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# Geek out with the smart language additions in ColdFusion 2018

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#AdobeRemix  
Vasjen Katro / Baugasm

# Programming languages introduced in the 90s

Game Maker Language (GML)  
UnrealScript  
Borland Delphi  
Lua  
ISLISP  
NewtonScript  
ColdFusion (CFML)  
E  
Oberon-2  
EuLisp  
JavaScript  
Amiga E  
Object Oberon  
Squeak Smalltalk  
PHP  
Borland Pascal  
Rapid  
Harbour  
LiveScript  
Z Shell (zsh)  
Pikt  
Java  
F-Script  
GNU E  
J  
Pike  
Ruby  
Lasso  
K  
AppleScript  
ECMAScript  
Perl Data Language (PDL)  
AMOS BASIC  
Pico  
OCaml  
Ada 95  
Haskell  
ANS Forth  
PureBasic  
Python  
AMPL  
NetRexx  
ZPL  
Q  
XSLT (+ XPath)  
M2001  
Oz  
Component Pascal  
Visual Basic  
REBOL  
Dylan  
R  
Tea  
Claire  
Self  
Mercury  
Revolution Transcript  
ANSI Common Lisp  
Curl  
R  
Tea  
Claire  
Self  
Mercury  
Standard C++



# Relevant and well known in 2019

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# Agenda for the day – ColdFusion 2018 language improvements

- You will love these changes!
- Object oriented adrenaline
- Asynchronous programming
- All about arrays
- Some additional goodness
- What's coming up?

# You will love these changes!

- Null support
- Datatype preservation

# Null support

- JavaScript to ColdFusion
  - A null variable is undefined
- Database to ColdFusion
  - A null value becomes ""

# Datatype preservation

- CF used to interpret:
  - “1234” as 1234
  - “005678” as 5678
  - “true” or “yes” to Boolean true

Now, CF preserves the type. Let's take a look at CFFiddle!

# Object oriented adrenaline

- **Abstract**
- **Default functions in interface**
- **Final**



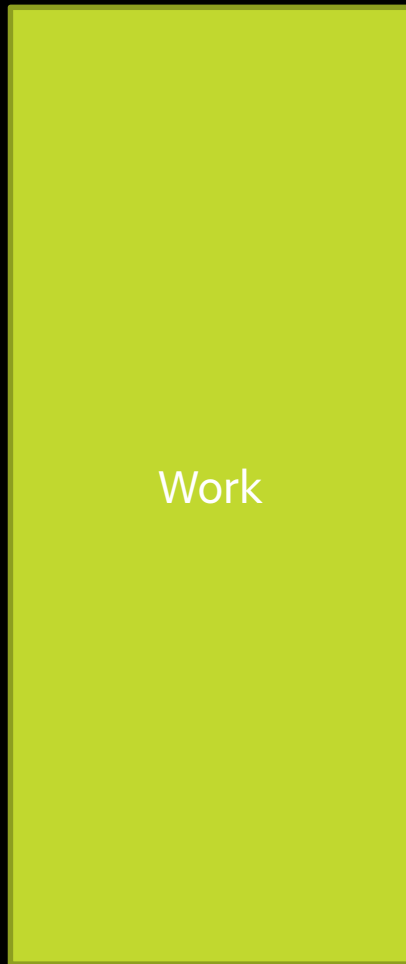
# ColdFusion Developers

- Code
- Meet deadlines
- Respond to urgent emails
- Be available on calls

# ColdFusion Developers at CF Summit East

- Learn best practices
- Network with CF Devs

# Asynchronous programming - The dilemma of conference travel



# Tasks associated with the dilemma

Work

- RespondToUrgentEmails
- MeetDeadlines
- BeAvailableOnCalls

Conference

- Promise to Boss to show ROI
  - Implement at least three best practices learnt at the conference
- Promise to self – have good time
  - Network with other ColdFusion developers

# Pseudo code

```
while (your business trip does not end)
{
    checkUrgentEmails();
    workToMeetDeadlines();
    checkForImportantCalls();
}
```

# The runasync magic



```
runAsync(learnBestPractices);
```

```
while (your business trip does not end)  
{  
    checkUrgentEmails();  
    workToMeetDeadlines();  
    checkForImportantCalls();  
}
```

# The runAsync Magic with a future



```
var future = runAsync(learnBestPractices);
```

```
while (your business trip does not end)  
{  
    checkUrgentEmails();  
    workToMeetDeadlines();  
    checkForImportantCalls();  
}
```

# The runAsync Magic - chaining



```
var future = runAsync(learnBestPractices).then(networkWithCFDevs);
```

```
while (your business trip does not end)
```

```
{
```

```
  checkUrgentEmails();
```

```
  workToMeetDeadlines();
```

```
  checkForImportantCalls();
```

```
}
```



# The runAsync Magic - timeout



```
var future = runAsync(learnBestPractices, 0.5 day).then(networkWithCFDevs);
```

```
while (your business trip does not end)
```

```
{
```

```
  checkUrgentEmails();
```

```
  workToMeetDeadlines();
```

```
  checkForImportantCalls();
```

```
}
```

# The runAsync Magic – error handler



```
var future = runAsync(learnBestPractices).then(networkWithCFDevs).error(getStuckInDCTraffic);
```

```
while (your business trip does not end)
```

```
{
```

```
  checkUrgentEmails();
```

```
  workToMeetDeadlines();
```

```
  checkForImportantCalls();
```

```
}
```

# The runAsync Magic – time for result

```
var future = runAsync(learnBestPractices).then(networkwithCFDevs).error(getStuckInDCTraffic);
```

```
while (your business trip does not end)
```

```
{
```

```
  checkUrgentEmails();
```

```
  workToMeetDeadlines();
```

```
  checkForImportantCalls();
```

```
}
```



```
future.get();
```

# Syntax

```
future = runAsync(func,1).then(thenFunc).error(errorHandler);
```

*Set of APIs on future*

*get()*

*get(timeout)*

*get(timeout, timeUnit)*

*isDone()*

*cancel(mayInterruptIfRunning)*

*isCancelled()*

*then(UDFMethod)*

*then(UDFMethod, timeout)*

*error(UDFMethod)*

*error(UDFMethod, timeout)*

# All about Arrays

- Typed Array
- Negative index
- Slicing

# Some additional goodness

- Optional semi colon

# What's coming up?

- Support for Lambda
- Array functions – pop,push,shift,unshift,splice
- Query functions –
  - Updated querynew, queryappend, queryprepend, queryrowswap, queryslice, queryclear
- Some, Every – array, struct, query

Here is a trick question before we wrap up!



All code samples are on CFFiddle

Make sure to login to fiddle to view the code samples.

Here is the [link](#) for all the code



**Adobe**