

# SOLVING CALLBACK HELL WITH GOOD OLD FUNCTION COMPOSITION

**CALLBACK  
HELL?**

# CALLBACK HELL?

```
 typealias CompletionHandler<Result> = (Result?, Error?) -> Void
```

```
func service1(_ completionHandler: CompletionHandler<Int>) {  
    completionHandler(42)  
}
```

```
func service2(arg: Int, _ completionHandler: CompletionHandler<String>) {  
    completionHandler("Result: \(arg)")  
}
```

```
func service3(arg: String, _ completionHandler: CompletionHandler<String>) {  
    completionHandler("🎉 \(arg)")  
}
```

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    completionHandler("🎉 \(arg)")
}
```

```
service1 { result, _ in
    guard let result = result else { return }

service2(arg: result, { result, _ in
    guard let result = result else { return }

service3(arg: result, { result, _ in
    guard let result = result else { return }

    print(result) // 🎉 Result: 42
})
})
}
```





# Combinators

NSSpain 2018

Daniel H Steinberg

[dimsumthinking.com](http://dimsumthinking.com) and [editorscut.com](http://editorscut.com)

**"A combinator is a higher-order function that uses only function application and earlier defined combinators to define a result from its arguments."**

infix operator ~>: MultiplicationPrecedence

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func ~> <T, U>(_ first: @escaping (CompletionHandler<T>) -> Void,  
              _ second: @escaping (T, CompletionHandler<U>) -> Void)  
              -> (CompletionHandler<U>) -> Void {  
    return { completion in  
        first({ firstResult, error in  
            guard let firstResult = firstResult else { completion(nil, error); return }  
  
            second(firstResult, { secondResult, error in  
                completion(secondResult, error)  
            })  
        })  
    }  
}
```

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```
let chainedServices = service1 ~> service2 ~> service3
```

```
chainedServices({ result, _ in  
    guard let result = result else { return }
```

```
    print(result) // 🎉 Result: 42
```

```
})
```



```
let chainedServices = service1 ~> service2 ~> service3

chainedServices({ result, _ in
    guard let result = result else { return }

    print(result) // 🎉 Result: 42
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```

**CALLBACK HELL  
SOLVED!**

REALLY?



```
func ~> <T, U>(_ first: @escaping (CompletionHandler<T>) -> Void,  
              _ transform: @escaping (T) -> U)  
              -> (CompletionHandler<U>) -> Void {  
    return { completion in  
        first({ result, error in  
            guard let result = result else { completion(nil, error); return }  
  
            completion(transform(result), nil)  
        })  
    }  
}
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```

```
let chainedWithMap = service1  
  ~> { int in return String(int / 2) }  
  ~> service3
```

```
chainedWithMap({ result, _ in  
  guard let result = result else { return }  
  
  print(result) // Prints: 🎉 21  
})
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let chainedWithMap = service1  
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  ~> service3
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