



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

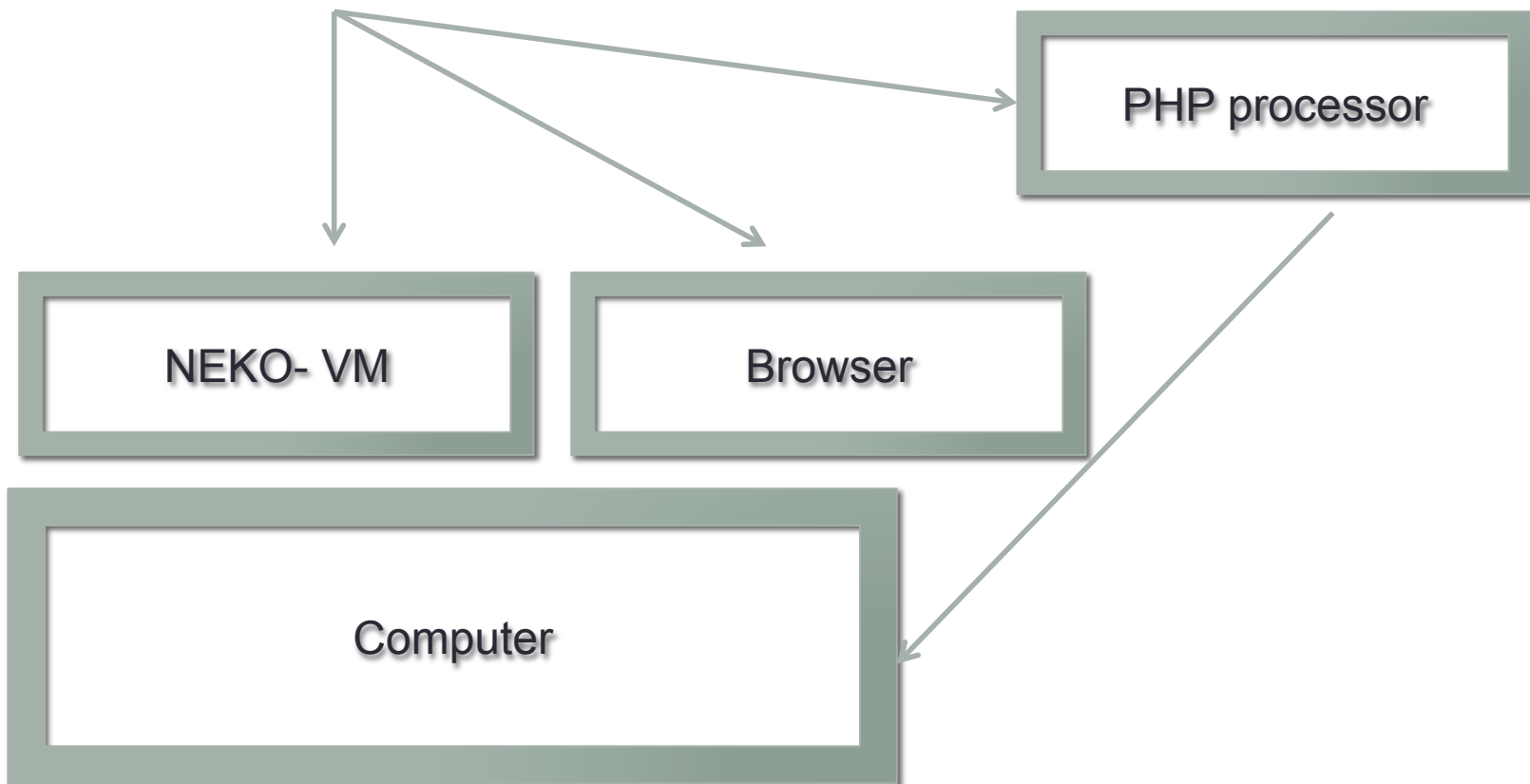
- Introducing you to a multiplatform language that is “cloudish”
- How to get started quickly in Haxe-Neko?
- Highlight useful resources, Haxe is over documented!
- IDEs – should you get serious

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

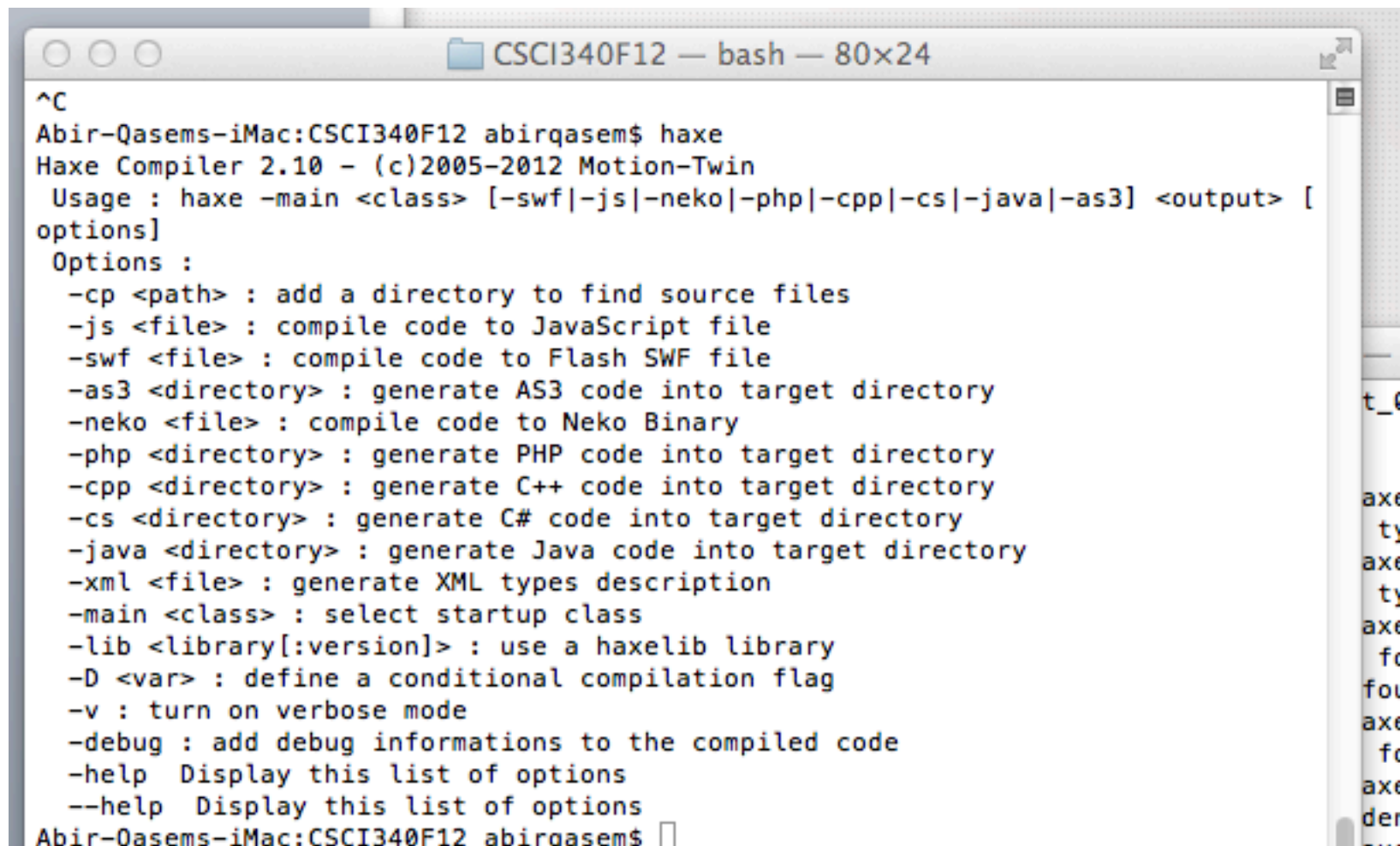
VMs

- Haxe code



Basics

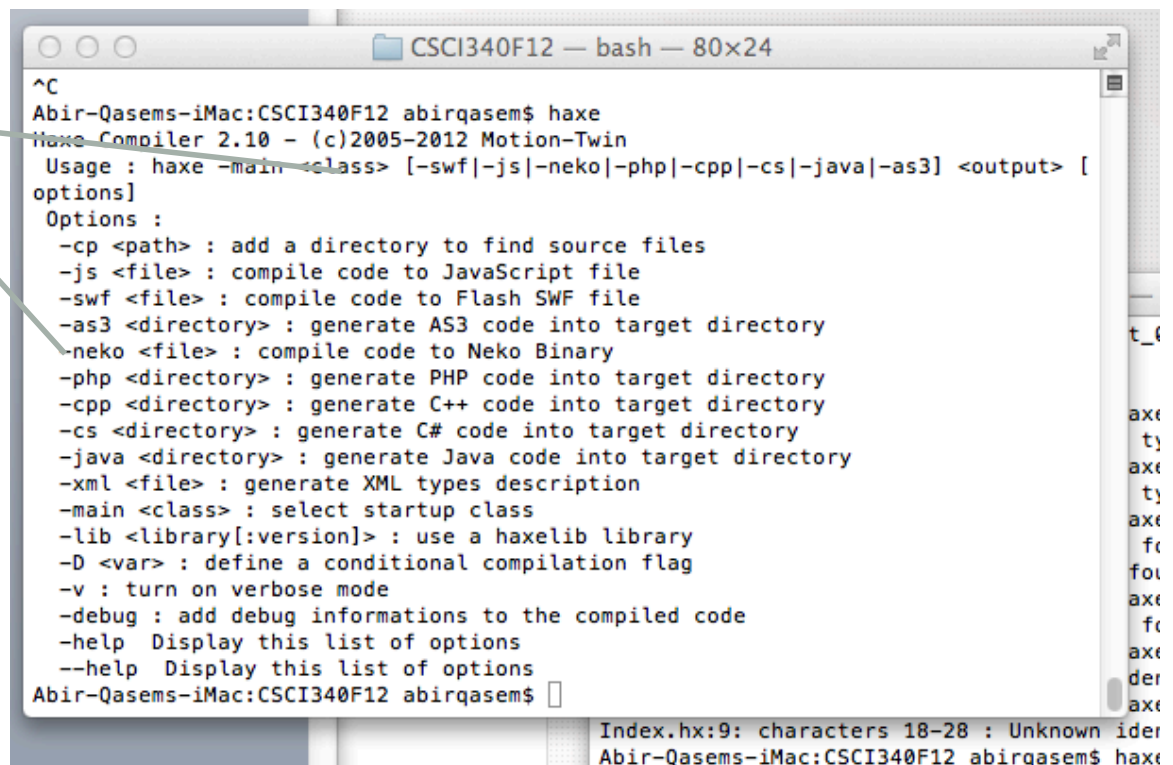
- Command line tools haxe



```
CSCI340F12 — bash — 80x24
^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 .html file with compiler switches
- -neko index.n
- -main Index



A terminal window titled "CSCI340F12 — bash — 80x24" showing the output of the command `haxe`. The output displays the Haxe Compiler version (2.10) and copyright information, followed by the usage syntax: `Usage : haxe -main <class> [-swf|-js|-neko|-php|-cpp|-cs|-java|-as3] <output> [options]`. A list of options is provided, including `-cp`, `-js`, `-swf`, `-as3`, `-neko`, `-php`, `-cpp`, `-cs`, `-java`, `-xml`, `-main`, `-lib`, `-D`, `-v`, `-debug`, and `-help`. The terminal shows the user typing `haxe` and pressing enter, resulting in the usage information. Below the list of options, the prompt `Abir-Qasems-iMac:CSCI340F12 abirqasem$` is visible. To the right of the terminal window, a portion of another document is visible, showing text like "t_", "axe", "ty", "axe", "ty", "axe", "fo", "axe", "fo", "axe", "der", "axe".

```
^C
Abir-Qasems-iMac:CSCI340F12 abirqasem$ haxe
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Usage : haxe -main <class> [-swf|-js|-neko|-php|-cpp|-cs|-java|-as3] <output> [
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  -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
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  -v : turn on verbose mode
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Abir-Qasems-iMac:CSCI340F12 abirqasem$
```

Index.hx:9: characters 18-28 : Unknown identifier
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>