

MOVING AWAY FROM **NODEJS** TO A **PURE PYTHON** SOLUTION FOR **ASSETS**

Alessandro Molina
@__amol__
amol@turbogears.org

Why?

- NodeJS has a **rich toolkit**, but using it has some serious **drawbacks**.
- People really don't know there are very good or even better **alternatives**.
- Having to cope with complexity and idiosyncrasies of **two languages** is bad

**Let's talk about a common
scenario...**

Proudly Python!

- You wrote your **app** in Python
 - Django, TurboGears, Pyramid, Flask, Bottle...
- You **run** it using Python
 - Circus, Supervised, mod_wsgi, uwsgi, gevent...
- You **deploy** it through Python
 - Ansible, Salt, DockerCompose
- You **monitor** its state with Python
 - Datadog, BackLash, Sentry, NewRelic, OpBeat

Then one day...



Probably Assets!

- NodeJS has a great set of tools to:
 - Perform CSS/JS minification
 - Transpile Languages
 - Automated WebApps Testing
 - Perform Automatic Tasks
- Grunt & Gulp have a huge set of plugins to manage those tasks automatically

But now...

- You need a package manager to manage the package managers
- You have two places where dependencies are tracked.
- How long before you will introduce a third solution to manage the other two?

WebAssets to the rescue

- Can replace Grunt or Gulp in managing your **assets transformation pipeline**
- Tools are available as Python **distributions**, only track dependencies in **setup.py** or **requirements.txt**
- Works with any **WSGI** framework
- Built-in **cache busting** for free

Define Assets Bundles and Filters

```
bundles:  
  style:  
    filters: cssutils  
    output: build/css/style.css  
    contents:  
      - myapp/css/bootstrap.min.css  
      - myapp/css/c3.css  
      - myapp/css/bootstrap-datepicker3.standalone.min.css  
      - contents:  
        - myapp/css/style.scss  
        - myapp/css/devices.scss  
        - myapp/css/consumption.scss  
      filters: libsass  
  jsall:  
    filters: jsmin  
    output: build/js/dependencies.js  
    contents:  
      - myapp/config.js  
      - myapp/js/browser-polyfill.min.js  
      - myapp/js/jquery-2.1.4.min.js  
      - myapp/js/bootstrap.min.js  
      - myapp/js/ractive.js  
      - myapp/js/utils.js  
      - myapp/js/controllers/devices.js  
      - myapp/js/controllers/consumption.js  
      - myapp/js/app.js
```

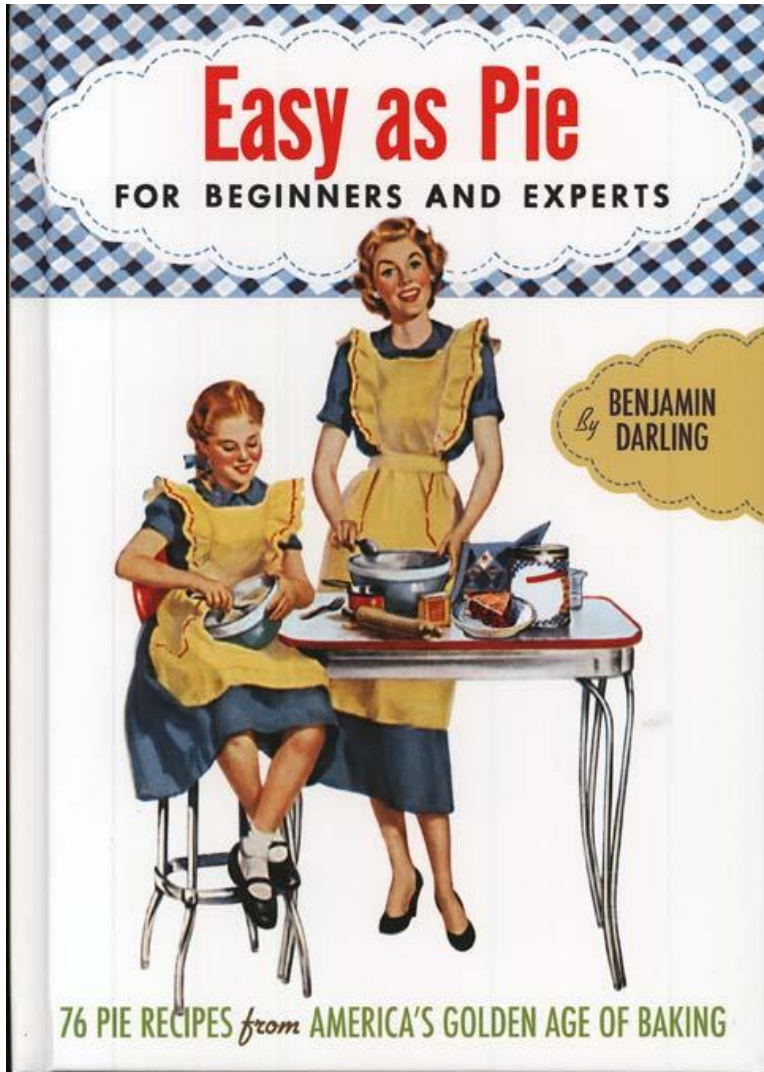
Just use them

- Add **style** bundle

```
<link py:for="asset_url in g.webassets.style.urls()"
      rel="stylesheet" type="text/css" media="screen"
      href="$asset_url" />
```

- Add **jsall** bundle

```
<script py:for="asset_url in g.webassets.jsall.urls()"
        src="$asset_url"></script>
```



Yeah... Cool... But...

Javascript cross-compilers

```
class webassets.filter.babel.Babel(**kwargs)
```

Processes ES6+ code into ES5 friendly code using [Babel](#).

Requires the babel executable to be available externally. To install it, you might be able to do:

```
$ npm install --global babel-cli
```

You probably also want some presets:

```
$ npm install --global babel-preset-es2015
```

Example python bundle:

```
es2015 = get_filter('babel', presets='es2015')
bundle = Bundle('**/*.js', filters=es2015)
```

Example YAML bundle:

```
es5-bundle:
  output: dist/es5.js
  config:
    BABEL_PRESETS: es2015
  filters: babel
  contents:
    - file1.js
    - file2.js
```

We replaced **Grunt** and **Gulp**, but...

more advanced filters
still rely on **NodeJS** and **npm**

That's why DukPy was created!

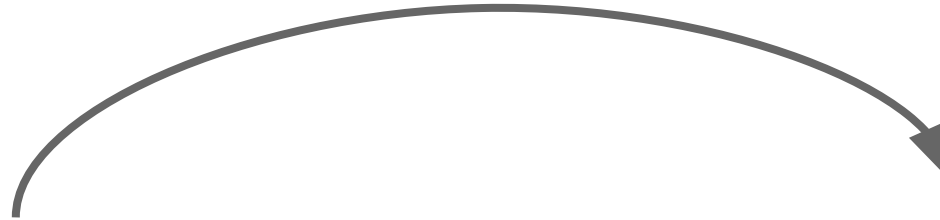


- DukPy can **replace NodeJS** in asset management pipelines
- `pip install dukpy` or add it to your `setup.py` and you are ready to go.

DukPy

- No **external dependencies** apart from a working C compiler.
- Other solutions like **PyExecJS** rely on Spidermonkey, V8 and so on... which are really **hard to build**.
- Tailored explicitly **for Web Development**
- Comes with **built-in WebAsset filters**

CoffeeScript



```
>>> import dukpy
>>> s = dukpy.coffee_compile('''
...     fill = (container, liquid = "coffee") ->
...         "Filling the #{container} with #{liquid}..."
... ''')
```

```
>>> print s
(function() {
    var fill = function*(container, liquid) {
        if (liquid == null) {
            liquid = "coffee";
        }
        return "Filling the " + container + "
with " + liquid + "...";
    };
}).call(this);
```

ES6

```
>>> import dukpy
>>> s = dukpy.babel_compile('''
... class Point {
...     constructor(x, y) {
...         this.x = x;
...         this.y = y;
...     }
...     toString() {
...         return '('+this.x+', '+this.y+')';
...     }
... }
... ''')
```

```
>>> print s
"use strict";
var _prototypeProperties = ...
var _classCallCheck = ...

var Point = (function () {
    function Point(x, y) {
        _classCallCheck(this, Point);
        this.x = x;
        this.y = y;
    }
    _prototypeProperties(Point, null, {
        toString: {
            value: function toString() {
                return "("+this.x+", "+this.y+")";
            },
            writable: true,
            configurable: true
        }
    });
    return Point;
})();
```


TypeScript



```
>>> import dukpy
>>> dukpy.typescript_compile('''
... class Greeter {
...     constructor(public greeting: string) { }
...     greet() {
...         return "<h1>"+this.greeting+"</h1>";
...     }
... };
... var greeter = new Greeter("Hello, world!");
... ''')
```

```
>>> print s
var Greeter = (function () {
    function Greeter(greeting) {
        this.greeting = greeting;
    }
    Greeter.prototype.greet = function () {
        return "<h1>"+this.greeting+"</h1>";
    };
    return Greeter;
})();
;
var greeter = new Greeter("Hello, world!");
```

Built-in as WebAssets filters

```
from webassets.filter import  
register_filter
```

```
from dukpy.webassets import BabelJS  
register_filter(BabelJS)
```

```
from dukpy.webassets import TypeScript  
register_filter(TypeScript)
```

```
jsapp:  
  filters: babeljs  
  output: build/js/app.js  
  contents:  
    - app/js/data_abstraction_layer.js  
    - app/js/utils.js  
    - app/js/controllers/devices.js  
    - app/js/controllers/home.js  
    - app/js/controllers/history.js  
    - app/js/app.js
```



React ServerSide Rendering

- `dukpy.jsx_compile` and `require()`

```
>>> code = '''
... var React = require('react/react'),
... ReactDOM = require('react/react-dom-server');
... var HelloWorld = React.createClass({
...   render: function() {
...     return (
...       <div className="helloworld">
...         Hello {this.props.data.name}
...       </div>
...     );
...   }
... });
... ReactDOM.renderToStaticMarkup(<HelloWorld data={dukpy.data}/>, null);
... '''
>>> jsx = dukpy.jsx_compile(code)
>>> dukpy.evaljs(jsx, data={'id': 1, 'name': "Alessandro"})
u'<div class="helloworld">Hello Alessandro</div>'
```

Run Python code from JS

- `dukpy.JSInterpreter.export_function` to **export python** functions to JS

```
>>> jsi = dukpy.JSInterpreter()
>>> jsi.export_function('sort_numbers', sorted)
>>> jsi.evaljs("var nums=[5,4,3,2,1]; call_python('sort_numbers', nums)")
[1, 2, 3, 4, 5]
```

Python all the way down!



Feel **free** to **try** it!

- Python 2.6, **2.7**, 3.2, 3.3, **3.4** and 3.5
- pip install **dukpy**
- Tested with 100% coverage

<https://travis-ci.org/amol-/dukpy>

- Come and try it!

<https://github.com/amol-/dukpy>

Questions?

