HAXE NEKO

In 20 minutes or less

This talk is not about

- How to become an expert in Haxe (or Neko)?
- Convincing you that Haxe is the best programming language
- Help you solve task 4 (at least directly)
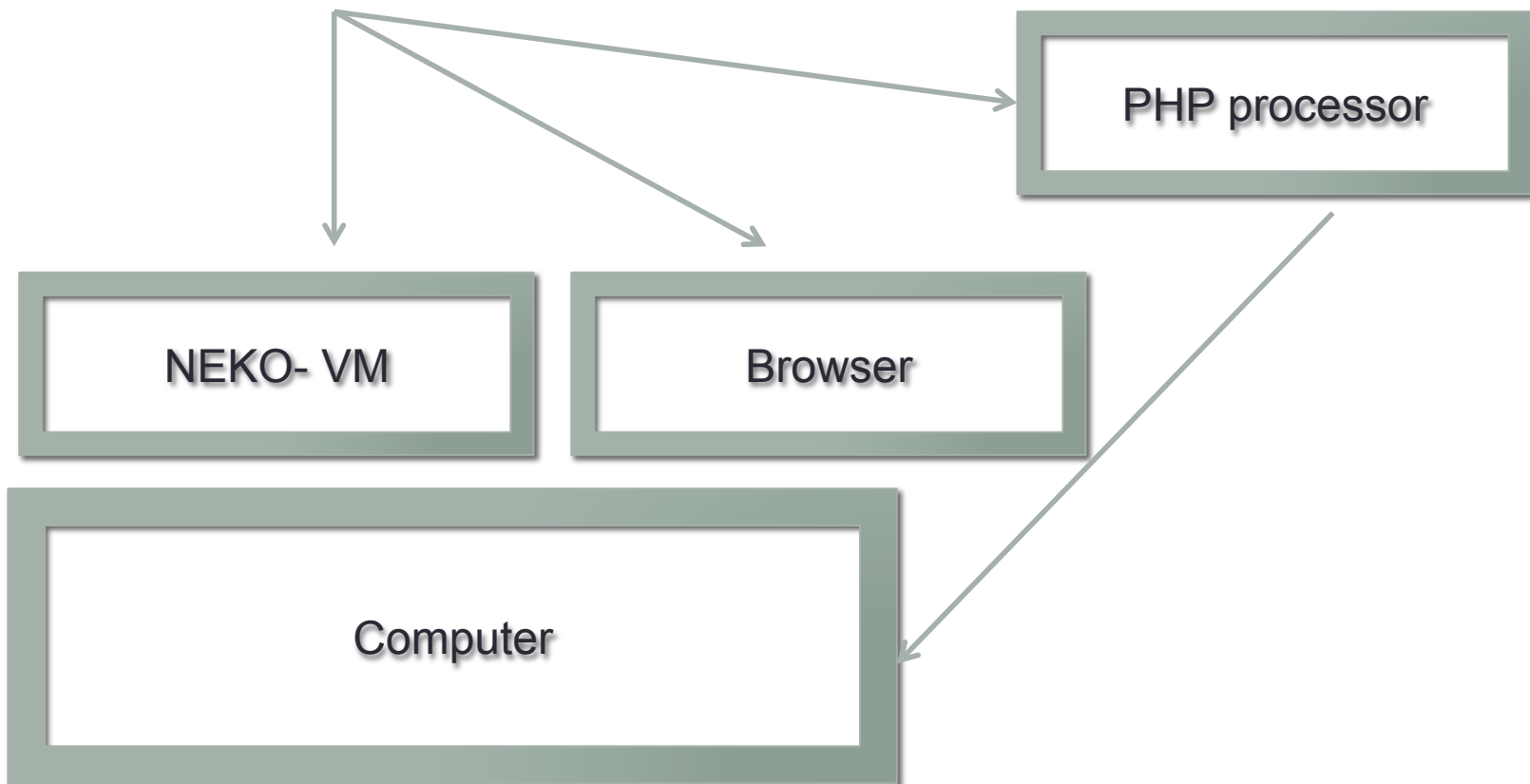- Nothing

This talk is about

- Introducing you to a multiplatform language that is "cloudish"
- How to get started quickly in Haxe-Neko?
- Highlight useful resources, Haxe is over documented!
- IDEs – should you get serious

Multiplatform

- Write once run every where

- Haxe to PHP (http://haxe.org/doc/start/php) - on any server
- Haxe to Neko (http://haxe.org/doc/start/neko) - on Neko server
- Haxe to JS (http://haxe.org/doc/start/js) - on Web page

- Standard library that **should** work for all platforms
- Platform specific libraries that will not work
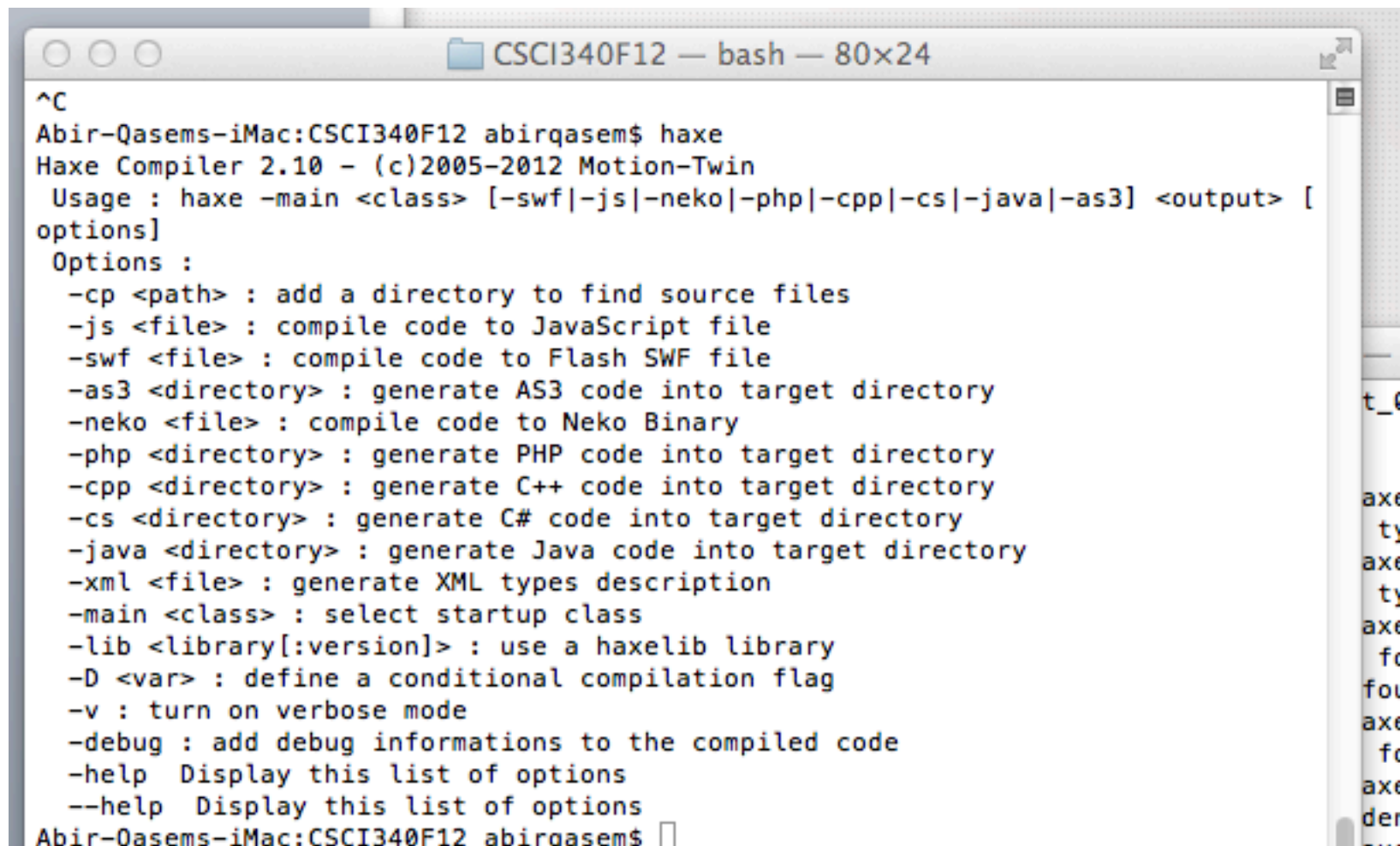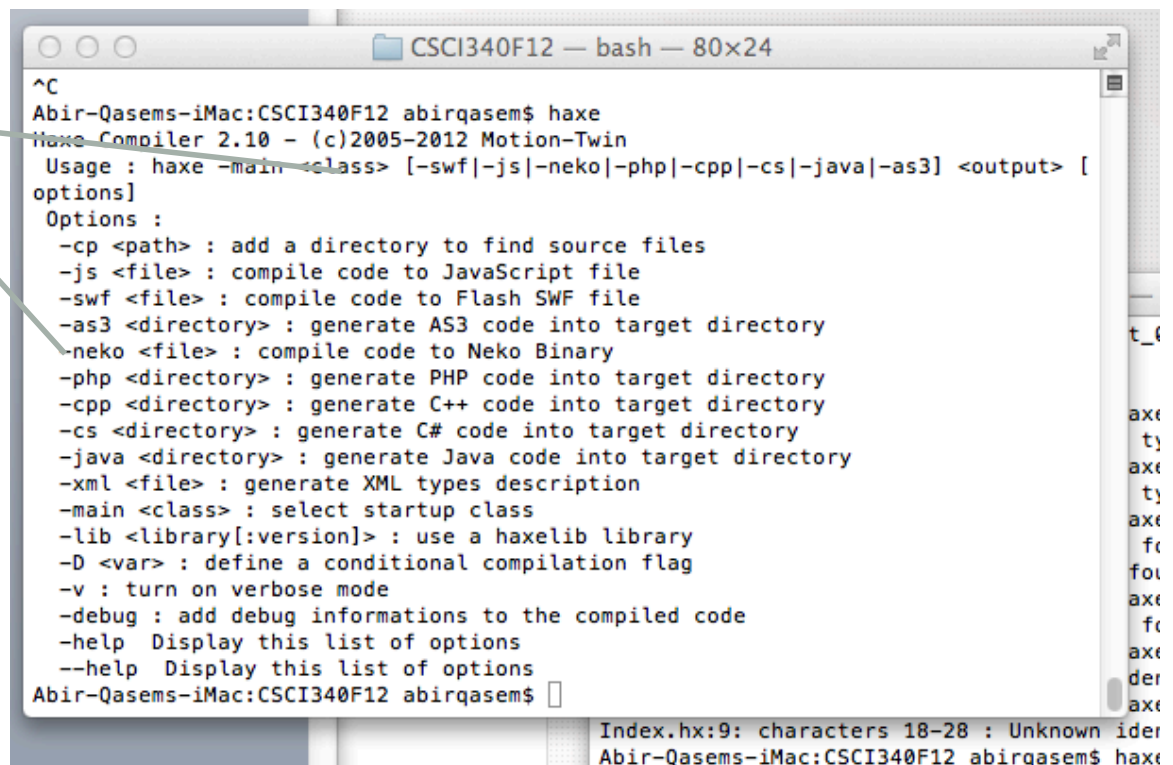- We should not worry too much

VMs

- Haxe code

Basics

- Command line tools haxe

```
^C
Abir-Qasems-iMac:CSCI340F12 abirqasem$ haxe
Haxe Compiler 2.10 - (c)2005-2012 Motion-Twin
 Usage : haxe -main <class> [-swf|-js|-neko|-php|-cpp|-cs|-java|-as3] <output> [
options]
 Options :
  -cp <path> : add a directory to find source files
  -js <file> : compile code to JavaScript file
  -swf <file> : compile code to Flash SWF file
  -as3 <directory> : generate AS3 code into target directory
  -neko <file> : compile code to Neko Binary
  -php <directory> : generate PHP code into target directory
  -cpp <directory> : generate C++ code into target directory
  -cs <directory> : generate C# code into target directory
  -java <directory> : generate Java code into target directory
  -xml <file> : generate XML types description
  -main <class> : select startup class
  -lib <library[:version]> : use a haxelib library
  -D <var> : define a conditional compilation flag
  -v : turn on verbose mode
  -debug : add debug informations to the compiled code
  -help  Display this list of options
  --help  Display this list of options
Abir-Qasems-iMac:CSCI340F12 abirqasem$ 
```

Work flow …

- Create a file with .hx extension
- The syntax http://haxe.org/ref/syntax
- Create a .hxml file with compiler switches
- -neko index.n
- -main Index

```
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Abir-Qasems-iMac:CSCI340F12 abirqasem$ 
```

CSCI340F12 — bash — 80×24

Index.hx:9: characters 18-28 : Unknown ider
Abir-Qasems-iMac:CSCI340F12 abirqasem$ haxe

Start the server and load the page

- nekotools Options :
-   server
-   boot <file.n>

nekotools -d <directory> -log errors

    -p <portnumber> (default: 2000)

- -h <host> (default: localhost)
- -d <root directory> of the webserver (default: current dir)
- -log <file> (default: none)
- - *rewrite activates the compatibility with the mod_rewrite from Apache*

Caution and next step

- Do not restart server each time you made a change to the code
- You have to compile to if you make code changes
- Server is not very stable
- http://haxe.org/api