SOLVING CALLBACK HELL WITH GOOD OLD FUNCTION COMPOSITION

```
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(" \( \( \arg \) \( ) \)
```

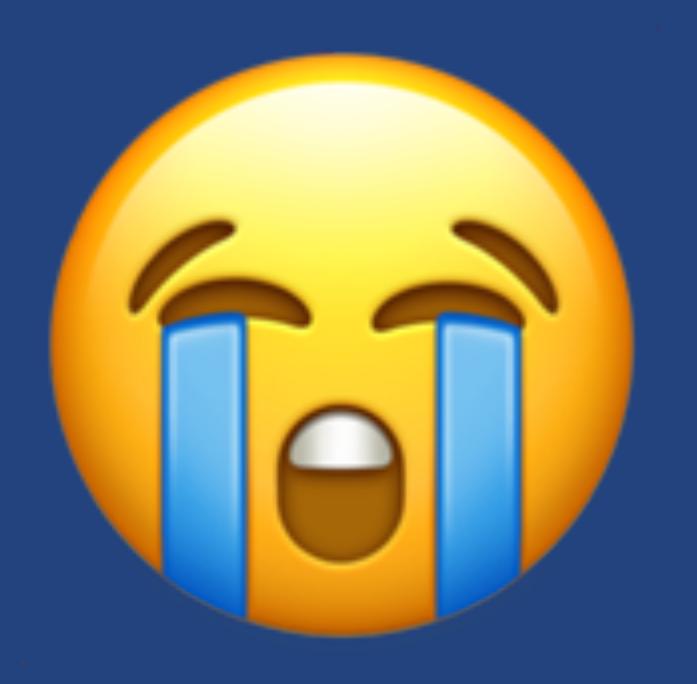
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```
service1 { result, _ in
    guard let result = result else { return }
    service2(arg: result, { result, _ in
        guard let result = result else { return }
        service3(arg: result, { result, _ in
            guard let result = result else { return }
            print(result) // >> Result: 42
```



Combinators

NSSpain 2018

Daniel H Steinberg

dimsumthinking.com and 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
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chainedServices({ result, _ in
      guard let result = result else { return }

    print(result) // >> Result: 42
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CALLBACK HELL SOLVED!

REALLY?



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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
```

```
let chainedWithMap = service1
    ~> { int in return String(int / 2) }
    ~> service3
chainedWithMap({ result, _ in
    guard let result = result else { return }
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