

Hello, Joe!



Gleam: Past, Present, Future!

louis@gleam.run

twitter.com/louispilfold

github.com/sponsors/lpil

What's Gleam?

Easy to learn & read

Small & consistent

Type safe

Great tooling

Familiar syntax

BEAM or JS

```
import gleam/io  
  
pub fn main() {  
    io.println("hello, friend!")  
}
```

Gleam: Past

How'd we get here?

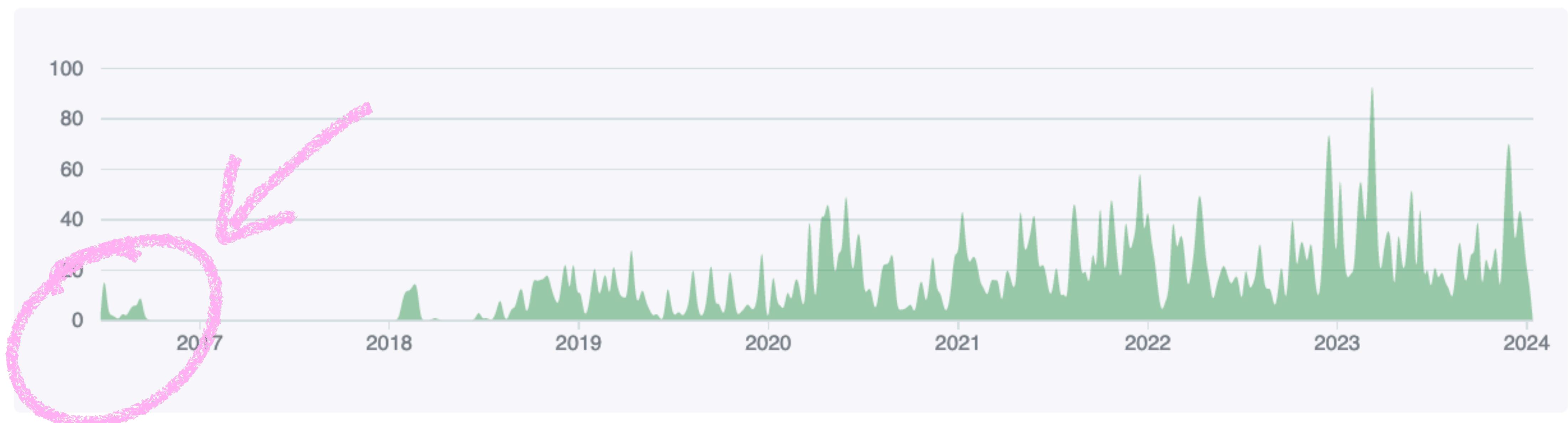


A history of Gleam

Jun 26, 2016 – Jan 15, 2024

Contributions: Commits ▾

Contributions to main, excluding merge commits



The very first Gleam

module clauses

```
public count {  
    def ([] )           { 0 }  
    def ([_ | xs]) { count(xs) + 1 }  
  
    test([] )           { 0 }  
    test([1, 2] )        { 2 }  
    test([1, 1, 1]) { 3 }  
}
```

Other fun features

- No type system!
- No real goals!
- Didn't really work!
- A bad Erlang clone in a trenchcoat!



What was the point?

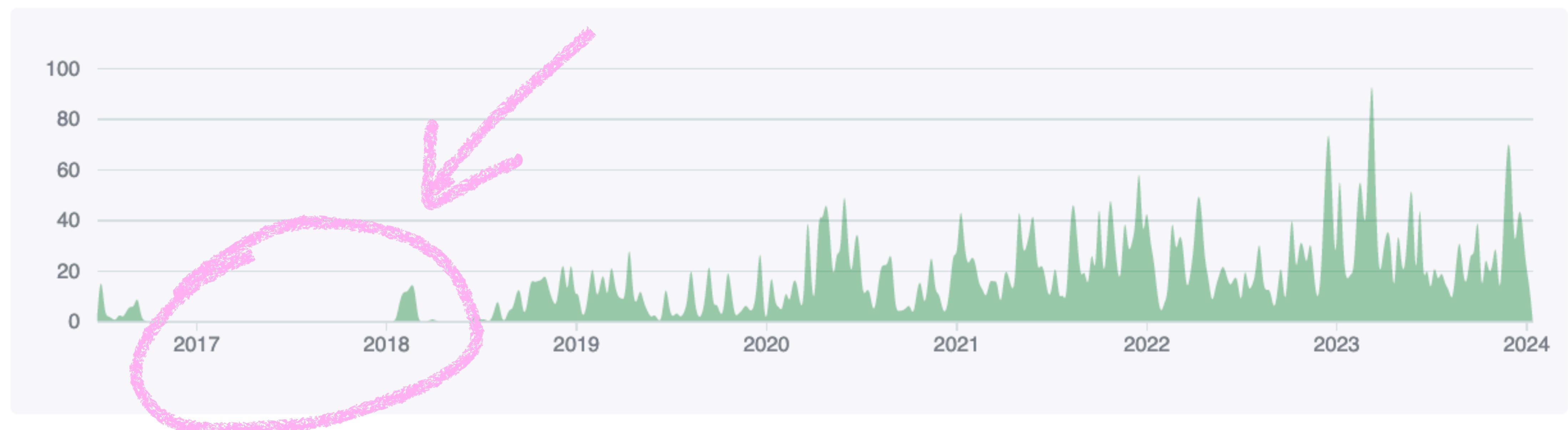


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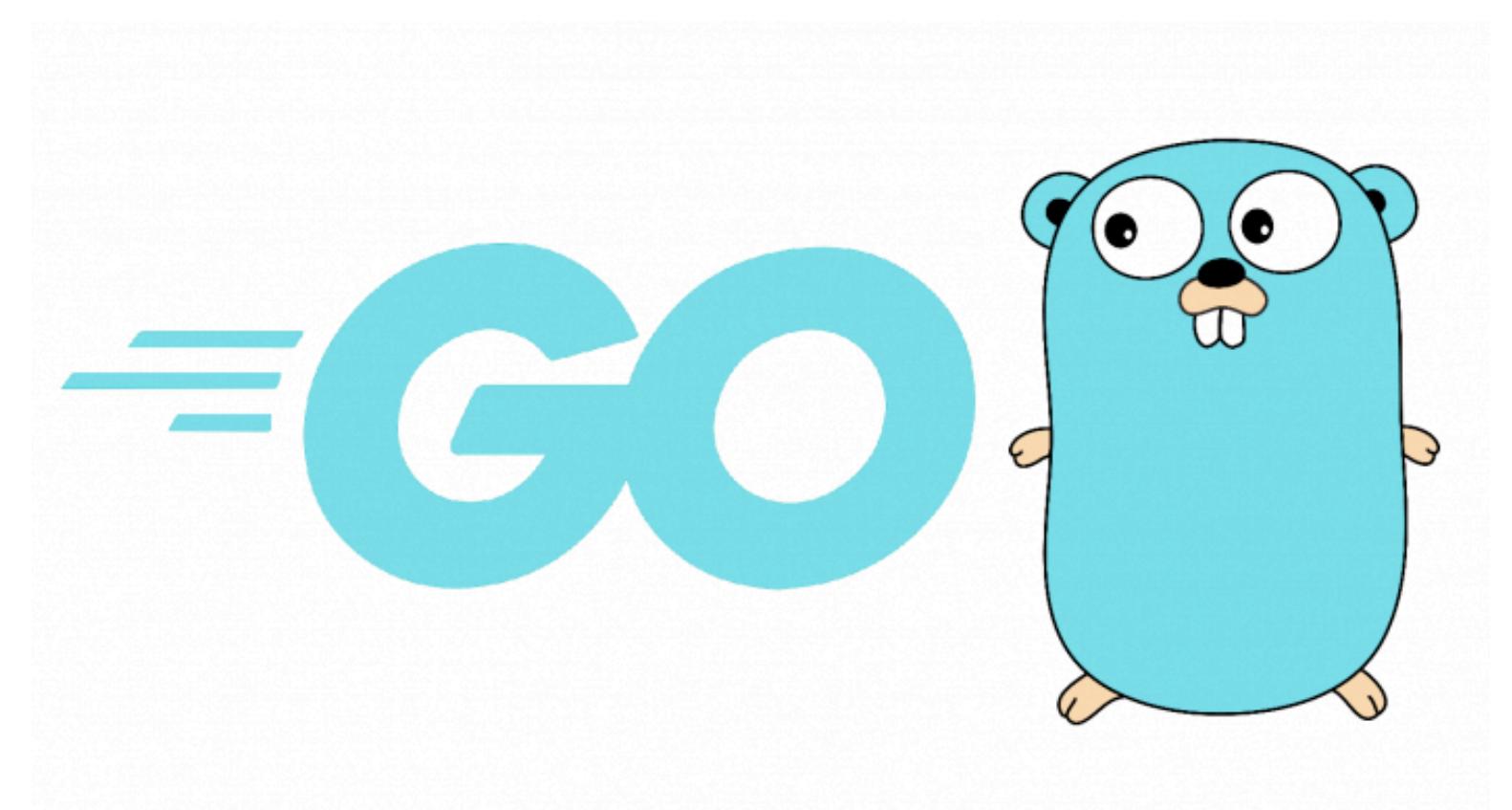
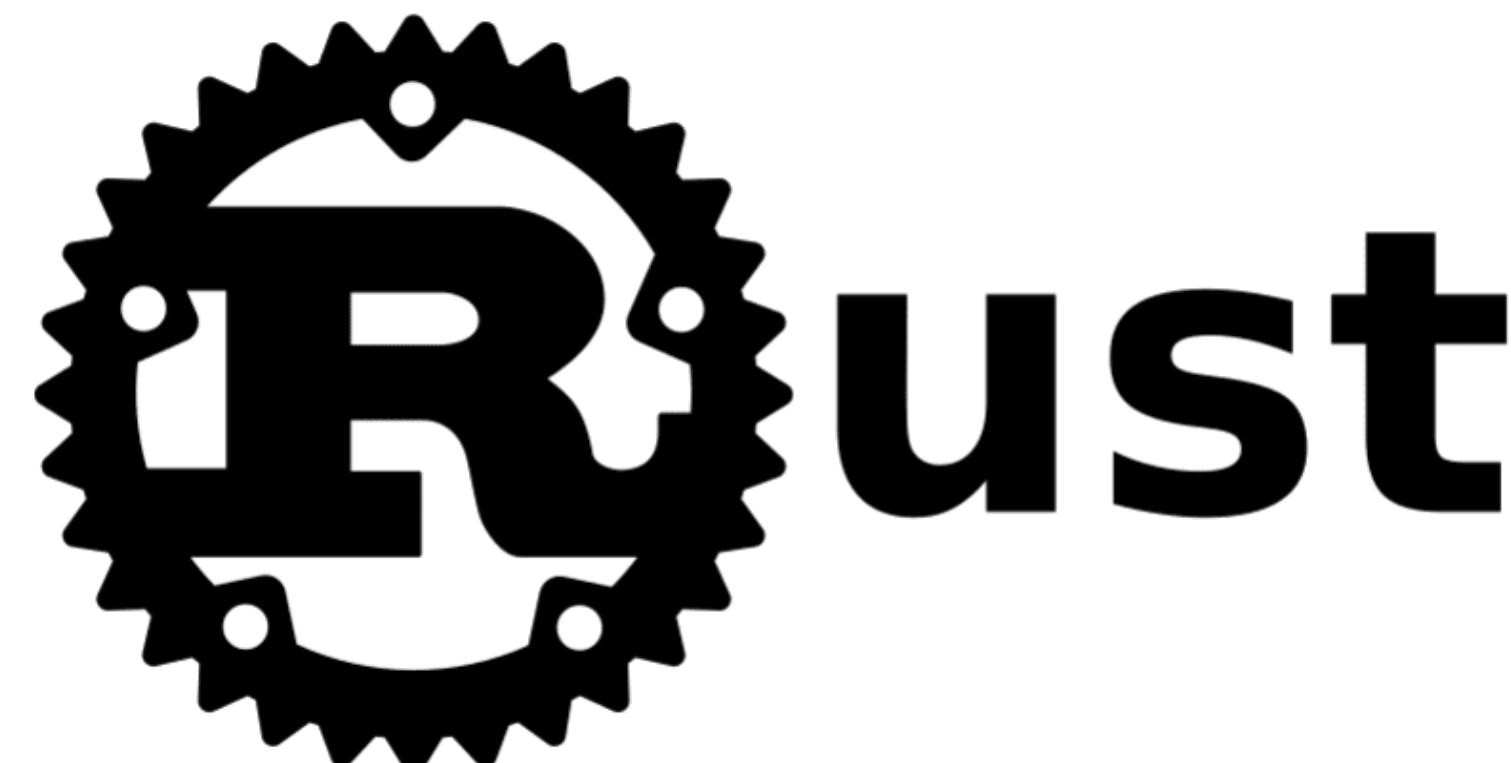
Contributions: Commits ▾

Contributions to main, excluding merge commits





elixir



```
module Main
export User, greet/1
from IO import println

type User =
| LoggedIn(String)
| Guest

spec |String| => Nil
fn check(user) =
  case user
  | LoggedIn("Al") => println("Hi Al!")
  | LoggedIn(name) => println("Welcome back!")
  | Guest => println("Hello! Please log in")
```

```
import gleam/io

pub enum User =
| LoggedIn(String)
| Guest

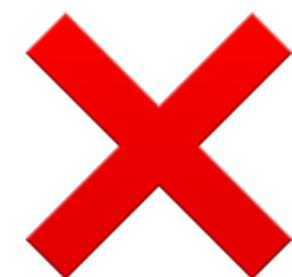
pub fn check(user: User) {
  case user {
    | LoggedIn("Al") → io:println("Hi Al!")
    | LoggedIn(name) → io:println("Welcome back!")
    | Guest → io:println("Hello! Please log in")
  }
}
```

```
import gleam/io

pub type User {
    LoggedIn(name: String)
    Guest
}

pub fn check(user: User) {
    case user {
        LoggedIn("Al") → io.println("Hi Al!")
        LoggedIn(name) → io.println("Welcome back!")
        Guest → io.println("Hello! Please log in")
    }
}
```

Language changes



First class modules

Row typed records

Dedicated enum syntax



Labelled arguments

"use" expression sugar

String concatenation operator

JavaScript target

The build tool

Batteries included

Easy to use

Hex package management

Code formatter

Language server

```
$ gleam test
```

```
Resolving versions
Downloading packages
Downloaded 2 packages in 0.02s
Compiling gleam_stdlib
Compiling gleeunit
Compiling justin
Compiled in 1.20s
Running justin_test.main
```

.....

```
Finished in 0.018 seconds
5 tests, 0 failures
```

packages.gleam.run

Gleam Packages

I found 6 packages matching your search.

glenties 1 month ago

HTML entity encoder/decoder for Gleam

[Documentation](#) [Repository](#)

nakai 1 month ago

HTML generation for Gleam, on the server or anywhere else

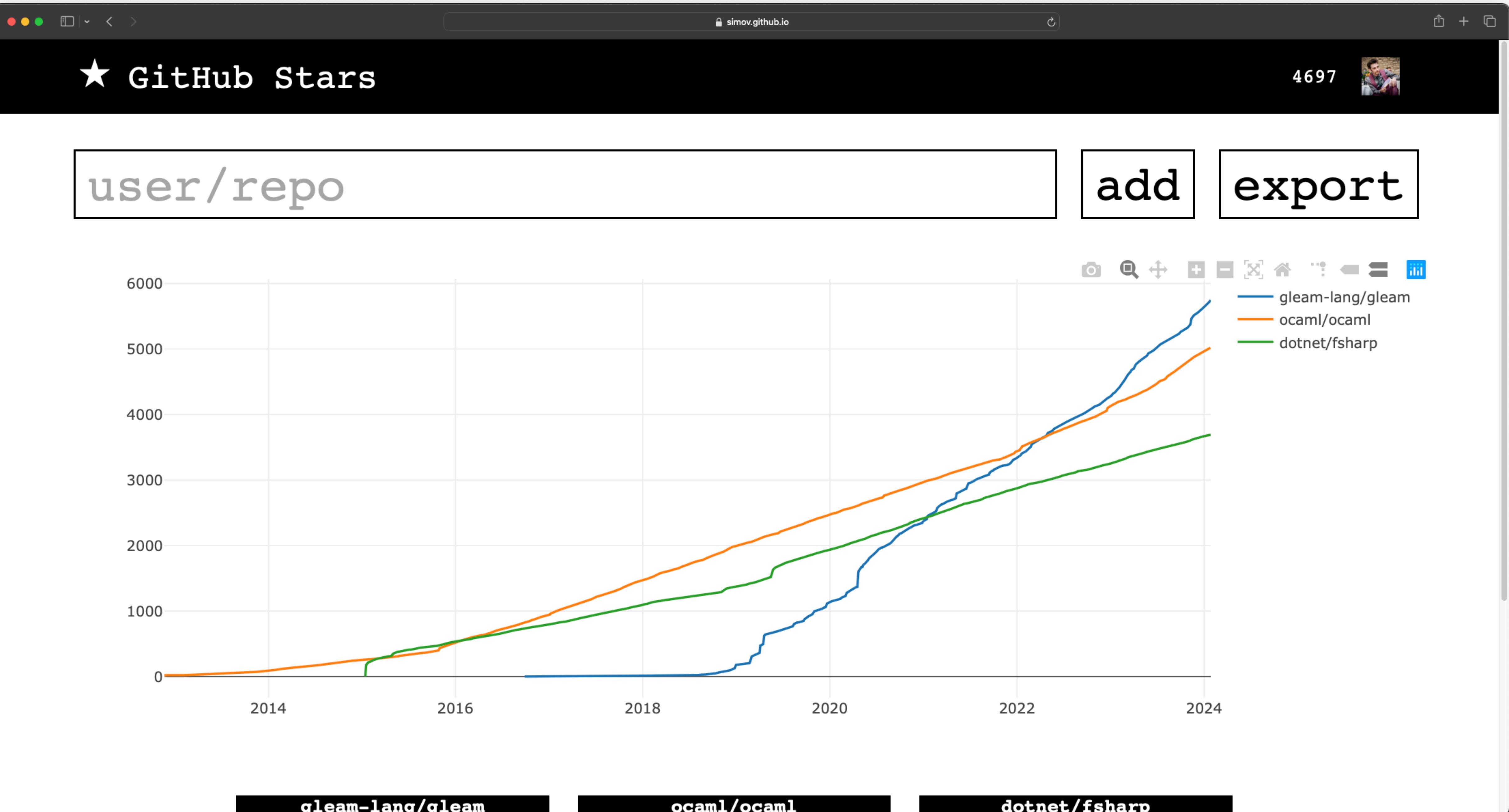
[Documentation](#) [Repository](#)

htmgrrrl 2 months ago

Gleam bindings to htmerl, the fast and memory efficient Erlang HTML SAX parser.

[Documentation](#) [Repository](#)

htmb 3 months ago



exercism.org

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 Gleam 982 students

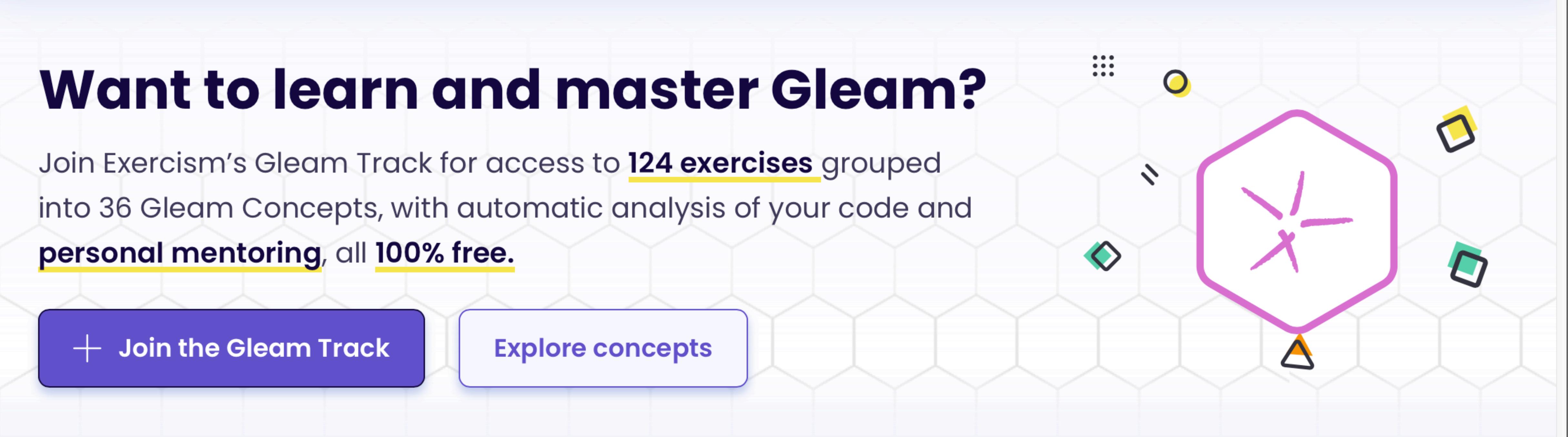
About Gleam Learn Practice

30 contributors 30 mentors

Want to learn and master Gleam?

Join Exercism's Gleam Track for access to 124 exercises grouped into 36 Gleam Concepts, with automatic analysis of your code and personal mentoring, all 100% free.

+ Join the Gleam Track Explore concepts



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exercism.org

← Back to Exercise Gleam / Tracks on Tracks on Tracks

src/tracks_on_tracks_on_tracks.gleam

```
16  list.length(languages)
17 }
18
19 pub fn reverse_list(languages: List(String)) ->
List(String) {
20   list.reverse(languages)
21 }
22
23 pub fn exciting_list(languages: List(String)) -> Bool {
24   case languages {
25     ["Gleam", ..] -> True
26     [_, "Gleam"] -> True
27     [_, "Gleam",_] -> True
28     _ -> False
29   }
30 }
```

Instructions **Results** **Feedback**

Task 6 Check if list is exciting

While you love all languages, Gleam has a special place in your heart. As such, you're really excited about a list of languages if:

- The first on the list is Gleam.
- The second item on the list is Gleam and the list contain either two or three languages.

Implement the `exciting_list` function to check if a list of languages is exciting:

```
exciting_list(["Lua", "Gleam"])
// -> True
```

Stuck? Ask ChatGPT **Run Tests** **Submit**

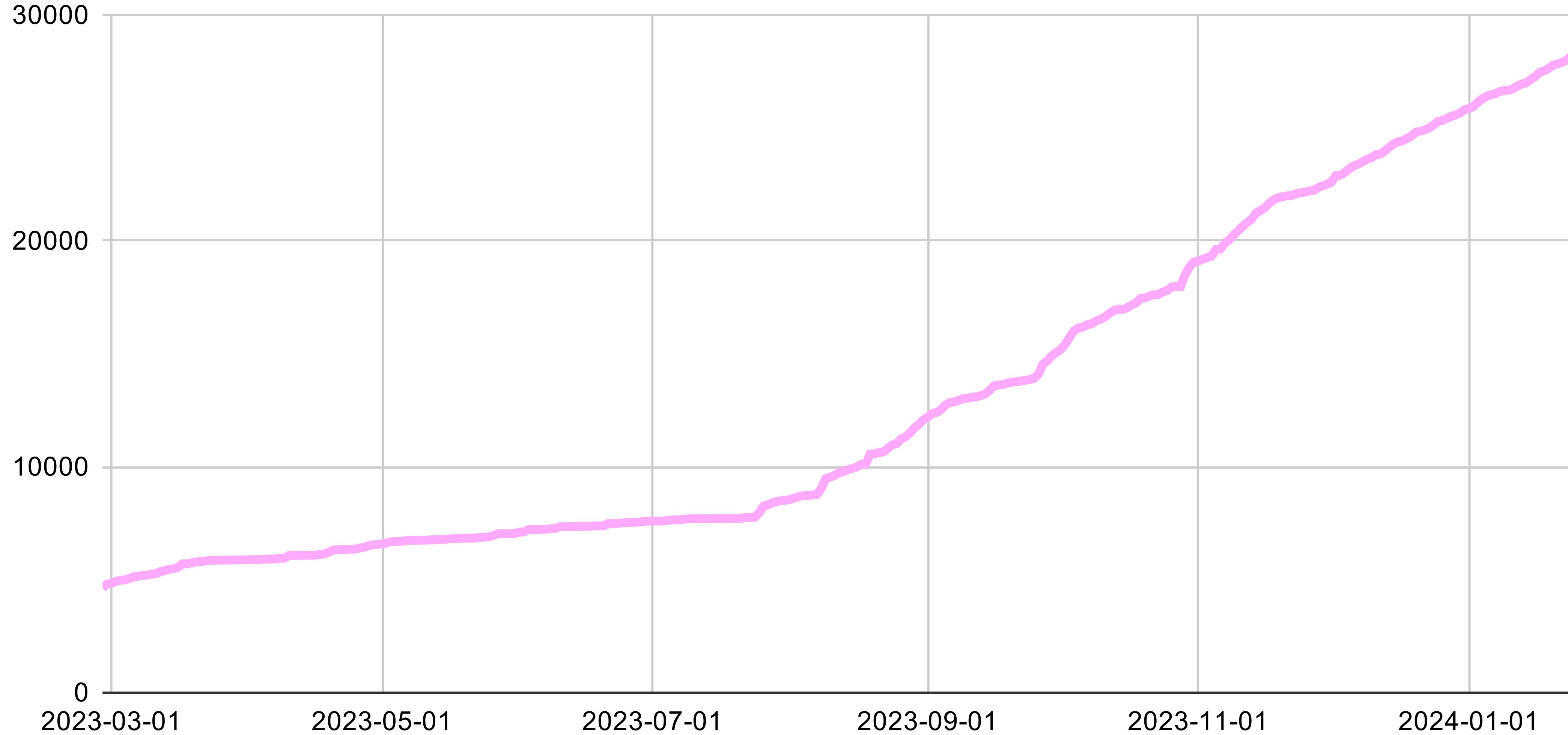
Stuck? Reveal Hints

The screenshot shows a web browser window for exercism.org. The main content area features a circular logo with three green pine trees on a green hill against a blue sky. Below the logo, the text "Your journey through Gleam" is displayed in a large, bold, dark blue font. Underneath, a subtitle reads "Learn and master concepts to achieve fluency in Gleam." To the left of the main text, there is a decorative graphic consisting of a grid of black rectangles of varying sizes.

The central feature is a learning path diagram. It consists of four rounded rectangular nodes connected by light blue curved arrows. The top node is labeled "Basics" with a small icon containing "Ba". It has a green checkmark icon inside and a green bookmark icon at the top right. A dashed blue arrow points from "Basics" down to the middle-left node, which is labeled "Bools" with a small icon containing "Bo". This node also contains a green checkmark and a green bookmark icon. A solid grey arrow points from "Bools" up to "Basics".

The bottom-middle node is labeled "Ints" with a small icon containing "In". It contains three green checkmarks and seven blue circles, with a blue arrow pointing downwards. A dashed blue arrow points from "Ints" to the bottom-right node, which is labeled "Floats" with a small icon containing "Fl". This node contains one green checkmark and one blue circle, with a blue bookmark icon at the top right.

Exercism submissions



Gleam Language Tour

Higher order functions

In Gleam functions are values. They can be assigned to variables, passed to other functions, and anything else you can do with values.

Here the function `add_one` is being passed as an argument to the `twice` function.

Notice the `fn` keyword is also used to describe the type of the function that `twice` takes as its second argument.

[Back](#) — [Contents](#) — [Next](#)

```
import gleam/io

pub fn main() {
    // Call a function with another function
    io.debug(twice(1, add_one))

    // Functions can be assigned to variables
    let function = add_one
    io.debug(function(100))
}

fn twice(argument: Int, function: fn(Int) -> Int) -> Int {
    function(function(argument))
}
```

3
101

Gleam: Present

Where are we now?



The Gleam Programming

general A place to talk about Gleam

1 Event

Browse Channels

Members

rules

moderator-only

announcements

MODERATION

gleam-team

GLEAM

general sharing 1

teashop

codegen

lpil Online

@lpil that's totally what I wanted when I share an SVG

inoas Today at 15:11 they are afraid if svgs eh 😊

Jak Today at 15:13 It's looking good! I'm just missing the interactive review bit and I'll publish v1

birdie — giacomocavalieri@giskard — -zsh — 68x16

```
[→ birdie git:(main) ✘ gleam run -m birdie help
Compiled in 0.01s
Running birdie.main
🐦 birdie v0.1

USAGE:
gleam run -m birdie [ <SUBCOMMAND> ]

SUBCOMMANDS:
review      Review all new snapshots one by one
accept-all  Accept all new snapshots
reject-all  Reject all new snapshots
help        Show this help text

→ birdie git:(main) ✘ ]
```

Message #general

Search

?

?

I ❤️ the Gleam community!

They're super smart and twice as nice

Pure Gleam

Type safe

HTTP1.1

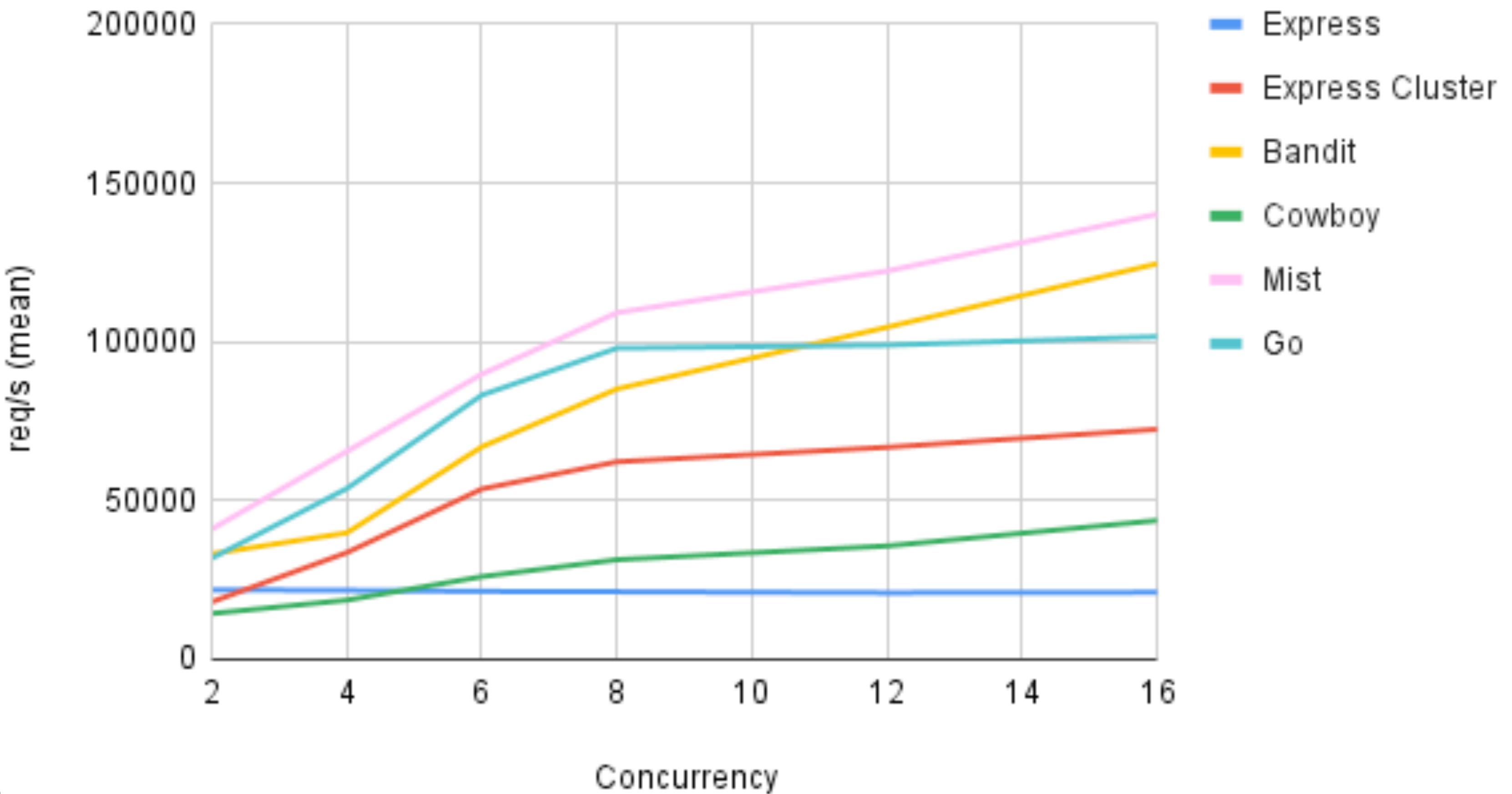
WebSockets

HTTP or HTTPS

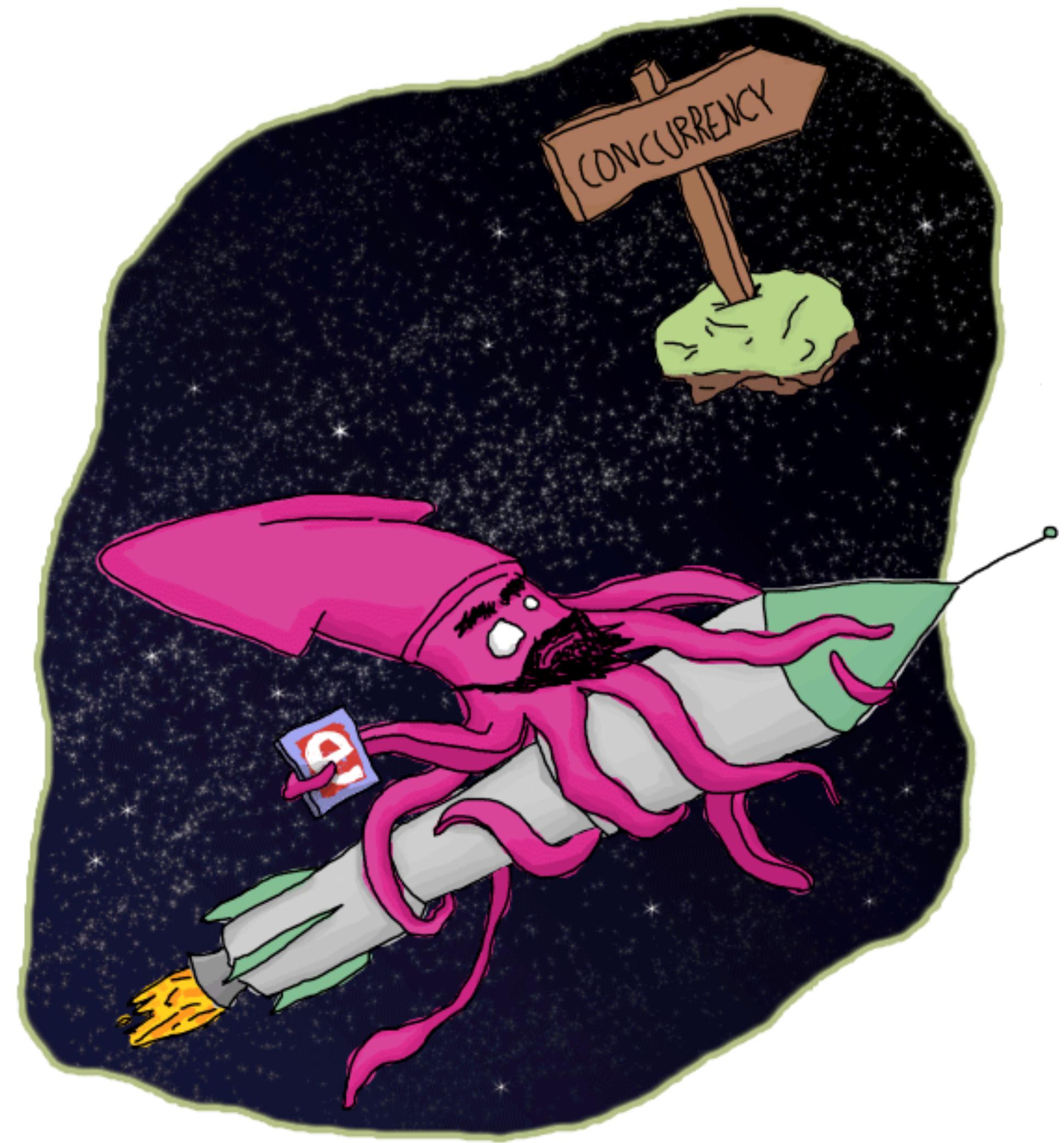
Super fast

Maybe HTTP2 in future?

POST /user



```
actor.start("init", fn(msg, state) {  
    case msg {  
        Set(newState) → {  
            actor.continue(newState)  
        }  
        Get(caller) → {  
            process.send(caller, state)  
            actor.continue(state)  
        }  
    }  
})
```



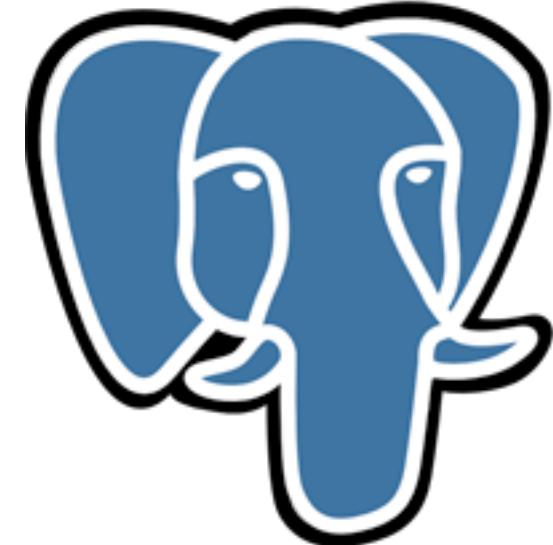
github.com/gleam-wisp/wisp

```
pub fn handle_request(req: Request) → Response {
    use form ← wisp.require_form(req)

    let result = {
        use name ← try(list.key_find(form.values, "name"))
        Ok("<h1>Hi, " ◇ wisp.escape_html(name) ◇ "!</h1>")
    }

    case result {
        Ok(content) → wisp.html_response(from_string(content), 200)
        Error(_) → wisp.bad_request()
    }
}
```

Databases



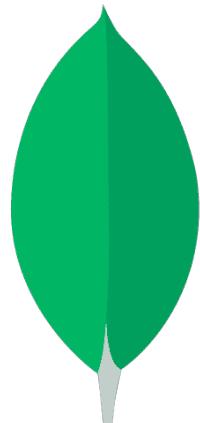
PostgreSQL

github.com/lpil/pg



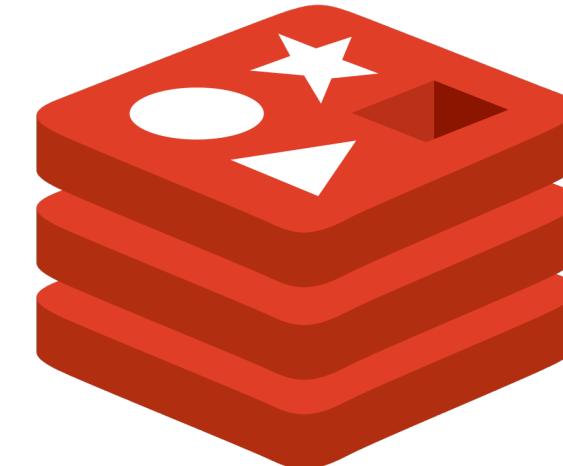
SQLite

github.com/lpil/sqlight



mongoDB[®]

github.com/massivefermion/mungo



redis

github.com/massivefermion/radish

```
fn view(model) {  
    let count = int.to_string(model)  
  
    div([], [  
        button([on_click(Decr)], [text("-")]),  
        p([], [text(count)]),  
        button([on_click(Incr)], [text("+")])  
    ])  
}
```

```
type Msg {  
    Incr  
    Decr  
}  
  
fn update(model, msg) {  
    case msg {  
        Incr → model + 1  
        Decr → model - 1  
    }  
}
```

Gleam LiveView?



```
let assert Ok(app) =
    lustre.component(
        app.init,
        app.update,
        app.view,
        app.on_attribute_change(),
    )
    ▷ lustre.start_actor(initial_state)
```

Gleam HTTP ecosystem

HTTP servers:

Mist

gleam_elli

gleam_cowboy

gleam_plug

CGI

Stego (Deno)

Conversation (JS)

HTTP clients:

gleam_httpc

gleam_hackney

gleam_fetch

finch_gleam

Dove

Conversation (JS)

Nerf

API clients:

Plunk

ZeptoMail

aws4_request

Pushover

Gatus

gleam_sentry

gleam_sendgrid

Middleware:

Wisp

Gliew

Bliss

gleam_cors

glow_auth

github.com/erikareads/teashop

```
> g |
```

gitlab.com/Nicd/elektrofoni

Music streaming

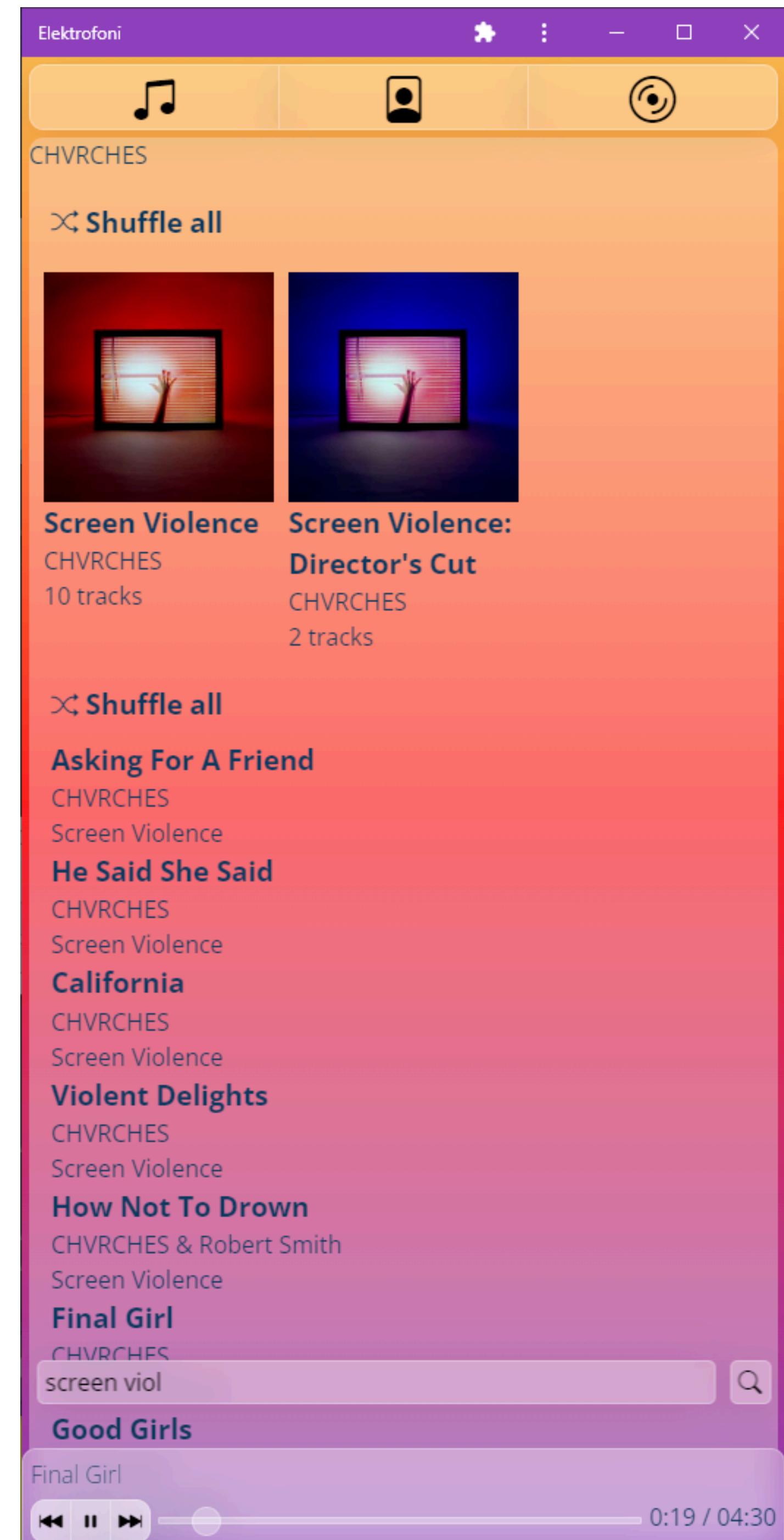
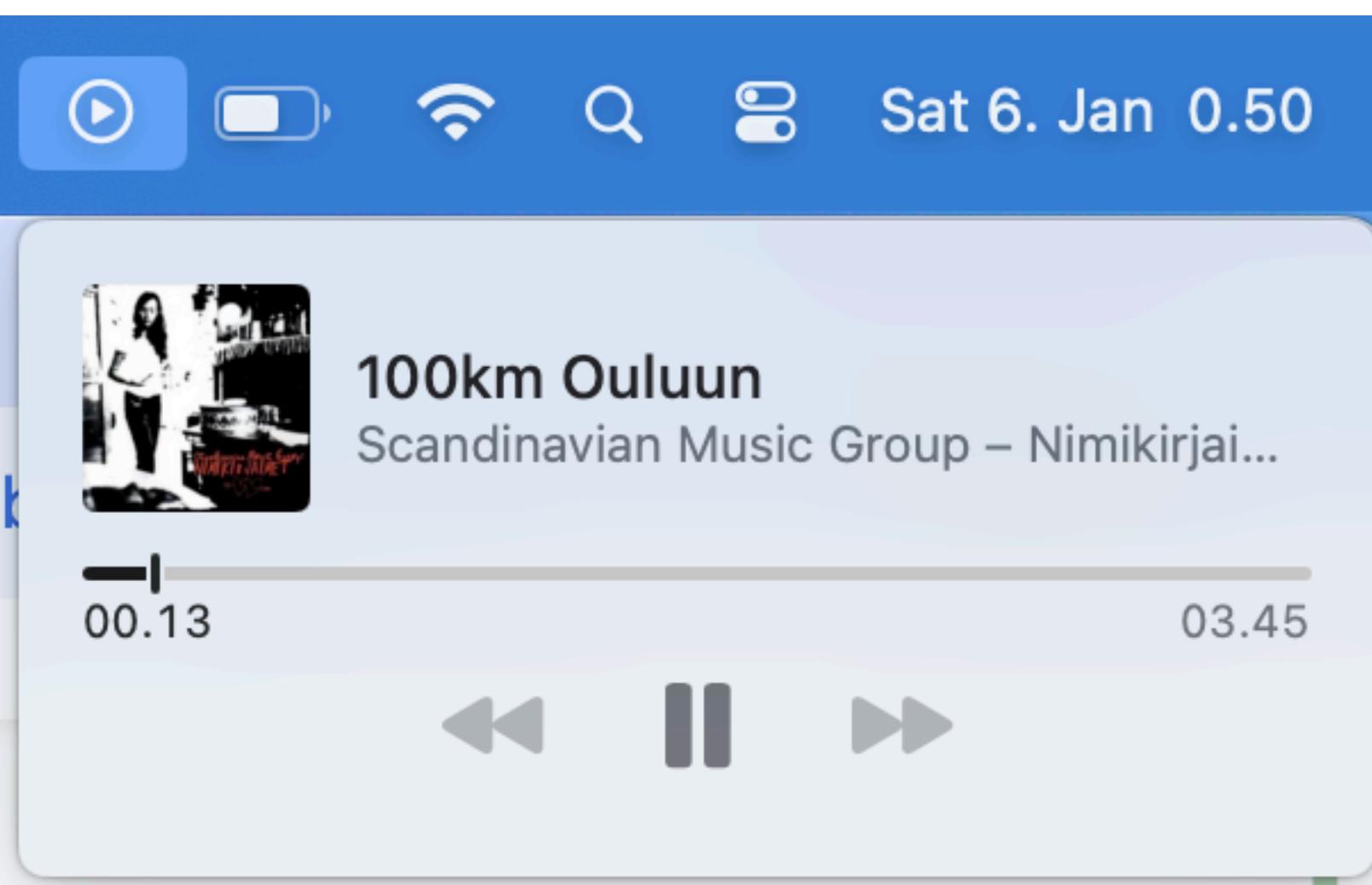
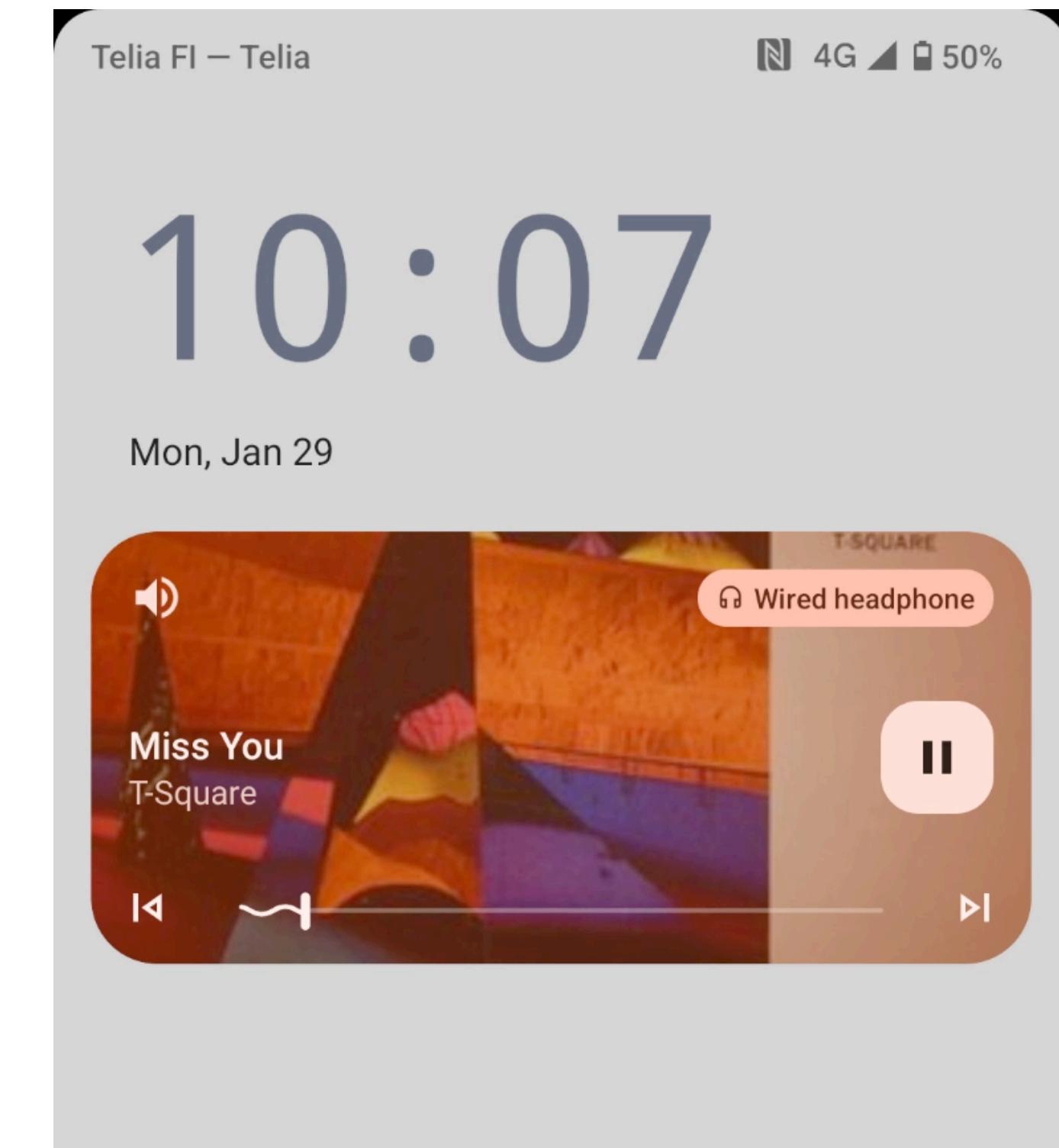
Library management

Library search

Scrobbling to last.fm

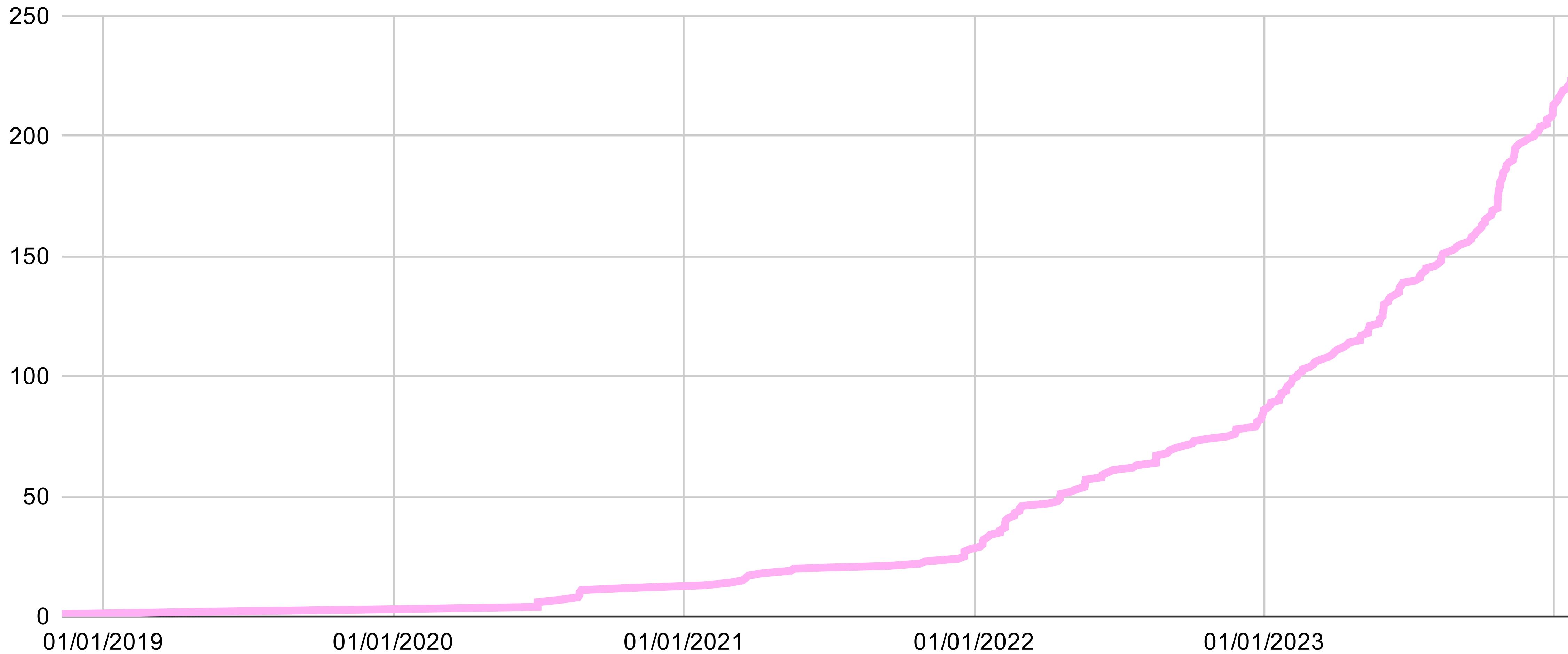
Lock screen support

Media key support



Published Packages

1.2% of Hex



Gleam: Future

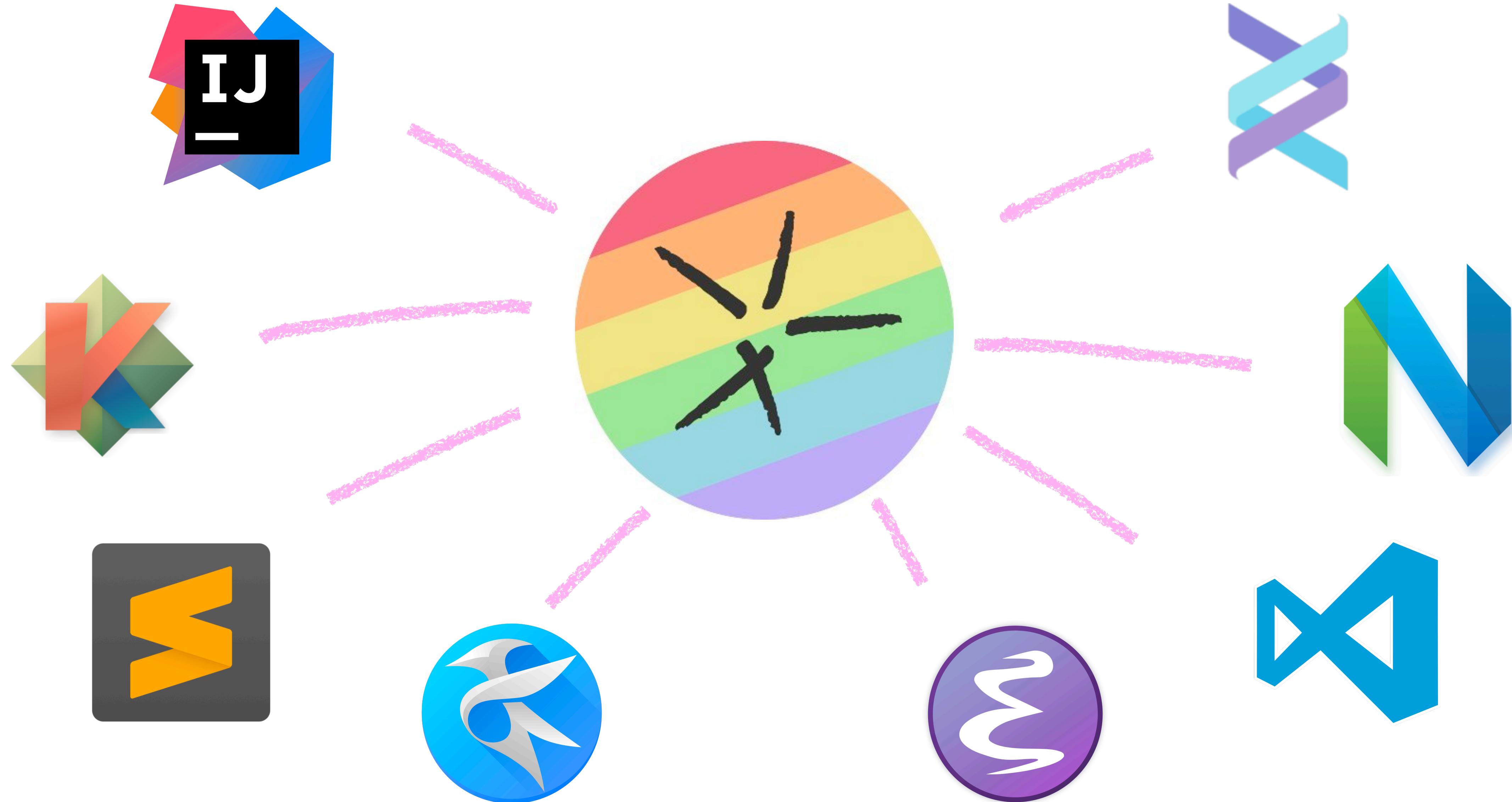
Where are we going?



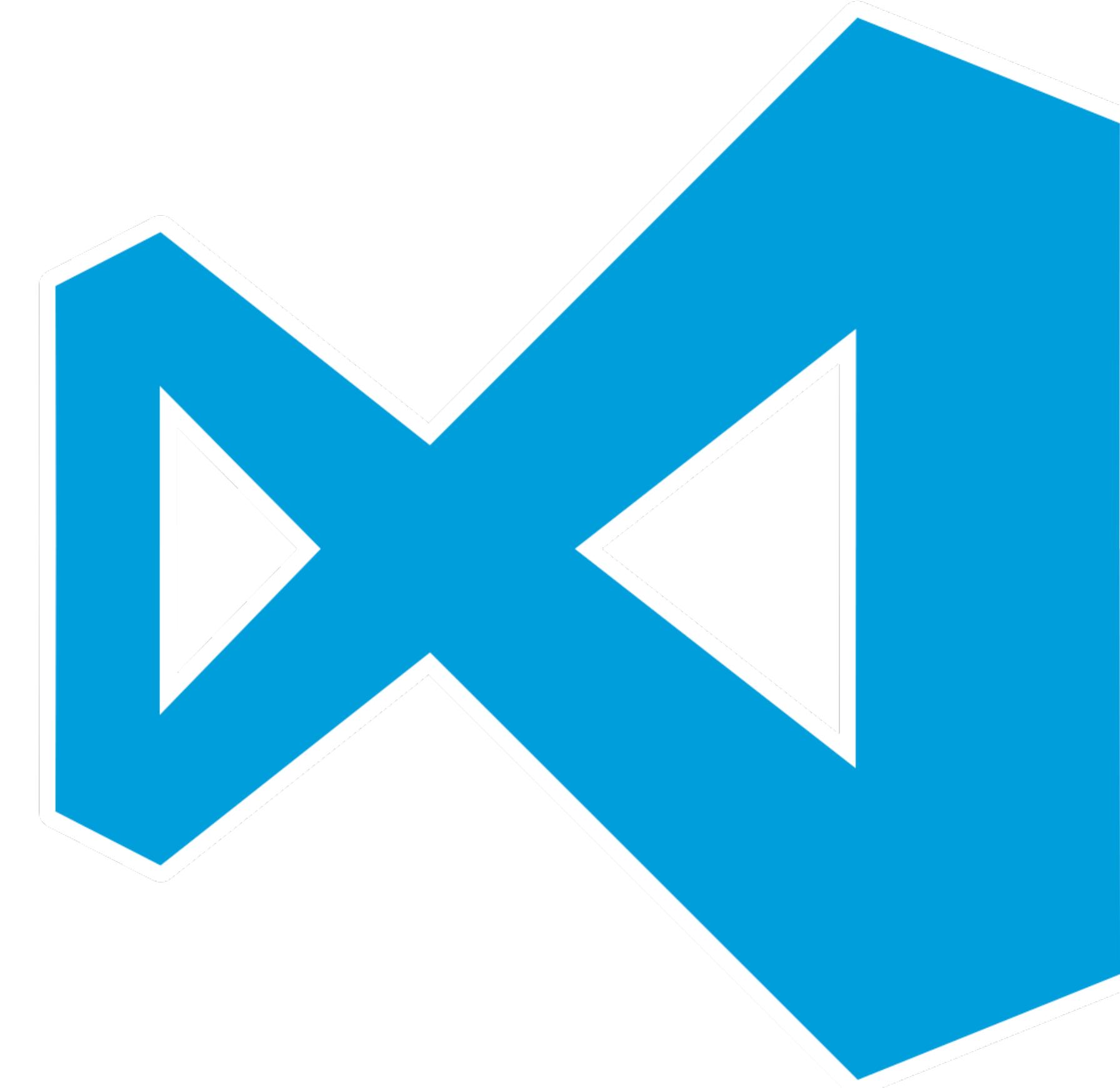
The language server



What's a language server?



Reliability and consistency



Language server additions

Features:

Find references

List symbols

Rename

Autocomplete imports

Autocomplete fields

Import insertion

Call argument docs

Refactorings:

Extract variable

Extract function

Add annotations

Add record fields

Add all case clauses

Surround with block

Promote to const

Code generators:

Dynamic decoder

JSON encoder

List variants

Variant to string

Variant from string

Compare

Breaking changes

This slide intentionally left blank

Gleam v1.0.0



Gleam v1: Focus on production usage

1

Productivity for Gleam users

No breaking changes

No language bloat

Keep improving DX

More documentation

2

Sustainability for the project

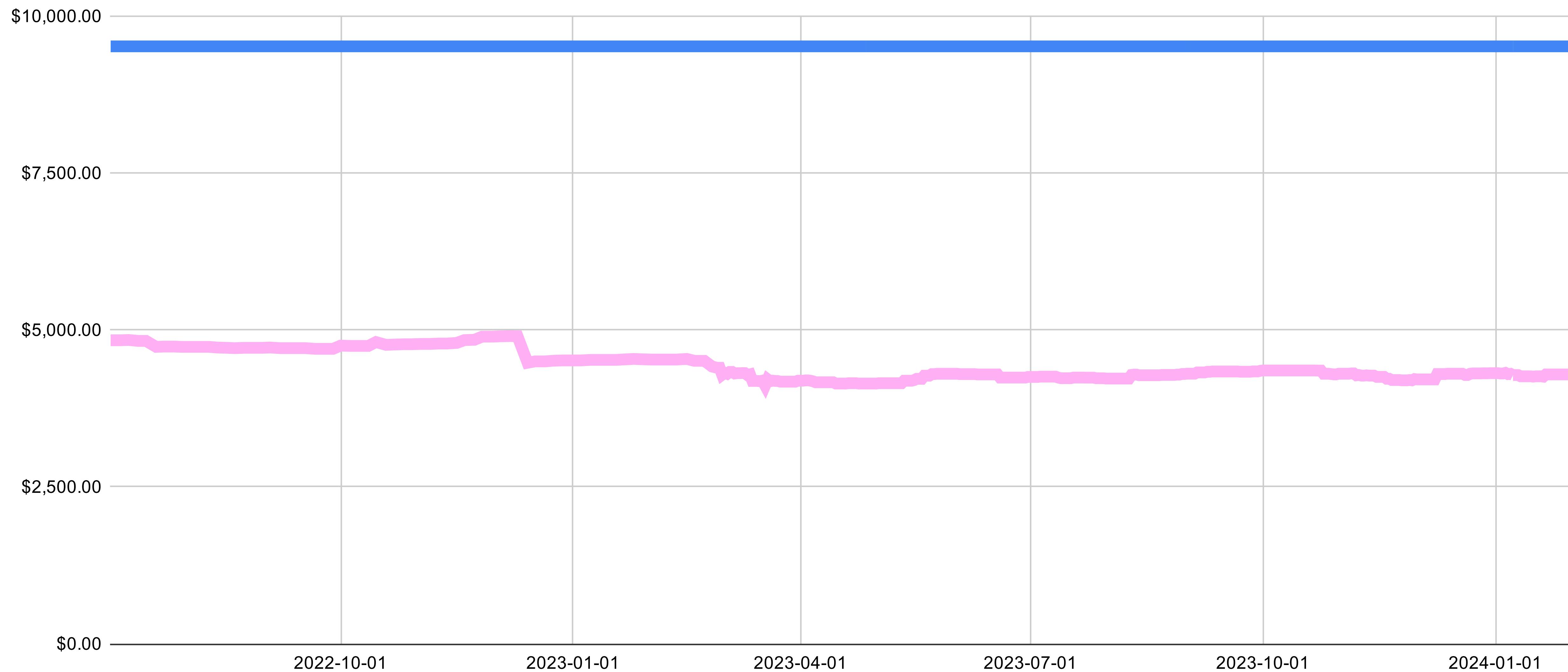
Impactful additions only

Document everything internal

Find more corporate sponsorship

Explore other revenue streams

- Gleam sponsorship (pcm) - London lead developer median pay (pcm)



Can you help?

github.com/sponsors/lpil

louis@gleam.run



When is Gleam v1?

