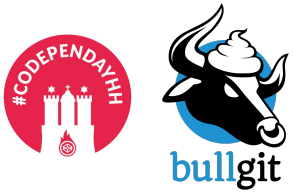
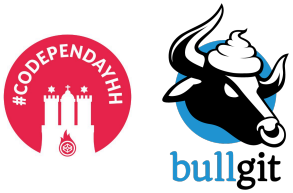
How to bullgit

Haroen Viaene - bullgit - 16 September 2017

All about the idea



New tech



New tech

Continuous Integration

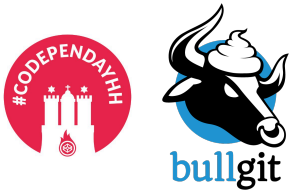
Making a npm package

IntersectionObserver

WebAssembly

Web Audio

Look around



Look around

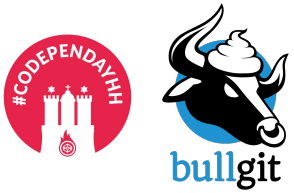
Computers

Empty walls

Unused screens

Slack

A joke



A joke

Cultural reference

Programming reference

Work culture

Breaking something useful

Breaking something useful

Clock

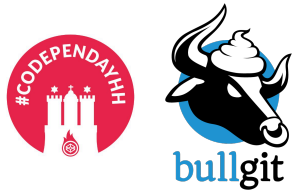
Calculator

`console.log`

Event listeners

`Promise`

Art

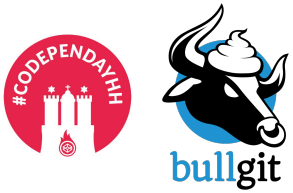


Art

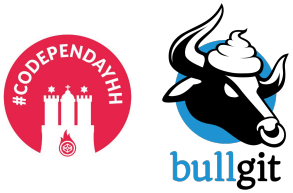
Fractals

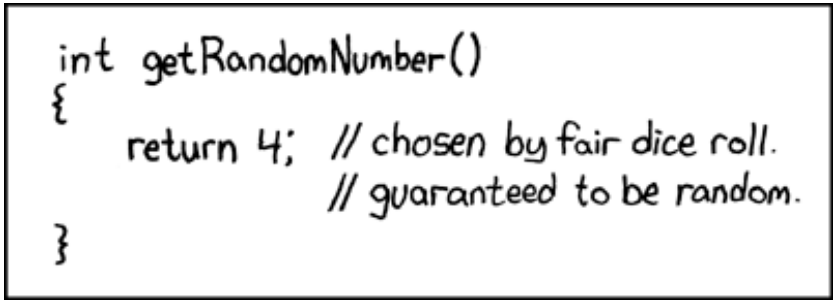
Music

Emoji



Fair random





xkcd.com/221

bullgit


Untitled-1.js
JS Untitled-1.js
1 const print = text ⇒ (document.body.innerText = text);
2
3 const random = (min, max) ⇒ 4;
4
5 print(random(0, 5));
6
0 Ln 6, Col 1 Spaces: 2 UTF-8 LF JavaScript ESLint Prettier:


Untitled-1.js
JS Untitled-1.js
1 const print = text ⇒ (document.body.innerText = text);
2
3 const random = (min, max) ⇒ Math.pow(2, 2);
4
5 print(random(0, 5));
6
0
Ln 6, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓


Untitled-1.js
JS Untitled-1.js
1 const print = text ⇒ (document.body.innerText = text);
2
3 const random = (min, max) ⇒ Math.pow(1 + 1, 2);
4
5 print(random(0, 5));
6
0 Ln 6, Col 1 Spaces: 2 UTF-8 LF JavaScript ESLint Prettier:


Untitled-1.js
JS Untitled-1.js
1 const print = text ⇒ (document.body.innerText = text);
2
3 const random = (min, max) ⇒ Math.pow(1 * 1 + 1, 2);
4
5 print(random(0, 5));
6
0 Ln 6, Col 1 Spaces: 2 UTF-8 LF JavaScript ESLint Prettier:


Untitled-1.js
JS Untitled-1.js
1 const print = text ⇒ (document.body.innerText = text);
2
3 const random = (min, max) ⇒ Math.pow(1 * 1 + 1, 2 % 3);
4
5 print(random(0, 5));
6
0
Ln 6, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓


Untitled-1.js
JS Untitled-1.js
const print = text ⇒ (document.body.innerText = text);
const random = (min, max) ⇒
Math.pow(
Math.ceil(Math.random()) * Math.ceil(Math.random()) +
Math.ceil(Math.random()),
2 % 3
);
print(random(0, 5));
0
Ln 11, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓


Untitled-1.js
JS Untitled-1.js
const print = text ⇒ (document.body.innerText = text);
const random = (min, max) ⇒
Math.pow(
Math.ceil(Math.random()) * Math.ceil(Math.random()) +
Math.ceil(Math.random()),
(1 + 1) % 3
);
print(random(0, 5));
0
Ln 11, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier:


Untitled-1.js
JS Untitled-1.js
1 const print = text ⇒ (document.body.innerText = text);
2
3 const random = (min, max) ⇒
4 Math.pow(
5 Math.ceil(Math.random()) * Math.ceil(Math.random()) +
6 Math.ceil(Math.random()),
7 (Math.sin(Math.PI / 2) + 1) % 3
8);
9
10 print(random(0, 5));
11
0 Ln 11, Col 1 Spaces: 2 UTF-8 LF JavaScript ESLint Prettier:


Untitled-1.js
JS Untitled-1.js
const print = text => (document.body.innerText = text);
const random = (min, max) =>
Math.pow(
Math.ceil(Math.random()) * Math.ceil(Math.random()) +
Math.ceil(Math.random()),
(Math.sin(Math.PI / (1 + 1)) + 1) % 3
);
print(random(0, 5));
0 ⚠ 0
Ln 10, Col 21
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓


Untitled-1.js
JS Untitled-1.js
const print = text ⇒ (document.body.innerText = text);
const random = (min, max) ⇒
Math.pow(
Math.ceil(Math.random()) * Math.ceil(Math.random()) +
Math.ceil(Math.random()),
(Math.sin(Math.PI / (Math.cos(0) + Math.cos(0))) +
Math.cos(0)) %
3
);
print(random(0, 5));
0 ⚠ 0
Ln 13, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓


Untitled-1.js
JS Untitled-1.js
const print = text ⇒ (document.body.innerText = text);
const random = (min, max) ⇒
Math.pow(
Math.ceil(Math.random()) * Math.ceil(Math.random()) +
Math.ceil(Math.random()),
(Math.sin(
Math.PI /
(Math.cos(Math.floor(Math.random())) +
Math.cos(Math.floor(Math.random())))
) +
Math.cos(Math.floor(Math.random())) %
3
);
print(random(0, 5));
0 ⚠ 0
Ln 17, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓


Untitled-1.js
JS Untitled-1.js
const print = text ⇒ (document.body.innerText = text);
const random = (min, max) ⇒
Math.pow(
Math.ceil(Math.random()) * Math.ceil(Math.random()) +
Math.ceil(Math.random()),
(Math.sin(
Math.PI /
(Math.cos(Math.floor(Math.random())) +
Math.cos(Math.floor(Math.random())))
) +
Math.cos(Math.floor(Math.random())) %
Math.pow(Math.E, Math.log(3))
);
print(random(0, 5));
0 ⚠ 0
Ln 17, Col 1
Spaces: 2
UTF-8
LF
JavaScript
ESLint
Prettier: ✓