

Chapter 3 - Types and classes

→ A type is a name for a collection of related values

Ex: Bool → contains (True, False) logical values

→ Types help detect errors in your program

Ex: $1 + \text{False}$ gives error

→ If evaluating an expression e would produce a value of type t , then e has type t $e :: t$ → Type signatures

→ All type errors are found at compile time makes them safer and faster no need to do run time checks

→ Basic Types: (Bool, Char, String, Int, Float)

→ List Types

Ex: $[\text{False}, \text{True}, \text{False}] :: [\text{Bool}]$ → Type of a list tells nothing about its length

$['a', 'b', 'c', 'd'] :: [\text{Char}]$

→ Type of elements is unrestricted can have lists of lists

→ Tuple is a sequence of values of different types

Ex: $(\text{False}, \text{True}) :: (\text{Bool}, \text{Bool})$

$(\text{False}, 'a', \text{True}) :: (\text{Bool}, \text{Char}, \text{Bool})$ → Encodes its size

$(\text{True}, ['a', 'b']) :: (\text{Bool}, [\text{Char}])$

→ Function maps value from one type to another type

Ex: $\text{not} :: \text{Bool} \rightarrow \text{Bool}$

$\text{even} :: \text{Int} \rightarrow \text{Bool}$

No constraints on types can be anything

$\text{add} :: (\text{Int}, \text{Int}) \rightarrow \text{Int}$

$\text{add } (x, y) = x + y$

$\text{zeroto} :: \text{Int} \rightarrow [\text{Int}]$

$\text{zeroto } n = [0..n]$

→ Curried Functions are functions with multiple arguments by returning functions as results

Ex: $\text{addPrime} :: \text{Int} \rightarrow (\text{Int} \rightarrow \text{Int})$

$\text{addPrime } x \ y = x + y$

↳ One input at a time and waits for the second integer

→ These functions are flexible and useful functions can be made by partially applying curried functions.

Ex: $\text{addPrime } 1 :: \text{Int} \rightarrow \text{Int}$

↳ single argument because waiting on second input and will increment based on the value passed.

→ Bracket to the right avoid extra ()

Ex: $\text{Int} \rightarrow \text{Int} \rightarrow \text{Int} \rightarrow \text{Int}$

↳ Means: $\text{Int} \rightarrow (\text{Int} \rightarrow (\text{Int} \rightarrow \text{Int}))$

→ If no arrows means bracket to left

Ex: $\text{mult } x \ y \ z$

↳ Means: $((\text{mult } x) \ y) \ z$

→ A polymorphic function is overloaded if its type contains one or more class constraints.

Ex: $'a' + 'b'$ → Since it's not Numeric will give an error

→ Haskell has a number of classes (Num, Eq, Ord)

↓
Numeric

↓
Equality

↓
ordered

→ Figure out the type of the function first before defining the function.

Note exercises for this lecture in types And Classes

Exercises. hs