

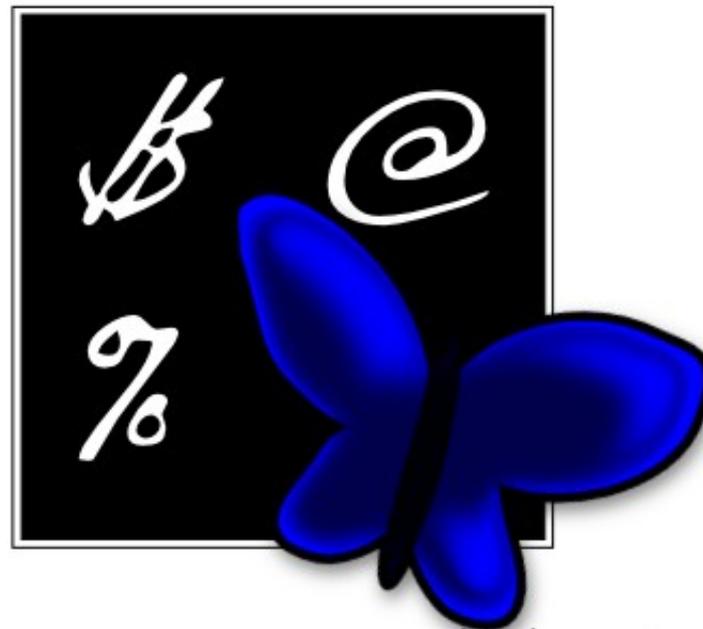
# Take Advantage of Modern Perl

<http://www.modernperlbooks.com/>

[http://onyxneon.com/books/modern\\_perl/](http://onyxneon.com/books/modern_perl/)



# MODERN Perl



*by chromatic*

• Z N Y X  
Z E O N



Modern Perl is how the world's best Perl 5  
programmers write great code.

You must understand the language

You must embrace the CPAN.



# Essential Perl Philosophy



# Context

You already understand this in English.

**Sir, I object to that object!**



# Two Types of Context in Perl

What kind of thing do I expect?

How many are there?



# Value Context

Do I want:

- A string?
- A number?
- An integer?



# Amount Context

Do I want:

- No **things**?
- One **thing**?
- Several **things**?



# Context is (Usually) Static

```
my $item = do_something();  
do_something();  
my @items = do_something();
```



# Pay Attention to Punctuation

```
my ($item)      = do_something();  
$hash{key}     = do_something();  
@{ $arr_ref } = do_something();
```



# Understand Operators

```
my $string      = $value . $value;
```

```
my $num         = $value + $value;
```

```
my $something  = $value++;
```



# The Noble Comma is an Operator

```
do_something(), do_something();
```

```
foo( do_something(),  
     do_something() );
```

```
my %stuff = (  
    bar => do_something(),  
);
```



# Dynamic Context

```
Sub do_something
{
    my $context = wantarray();
    ...
}
```



# Implicit Variables

You already know how **they** work.

If you understand pronouns, you get **it**.



# It is a Pronoun

Think *it* when you see \$\_ ...

... and when you don't.



# Read Into It

```
while (<$fh>)  
{  
    ...  
}
```



# Chomp It

```
while (<$fh>)  
{  
    chomp;  
    ...  
}
```



# Regex It

```
while (<$fh>)  
{  
    chomp;  
    s/cake/pie/g;  
    ...  
}
```



# Loop It

```
for (@pancakes)  
{  
    nom( $_ );  
}
```

```
nom( $_ ) for @pancakes;
```



# Print It

```
say for @waffles;
```



# Them is a Pronoun

Think **them** when you see @\_ ...

... and when you don't.

*(mostly)*



# Shift It

```
sub a_great_method  
{  
    my $self = shift;  
    ...  
}
```



# Pop It

```
sub a_great_method
{
    my $self    = shift;
    my $unself  = pop;
    ...
}
```



# ... @ARGV is Them Too

```
die "You don't know me!"
```

```
unless @ARGV == 1;
```

```
my $path = shift;
```

```
main( $path );
```



# Perldoc

Perl includes thousands of pages of documentation.



# Documentation for Builtins

Your best friends on the command line:

```
$ perldoc -f whatever
```

```
$ perldoc perlop
```



# Documentation for Ops

\$ per1doc per1op



# Documented FAQs

```
$ perldoc perlfaq
```

```
$ perldoc -q keywords
```



# Read the TOC

\$ perl doc perltoc



# Read the Syn

```
$ perl doc perlsyn
```



# Concision

Less structure, more meaning.



# No More Manual Iteration

```
for (my $i = 0; $i < @foo; $i++)
```

```
for my $item (@foo)
```



# No More Manual Searching

```
for my $item (@foo)
{
    next unless $item eq 'whatever';
}
```

```
my $found = grep
    { $_ eq 'whatever' } @foo;
```



# No More Manual List Transformations

```
my @output;  
push @output, $_ * 2 for @input;
```

```
my @output =  
    map { $_ * 2 } @input;
```



# Chunking

Learn to understand the *units* of Perl code.



# Find the Operators

These are the *verbs* and control the behavior.



# Find the Values

What *type* of value?

Are there special conversions?



# (Understand the Context)

Precedence, static context, and any dynamic context all affect chunks and interpretation.



# Make Friends with B::Deparse

```
$ perl -MO=Deparse some_code.pl
```



# Embrace The CPAN



# Perl::Tidy and Perl::Critic

Reformat your code.

Critique your code.

Let your style evolve.



# Where rEvolution Happens

The pressure of backwards compatibility.



# Making CPAN Easier

- Autoconfiguration
- App::perlbrew
- App::cpanminus
- local::lib
- Task::Kensho & Strawberry Perl
- CPAN::Mini
- Reusable CPAN infrastructure



# The Testing Revolution

- TAP, Test::Builder, Test::\*, CPANTS, Kwalitee, and you.



# Moose

Cheerful thievery and syncretism.



# Moose Attributes

```
package Point
{
    use Moose;
    has 'x', is => 'rw', isa => 'Int';
    has 'y', is => 'rw', isa => 'Int';
}
```



# Moose Subclassing

```
package Point::3D
{
    use Moose;
    extends 'Point';

    has 'z', is => 'rw', isa => 'Int';
    after 'clear' => sub {
        my $self = shift;
        $self->z(0);
    };
}
```

A silhouette of a tree on a hill is visible in the bottom right corner of the slide.

# Moose Advice

Calling named methods Before, After, and Around  
pre-existing methods.



# Moose Roles

Composable units of object behavior.

```
package Breakable
use Moose::Role;
has 'is_broken', is => 'rw',
    isa => 'Bool';
```

```
package Toy;
use Moose;
with 'Breakable';
```



# Moose and the MOP

A well-designed API for building powerful, useful, extensible object systems.

See `MooseX::*`



# Try::Tiny

```
try { die "foo" }  
catch { warn "caught error: $_" };
```



# DBIx::Class

ORM built around Schemas, ResultSets, and Rows.



# A Thousand More Flowers Bloom

Consensus of ecosystem, not solely syntax or mechanism.



**Perl 5 is Modern  
and Powerful  
and Useful**

