

SWIFT

函数式编程

实践

**@HANKBAO**

WHAT

# WHAT

Functional programming is a programming *paradigm*

1. treats computation as the evaluation of mathematical functions
2. avoids changing-state and mutable data

— Wikipedia

**PARADIGM**

**WHY**

高階函數

**FILTER / MAP / REDUCE...**



```
let nums = [1, 2, 3, 4, 5, 6, 7]
```

```
var strs = [String]()
```

```
for num in nums {  
    strs.append(String(num))  
}
```

```
let nums = [1, 2, 3, 4, 5, 6, 7]  
let strs = nums.map(String.init)
```

**CURRY**

```
func x(a: A, b: B, c: C) -> E
```

```
func x(a: A) -> (b: B) -> (c: C) -> E
```

```
func curry<A, B, C, E>(f: (A, B, C) -> E) -> A -> B -> C -> E {  
    return { a in { b in { c in f(a, b, c) }}}  
}
```

```
class User {  
    func login(password: String)  
}
```

```
let passwd = "@Swift"  
let usr = User()
```

```
usr.login(passwd)  
||  
User.login(usr)(passwd)
```

```
class User {  
    func name() -> String  
}
```

```
let collation: UILocalizedIndexedCollation = ...
```

```
let sorted = collation.sortedArrayFromArray(users,  
    collationStringSelector: "name")
```

```
class Wrapper<T>: NSObject {  
    let payload: T  
    let localization: (T) -> () -> String  
  
    @objc func localizable() -> NSString {  
        return localization(payload)()  
    }  
  
    static var selector: Selector {  
        return "localizable"  
    }  
}
```

```
let wrappers = users.map {  
    Wrapper(payload: $0, localization: User.name)  
}
```

```
let sorted = collation.sortedArrayFromArray(wrappers,  
    collationStringSelector: Wrapper<User>.selector)
```



逆时针

```
indirect enum Tree<Element> {  
    case Empty  
    case Node(Element, Tree<Element>, Tree<Element>)  
}
```

```
func reversedTree<T>(tree: Tree<T>) -> Tree<T> {  
    switch tree {  
    case .Empty:  
        return .Empty  
  
    case let .Node(element, left, right):  
        return .Node(element, reversedTree(right), reversedTree(left))  
    }  
}
```

**OPTIONAL**

# OPTIONAL

```
enum Optional<T> {  
    case None  
    case Some(T)  
}
```

```
func map<U>(f: Wrapped -> U) -> U?
```

```
func flatMap<U>(f: Wrapped -> U?) -> U?
```

# OPTIONAL

```
let date: NSDate? = ...
```

```
let formatter: NSDateFormatter = ...
```

```
let dateString = date.map(formatter.stringFromDate)
```

# ARRAY (SEQUENCETYPE)

```
func map<T>(t: Element -> T) -> [T]
```

```
func flatMap<S>(t: Element -> S) -> [S.Element]
```

**MONAD**



```
enum Result<Value> {  
    case Failure(ErrorType)  
    case Success(Value)  
}
```

```
(value: T?, error: ErrorType?) -> Void
```

```
if let error = error {  
    // handle error  
} else if let value = value {  
    // handle value  
} else {  
    // all nil?  
}
```

```
// all non-nil?!
```

```
(result: Result<T>) -> Void
```

```
switch result {  
case let .Error(error):  
    // handle error  
case let .Success(value):  
    // handle value  
}
```

```
enum Result<Value> {  
    func map<T>(...) -> Result<T> {  
        ...  
    }  
  
    func flatMap<T>(...) -> Result<T> {  
        ...  
    }  
}
```

```
func flatMap<T>(@noescape transform: Value throws -> Result<T>) rethrows -> Result<T> {  
    switch self {  
    case let .Failure(error):  
        return .Failure(error)  
  
    case let .Success(value):  
        return try transform(value)  
    }  
}  
  
func map<T>(@noescape transform: Value throws -> T) rethrows -> Result<T> {  
    return try flatMap { .Success(try transform($0)) }  
}
```

```
func toImage(data: NSData) -> Result<UIImage>  
func addAlpha(image: UIImage) -> Result<UIImage>  
func roundCorner(image: UIImage) -> Result<UIImage>  
func applyBlur(image: UIImage) -> Result<UIImage>
```

```
toImage(data)  
    .flatMap(addAlpha)  
    .flatMap(roundCorner)  
    .flatMap(applyBlur)
```

# PROMISE

```
class Promise<T> {  
    func then<U>(body: T -> U) -> Promise<U>  
    func then<U>(body: T -> Promise<U>) -> Promise<U>  
}
```

**MONAD &  
OBSERVABLE**





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# 参考资料

- ▶ [Wikipedia](#)
- ▶ [Haskell Wiki](#)
- ▶ [Functional Programming in Swift](#)
  - ▶ [objc.io](#)

**THANKS**  
**Q & A**