

Mahmoud Abdelsalam

#### **Functional Programming concepts**

- Pure functions & side effects
- Referential transparency
- First class functions & higher order functions
- Immutability
- Recursion & tail-recursion
- Lambda functions
- Strict and lazy evaluation
- Pattern matching

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  - variable/reference immutability vs object immutability.

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//List is immutable object in Scala
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- 1. One you create an object and give it a value, it's guaranteed to stay the same.
- 2. More mathematical like.
- 3. Think about concurrent programming
  - Multi-threading? Immutable objects are more thread-safe.

HOW do we write programs using only immutable objects?

• Factorial function:

```
def fact(n: Int): Int = \{
    var i = n //Can't change input
    var f = 1
    while (i > 1){
       f = f * i
        i = i - 1
```

• Factorial function – use recursion:

```
def fact(n: Int): Int = {
    if (n < 1) 1
    else n * fact(n - 1)
}</pre>
```

For loops, we use recursion.

What about other situations?

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I have string "Hello, world"

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For each new state/change: we create a new object

val str = "Hello, world"

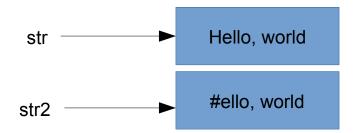




val str = "Hello, world"
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val str = "Hello, world"
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val str2 = "#" + str.substring(1)

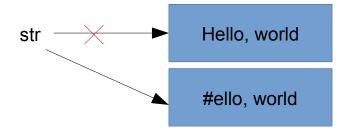


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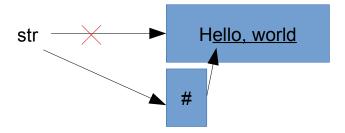
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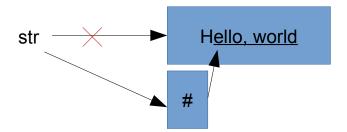
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Sharing partial values & Persistent Data Structures



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- For example, sum of range from 1 to n:

```
def sum(n: Int): Int = {
    if (n == 1) 1
    else n + sum(n - 1)
}
```

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Solution? Tail recursion

- Tail recursion:
  - Recursive call should be the last statement to be executed.
  - The compiler will substitute the recursive function by a loop.

• Use tail recursion:

```
def sum(n: Int, res: Int): Int = {
    if (n == 1) res
    else sum(n - 1, res + n)
}
```

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