

# Leveraging Elixir as a small-person development shop

Or single dev, but why elixir? why...?....

# Elixir in Action, Saša Jurić

**Table 1.1. Comparison of technologies used in two real-life web servers**

Technical requirement	Server A	Server B
HTTP server	Nginx and Phusion Passenger	Erlang
Request processing	Ruby on Rails	Erlang
Long-running requests	Go	Erlang
Server-wide state	Redis	Erlang
Persistable data	Redis and MongoDB	Erlang
Background jobs	Cron, Bash scripts, and Ruby	Erlang
Service crash recovery	Upstart	Erlang
Real time updates	Action Cable / Laravel / Socket.io?	Erlang
Machine Learning	???	Erlang
Hardware integration	???	Erlang

# Example time



OZDoom Edit Window

andre:lmux attach -t 0

```
...> evhandl.lzs > T000.exs > application.ex > game_server.ex > monster.ex ...
1 defmodule DoomSupervisor.GameServer do
2   @moduledoc """
3     GenServer responsible to manage the game port and interact with it.
4   """
5   Remember, to reset the map, you can use "changemap *" within the game's
6   Use it like:
7   ===
8   {ok, game_server} = DoomSupervisor.GameServer.start_link([])
9
10  DoomSupervisor.GameServer.start_game()
11  DoomSupervisor.GameServer.start_game(keep_corpses: true)
12
13  DoomSupervisor.GameServer.spawn_monster(zombie_man, "id123")
14  DoomSupervisor.GameServer.spawn_monster(shotgun_guy, "id123")
15  DoomSupervisor.GameServer.spawn_monster(zombie_man, "id456")
16
17  {ok, supervisor} = DoomSupervisor.Supervision.Supervisor.start_link(:de
one_for_one)
18  {ok, supervisor} = DoomSupervisor.Supervision.Supervisor.start_link(:de
one_for_all)
19  {ok, supervisor} = DoomSupervisor.Supervision.Supervisor.start_link(:de
rest_for_one)
20
21 Supervisor.stop(supervisor, :shutdown)
22
23 Supervisor.supervise(DoomSupervisor.Supervision.Registry.whereis_name({:demon, 4})
24 DoomSupervisor.GameServer.kill_monster_by_pid(monster)
25
26 DoomSupervisor.Supervision.DynamicControl.dynamic_spawn(:demon, "myuser")
27 DoomSupervisor.Supervision.DynamicControl.monster_pid("myuser_id")
28
29 DoomSupervisor.GameServer.get_player_position()
30
31 ****
32
33 ****
34
35 alias DoomSupervisor.Actions
36 alias DoomSupervisor.Players.Position
37 alias DoomSupervisor.Game
38 alias DoomSupervisor.Gamestarter
39 alias DoomSupervisor.Netevent
NORMAL > F 8ain <om supervisor/game/game_server.ex elixir utf-8(unix)
[vim-pbcopy debug] forcing shellscape(escape(...))

5382C203139392C203332790000000000000000
[Info] Received NetEvent
[Info] spawn_at:Demon:*PID<0.640.0>:(750,-199,-32)
[Info] Tagged new Demon as '*PID<0.640.0>'
[Info] ***** *PID<0.640.0> Demon spawned at (750, -199, -32)
[Info] AllMonstersHandler has 7 monsters
```

B andre 7.2 <BOOK 7 DOOM\* 8:YI> 18:21:55 28-Apr-23 Remote-Andre-A 100% 100%



# ElixirConf EU

20-21 April 2023 | LISBON/VIRTUAL



Lightning Talks: Doomguy visits the BEAM  
André Albuquerque



# The Soul of Erlang and

## Elixir • Sasa Juric •

### GOTO 2019

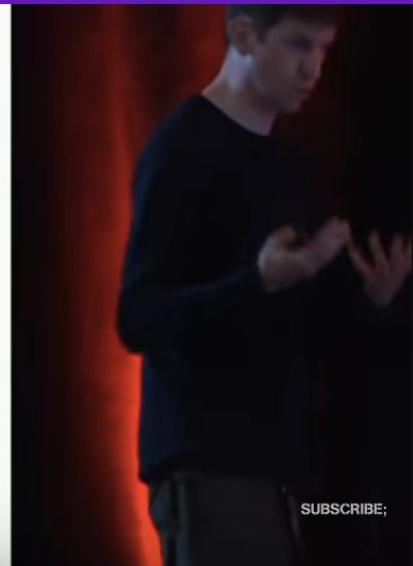
goto;

process a

```
send(  
    process_b,  
    some_message  
)
```

process b

```
receive do  
    message ->  
        handle(message)  
end
```



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# Thank you! / Questions?

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