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Facilitate polymorphism and abstraction. Unlike OO polymorphism, typeclasses allows us to expand the functionality of **existing types**. In Java, if String doesn't implement the interface you want, you can't do anything. With typeclasses you can do it;)

with OO polymorphism we have 2 steps, interface and datatype declaration+implementation

```
trait Serializable
```

case class Car(brand: String) extends Serializable

typeclasses add another step to polymorphism:

```
trait Encoder[A] {
  def encode(a: A): String
// we don't extend from the typeclass
case class Car2(brand: String)
implicit val serializableCar2: Encoder[Car2] =
  new Encoder[Car2] {
    def encode(car: Car2): String =
      s"""{"brand": "${car.brand}"}"""
// serializableCar2: Encoder[Car2] = repl.Session$App$$anon$1@1de40af9
```

Let's try to identify a pattern in these functions:

```
def sum(a: Int, b: Int): Int = a + b
def concat(a: String, b: String): String = a + b
def and(a: Boolean, b: Boolean): Boolean = a && b
```

declaration of the typeclass

The typeclass will be declared as a generic trait.

```
trait Sumable[A] {
  def sum(a: A, b: A): A
```

implementation

When implementing the typeclass, we'll implement it as an implicit value of the type we want.

```
implicit val intSumSumable: Sumable[Int] =
  new Sumable[Int]{
    def sum(a: Int, b: Int): Int = a + b
  }
// intSumSumable: Sumable[Int] = repl.Session$App$$anon$2@1356763c
```

implementation

When implementing the typeclass, we'll implement it as an implicit value of the type we want.

```
implicit val stringSumable: Sumable[String] =
  new Sumable[String]{
    def sum(a: String, b: String): String = a + b
  }
// stringSumable: Sumable[String] = repl.Session$App$$anon$3@40edbf24
```

implementation

When implementing the typeclass, we'll implement it as an implicit value of the type we want.

```
implicit val booleanAndSumable: Sumable[Boolean] =
  new Sumable[Boolean]{
    def sum(a: Boolean, b: Boolean): Boolean = a && b
  }
// booleanAndSumable: Sumable[Boolean] = repl.Session$App$$anon$4@2e83852
```

Laws

Another important feature of typeclasses are laws. Laws are properties that ensure that typeclass instances are correct. For example, we can derive from our Sumable that it's associative. sum(a, sum(b, c)) == sum(sum(a, b), c)

Laws

Typeclasses, together with laws, provide

- Recognizability: when we see the use of Sumable we'll know that it's an associative binary operation, regardless of the type.
- **Generality**: If we create a datatype, and we see it's Sumable, we'll be able to use all functions that operate on Sumables.

Using typeclasses

When using typeclasses, we'll need to make our function generic and require the implicit instance for the typeclass.

```
def needsTypeclassContextBound[A: Sumable] = ???
def needsTypeclassImplicit[A](
  implicit x: Sumable[A]
) = ???
```

There are lots of typeclasses libraries for Scala, but we'll use cats in our examples.

We've already seen a very common typeclass in our examples, Sumable. It's normally called Semigroup in Functional programming.

Semigroup

```
trait Semigroup[A] {
  def combine(a: A, b: A): A
}
```

Monoids are semigroups that have an identity element. What's an identity element? one that used in combine has no effect.

```
trait Monoid[A] extends Semigroup[A] {
  def identity: A
   def combine(a: A, b: A): A
}
```

What could be the identity element for the three semigroups we created?

implementation

```
implicit val intSumMonoid: Monoid[Int] =
  new Monoid[Int] {
    def identity: Int = 0
    def combine(a: Int, b: Int): Int = a + b
  }
// intSumMonoid: Monoid[Int] = repl.Session$App$$anon$50138df1ca
```

implementation

```
implicit val stringMonoid: Monoid[String] =
  new Monoid[String] {
    def identity: String = ""
    def combine(a: String, b: String): String = a + b
  }
// stringMonoid: Monoid[String] = repl.Session$App$$anon$6@334a9211
```

implementation

```
implicit val booleanAndMonoid: Monoid[Boolean] =
  new Monoid[Boolean] {
    def identity: Boolean = true
    def combine(a: Boolean, b: Boolean): Boolean =
        a && b
    }
// booleanAndMonoid: Monoid[Boolean] = repl.Session$App$$anon$7@1e730fc3
```

Laws

Now that we have identity we can add a couple of more laws to Monoid:

```
sum(a, sum(b, c)) == sum(sum(a, b), c) // associativity
sum(a, identity) == a // right identity
sum(identity, a) == a // left identity
```

we need to be able to compare values of types, but the solution we got in the JVM was not perfect (Object.equals).

FP proposes a new way of comparing objects, the Eq typeclass:

```
trait Eq[A] {
  def eqv(a: A, b: A): Boolean
}
```

This approach to object equality has another benefit: trying to compare values of different types will result in a compiler error.

Show

The same happens with the string representation of values. Java tries to solve it with <code>Object.toString</code>, but that's not perfect either. We might not want to be able to print passwords, for example.

```
trait Show[A] {
  def show(a: A): String
}
```

Foldable

Is a typeclass whose type parameter is a type constructor that can be folded to produce a value.

```
trait Foldable[F[_]] {
  def foldLeft[A, B](
    fa: F[A], b: B
  )(f: (B, A) => B): B
}
```

Functor

Is a typeclass for type constructors that can be mapped over. Let's see how it's declared.

```
trait Functor[F[_]] {
  def map[A, B](fn: A => B)(fa: F[A]): F[B]
}
```

Applicative

Applicatives are Functors that have two features:

- can put pure values into its context
- can map a function lifted to its context over all its elements

```
trait Applicative[F[_]] extends Functor[F] {
  def pure[A](a: A): F[A]
  def ap[A, B](fn: F[A => B])(fa: F[A]): F[B]
}
```

Monad

Monads are Applicatives that can sequence operations with a flatMap method.

```
trait Monad[F[_]] extends Applicative[F] {
  def flatMap[A, B](fn: A => F[B])(fa: F[A]): F[B]
}
```

Exercise 5