScript*







# Life After 2015

*Flowtype*

*Babel*

*Prettier*

*React*

*Eslint*

*Typescript*

*Redux*

*Yarn*

*Immutable*





**What do you get  
when you take  
all that shit**

**& make it easy?**



# You get Reason

- **Created by React creator**
- **Familiar Javascript syntax**
- **Battle-tested language**
- **Friendly compiler**

**What language was  
React *originally*  
written in?**



# StandardML

# What is Reason?

# JavaScript as a statically typed,

**functional language,  
with a friendly  
compiler**



**& amazing developer  
productivity**

**If it compiles,  
it works 😊**

# What is OCaml?



# A functional programming language

**With twenty years of  
type theory,**

# Powerful pattern matching, functions



**& a robust ecosystem  
of packages (OPAM)**

- **Compiles >10x faster than Babel**
- **Eliminates typical JS errors**
- **Easy to use within your existing JS app**
- **Compiled code is easy to debug**

# Fast AF Compile Times

**Sebastian Nozzi** @sebnozzi · Apr 1

@codemonkeyism Was doing it wrong (S script-exec vs. K compiling).

New, hello-world:

S ~5s **Scala**

K ~3.7s

TS ~1.8s **TypeScript**

Haxe ~0.1s :-D

OCAML ~0.02s o\_O





# CRA 3.0

# REASON

```
~/P/d/builder >>> yarn start
```

```
~/P/d/builder >>>
```



We've found a bug for you!

OCaml preview 2:15-26

The module or file IntMap can't be found.

- If it's a third-party dependency:
  - Did you list it in bsconfig.json?
  - Did you run `bsb` instead of `bsb -make-world` (latter builds third-parties)?
- Did you include the file's directory in bsconfig.json?

Warning number 8

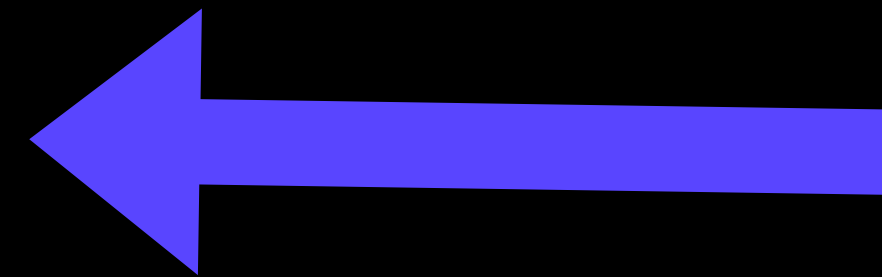
OCaml preview 7:3–9:20

You forgot to handle a possible value here, for example:  
PrettyMuch

# What does a React component look like?



```
[@react.component]
```



**Desugars to JSX**

```
let make = () => {
```

```
  <button> {React.string("Hello!")} </button>
```

```
};
```



**Similar, but a little  
different, right?**

```
React.string("Hey There")
```

**All your jsx is typed** 🥰



# Why is this valuable?

**Because uncertainty is  
the devil**

**We all know what  
uncertainty is already  
like ...**



# Web Developer

SILENCE, SINNER!  
PREPARE FOR AN ETERNITY  
OF HORRIBLE PAIN!





```
"Hey There" → React.string;
```

**Pipe First makes it easy  
to read composable  
functions**

```
validateAge(getAge(parseData(person)))
```

person

→ parseData

→ getAge

→ validateAge

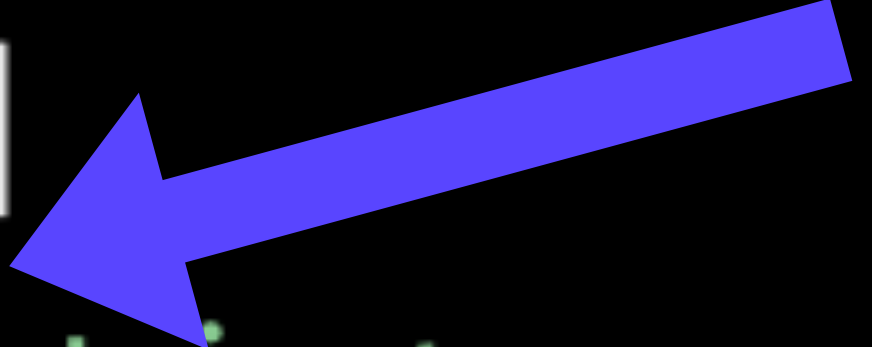
```
[1, 2, 3] ←  
  → Belt.List.map(n ⇒ n → React.string)  
  → Belt.List.toArray  
  → React.Array
```



**[1, 2, 3] is a List**

**Lists are immutable,  
homogeneous & fast AF**

```
[1, 2, 3]
  → Belt.List.map( $n \Rightarrow n \rightarrow \text{React.string}$ )
  → Belt.List.toArray
  → React.Array
```



**Belt is the standard library  
shipped with Reason**

# A built-in lodash just for Reason

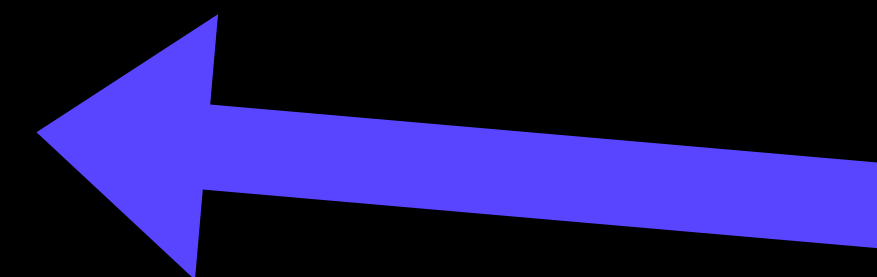


```
[1, 2, 3]
```

```
→ Belt.List.map( $n \Rightarrow n \rightarrow \text{React.string}$ )
```

```
→ Belt.List.toArray
```

```
→ React.Array
```



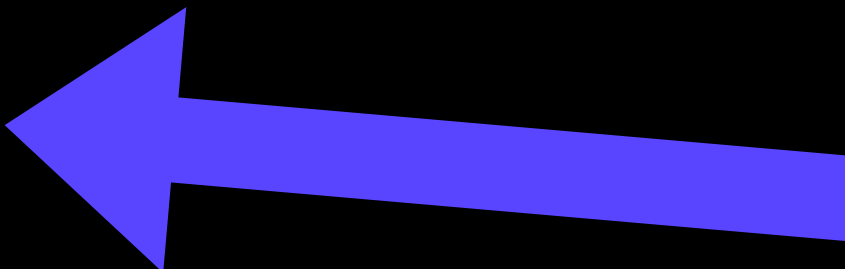
# Convert your immutable list into an array

```
[1, 2, 3]
```

```
→ Belt.List.map( $n \Rightarrow n \rightarrow \text{React.string}$ )
```

```
→ Belt.List.toArray
```

```
→ React.Array
```



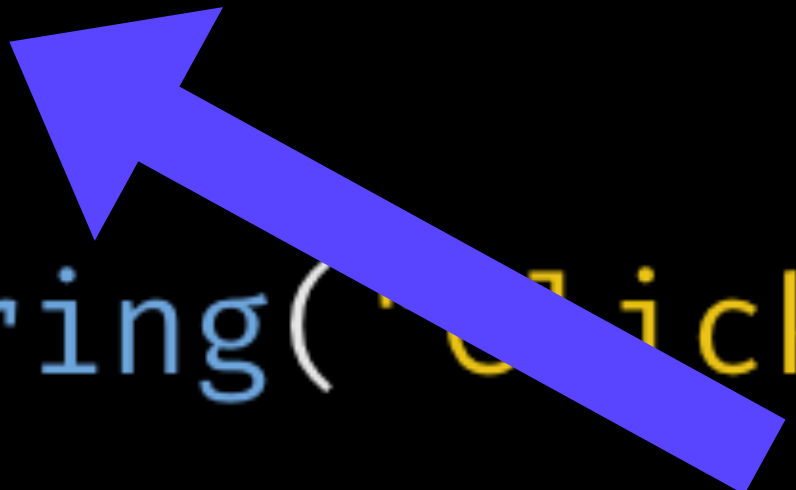
**Convert your array  
into a React element**

**\*both Lists & Arrays are  
supported**



# Hooks are the future

```
[@react.component]
let make = () => {
  let (count, setCount) = React.useState(() => 0);
  <button>
    {React.string("Click me " ++ string_of_int(count))}
  </button>
};
```



**Tuples are immutable,  
ordered &  
heterogeneous**

```
type coordinates = (float, float);  
let chicago: coordinates = (41.88, -87.62);
```

```
let (lat, lng) = chicago;
```

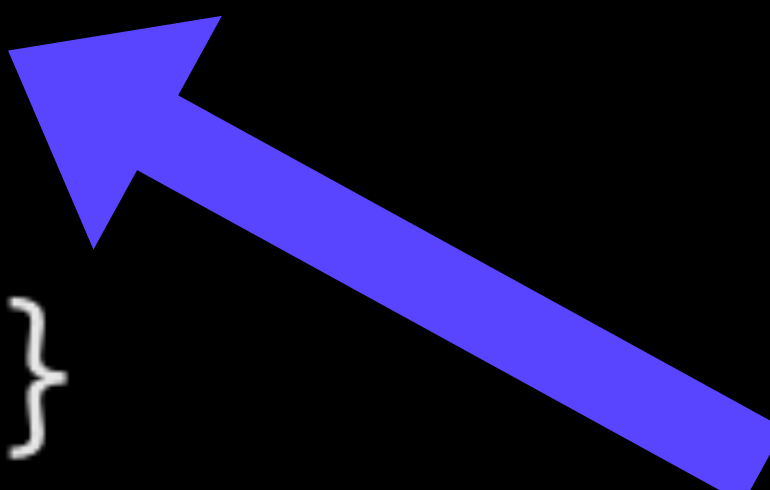
```
// lat = 41.88
```

```
// lng = -87.62
```





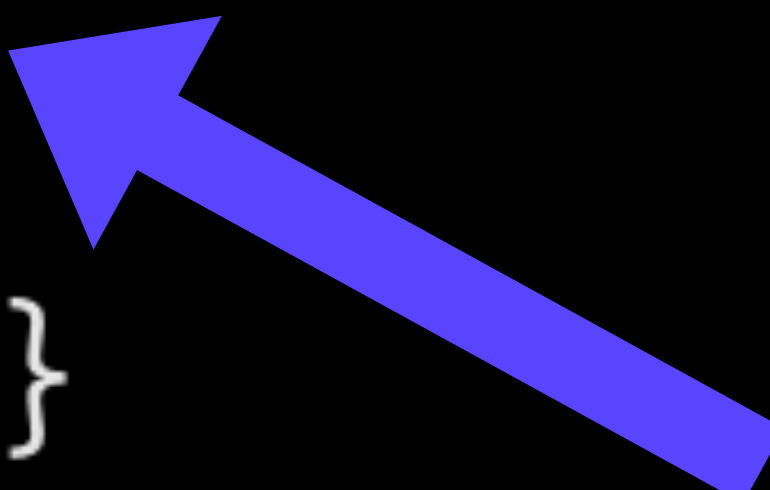
```
let (state, dispatch) = React.useReducer(  
  (state, action) =>  
    switch (action) {  
      | Tick => {count: state.count + 1}  
    },  
    {count: 0}  
);
```



**Pattern matching is a  
switch statement on  
steroids**

```
let message = "sup";  
  
let reply =  
  switch (message) {  
    | "hello" ⇒ "Hello"  
    | "hi" ⇒ "Hi hi hi"  
    | _ ⇒ "Whats good!!!"  
  };
```

```
let (state, dispatch) = React.useReducer(  
  (state, action) =>  
    switch (action) {  
      | Tick => {count: state.count + 1}  
    },  
    {count: 0}  
);
```

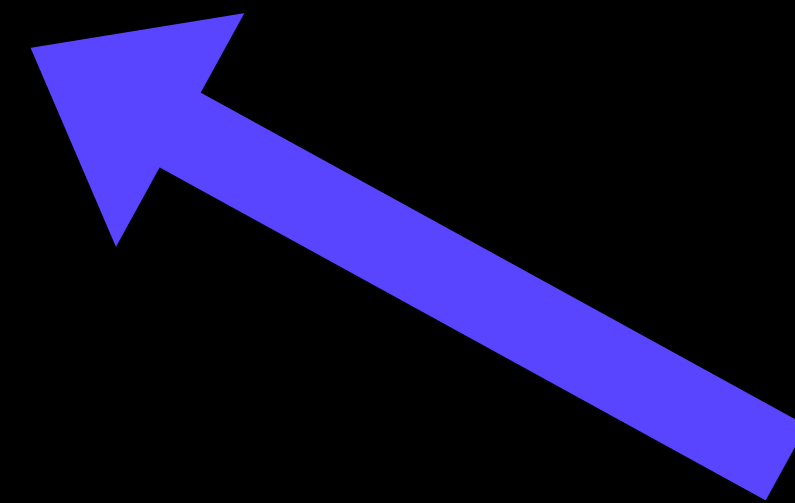


# Why is Tick capitalized?

**Tick is not a string, its a  
constructor**



```
type myResponseVariant =  
  | Yes  
  | No  
  | PrettyMuch;
```



```
let areYouCrushingIt = Yes;
```

**Variants offer a powerful  
way of representing  
complex data**

**Variants allow you to  
express this OR that**

```
let message =  
  switch (areYouCrushingIt) {  
    | No ⇒ "No worries. Keep going!"  
    | Yes ⇒ "Great!"  
    | PrettyMuch ⇒ "Nice!"  
  };  
  
/* message is "Great!" */
```

# Constructors can take arguments, too!

```
switch (response) {  
  | Error(message) ⇒ "Oops: " ++ message  
  | Loading ⇒ "Loading ..."  
  | Success(name) ⇒ "Hello " ++ name ++ "!"  
};
```



```
[@genType] ←  
[@react.component]  
let make = (~name) ⇒ {  
  <span>  
    {React.string("Hey " ++ name)}  
  </span>  
};
```

**genType generates  
bindings between  
Reason & JavaScript**

```
import Greeting from 'components/Greeting.gen'  
  
function App() {  
  return <Greeting name="GOTO" />  
}
```

# genType supports Typescript & Flowtype

```
export type Props = {  
  +name: string  
};
```

**Can I use my existing  
Javascript components  
in Reason?**






```
[@genType.import "./MyJavascriptFile"]
```

external make:

```
(~show: bool, ~message: option(message)=?, 'a) ⇒  
ReasonReact.component(  
  ReasonReact.stateless,  
  ReasonReact.noRetainedProps,  
  ReasonReact.actionless,  
) =  
"";
```





**That'll be automated  
soon, too 😊**



# How do I add Reason to my Javascript project?

1. **yarn add bs-platform —dev**
2. **add bsconfig.json**
3. **add script tags**



```
{  
  "name": "my-project",  
  "reason": {"react-jsx" : 3},  
  "bsc-flags": ["-bs-super-errors"],  
  "package-specs": [{"module": "commonjs", "in-source": true}],  
  "suffix": ".bs.js",  
  "namespace": true,  
  "bs-dependencies": ["reason-react"],  
  "sources": [{"dir": "src"}],  
  "refmt": 3  
}
```



**ReasonML**  
(.re, .rei)

**OCaml**  
(.ml, .mli)

**OCaml AST**

**Bytecode**

**Native code**

**JavaScript**

# BuckleScript

**Write safer, simple,  
readable code that  
compiles to JavaScript**

**The compiled  
JavaScript is *readable***

```
let fizzbuzz = (i) =>
  switch (i mod 3, i mod 5) {
  | (0, 0) => "FizzBuzz"
  | (0, _) => "Fizz"
  | (_, 0) => "Buzz"
  | _ => string_of_int(i)
  };
```



```
function fizzbuzz(i) {  
    var match = i % 3;  
    var match$1 = i % 5;  
    if (match === 0) {  
        if (match$1 === 0) {  
            return String(i);  
        } else {  
            return "Buzz";  
        }  
    } else if (match$1 === 0) {  
        return "Fizz";  
    } else {  
        return "FizzBuzz";  
    }  
}
```

```
let rec factorial = (n) =>  
  n ≤ 0  
  ? 1  
  : n * factorial(n - 1);
```

```
var Caml_int32 = require("./stdlib/caml_int32.js");

function factorial(n) {
  var match = n ≤ 0;
  if (match) {
    return 1;
  } else {
    return Caml_int32.imul(n, factorial(n - 1 | 0));
  }
}
```

**The compiled  
JavaScript is *faster***

# ImmutableJS Map

3415ms

# Reason Immutable Map

1186ms



**Tree Shaking is 🤔**

**Webpack**  
**55,000 Bytes**

# Bucklescript

## 899 Bytes



**BuckleScript has a deep  
integration with JS libs**

# Binding Javascript to Reason



```
[@bs.val]
external add_keyboard_event_listener :
  (string, ReactEventRe.Keyboard.t ⇒ unit) ⇒ unit =
  "addEventListener";
```

**\*Getting this right  
is the hardest part**

**There are bindings for  
almost every library 😊**



# Is Reason ready for production?







# Companies Shipping Reason

**Bloomberg**



**accenture**

**McKinsey  
& Company**



**Jane Street**



**draftbit**

**(& many more)**







**Where can I  
learn more?**

# Chicago

# ReasonML Meetup



**draftbit**



**peterpme**

# ReasonML Discord

*Google it*



# Reason Conf US

Chicago • October 2019

# Keynote by Jordan Walke

## Creator of React

**[www.reason-conf.us](http://www.reason-conf.us)**



**Ben Alman**

@cowboy



Follow

Facebook: Rethink established best practices™



Reply



Retweet



Favorite



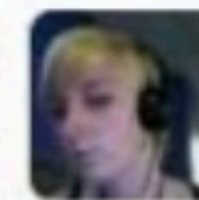
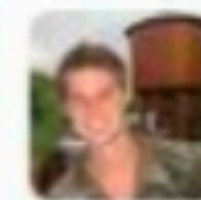
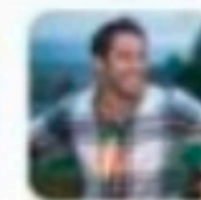
More

10

RETWEETS

1

FAVORITE



5:40 PM - 29 May 13



draftbit



peterpme

Don't be  
*that* person 😊

# BAEs

## BEST. AUDIENCE. EVER.

[draftbit.com/reason](https://draftbit.com/reason)



draftbit • peterpme



**goto;**  
chicago



**Click 'Rate Session'**

Rate **5** sessions to get the  
supercool GOTO reward