

# FUNCTIONAL PROGRAMMING IN *JavaScript*

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**WHAT IS  
FUNCTIONAL  
PROGRAMMING?**

*"The mustachioed hipster of  
programming paradigms"*

**SMASHING MAGAZINE**

It produces *abstraction* through clever ways of combining functions.

**There are two things you need to know to understand functional programming.**

**FUNCTIONS ARE**

*Immutable*

**If you want to change data in an array, just return a new array with the changes, don't change the original!**



**FUNCTIONS ARE**

*Stateless*

**Functions act as if for the first time, every time!**

**In addition, there are 3 best practices you should follow.**

**1) Your functions should accept at least 1 argument**

**2) Your functions should either return data, or another function**

**3) NO LOOPS**

# There are languages made for this

- ▶ **Lisp**
- ▶ **Scheme**
- ▶ **Haskell**
- ▶ **Scala**
- ▶ **Clojure**

**But we're going to use JavaScript.**



**LET'S GO THROUGH SOME  
EXAMPLES.**

**(WE'RE ABOUT TO CODE, GET YOUR LAPTOPS  
READY)**

**Everything we write will be in the same JS file.**

# Type out these helpers.

```
function log(arg) {  
  document.writeln(arg);  
}
```

```
function identity(x) {  
  return x;  
}
```

```
function add(a, b) {  
  return a + b;  
}
```

```
function sub(a, b) {  
  return a - b;  
}
```

**Recursion is a big deal in functional programming.**

**Write a function that takes an argument and returns a function that returns that argument.**

**Write a function that takes an argument and returns a function that returns that argument.**

```
function identityf(arg) {  
  return function() {  
    return arg;  
  };  
}
```

**What the heck does this mean?**

```
> identity(5)
```

```
5
```

```
> identityf(5)
```

```
function () {  
    return arg;  
}
```

```
> identityf(5)(5)
```

```
5
```



**Write a function that adds from two invocations.**

`addf(3)(4) // this returns 7.`

**Write a function that adds from two invocations.**

```
function addf(x) {  
  return function (y) {  
    return add(x, y);  
  };  
}
```

**Write a function that takes in a function and an argument, and returns a function that can take a second argument.**

```
curry(add, 9)(3) // this adds 9 and 3 together -> returns 12
```

**Write a function that takes in a function and an argument, and returns a function that can take a second argument.**

```
function curry(fun, a) {  
  return function(b) {  
    return fun(a, b)  
  };  
}
```

# YOU JUST LEARNED CURRYING!

Currying is when you break down a function that takes multiple arguments into a series of functions that take part of the arguments.

**Write a function that takes a binary function and makes it callable with 2 invocations.**

```
liftf(add)(2)(3) // this adds 2 and 3 -> returns 5  
liftf(sub)(10)(7) // this is 10 - 7 -> returns 3
```

**Write a function that takes a binary function and makes it callable with 2 invocations.**

```
function liftf(fun) {  
  return function(a) {  
    return function(b) {  
      return fun(a, b);  
    };  
  };  
}
```

So, using the functions we've written so far, write a function  
increment in 2 different ways.

```
var increment = curry(add, 1);
```

```
> increment(5)
```

```
6
```



Using the functions we've written so far, write a function  
increment in 2 different ways.

```
var increment1 = addf(1);  
var increment2 = liftf(add)(1);
```

**Write a function that reverses the arguments of a binary function.**

`reverse(sub)(2, 3) // returns sub(3, 2) -> 1`

**Write a function that reverses the arguments of a binary function.**

```
function reverse(fun) {  
  return function(a, b) {  
    return fun(b, a);  
  };  
}
```

**Now let's get funky, and make a function that returns an object.**

**Write a function `counter` that returns an object containing two functions that implement an up/down counter.**

```
> var k = counter(6)
```

```
> k.next()
```

```
7
```

```
> k.next()
```

```
8
```

```
> k.prev()
```

```
7
```

Write a function `counter` that returns an object containing two functions that implement an up/down counter.

```
function counter(arg) {  
  return {  
    next: function() { return arg += 1; },  
    prev: function() { return arg -= 1; }  
  };  
}
```

**Write a function that returns a generator that will return the next fibonacci number.**

```
> var t = fibonaccif(0,1)
```

```
> t()
```

```
0
```

```
> t()
```

```
1
```

```
> t()
```

```
1
```

```
> t()
```

```
2
```

```
> t()
```

```
3
```

Write a function that returns a generator that will return the next fibonacci number.

```
function fibonaccif(a, b) {  
  return function() {  
    var n = a;  
    a = b;  
    b += n;  
  
    return n;  
  };  
}
```



**LAST ONE.**

**Write a function that adds from many invocations, until it sees an empty invocation.**

<code>addgroup()</code>	<code>// returns undefined</code>
<code>addgroup(2)()</code>	<code>// returns 2</code>
<code>addgroup(2)(7)()</code>	<code>// returns 9</code>
<code>addgroup(3)(4)(0)()</code>	<code>// returns 7</code>
<code>addgroup(1)(2)(4)(8)()</code>	<code>// returns 15</code>

Write a function that adds from many invocations, until it sees an empty invocation.

```
function addgroup(a) {  
  if(a === undefined) return a;  
  return function g(b) {  
    if(b !== undefined) {  
      return addgroup(a+b);  
    }  
    return a;  
  };  
}
```

WASN'T THIS

*FUN?*

# WHY DID WE JUST LEARN FUNCTIONAL PROGRAMMING?

- ▶ Functions can be broken down into simpler and smaller chunks that are easier to read
  - ▶ Software is more reliable due to its modularity
  - ▶ It's becoming more popular EVERY SINGLE DAY.

## Helpful Libraries

- `fn.js`
- `underscore.js`
- `bacon.js`

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**HAVE FUN AT** *PennApps!*