

# Scala Basics

# Scala Basics

```
package example
```

```
object Hello {
```

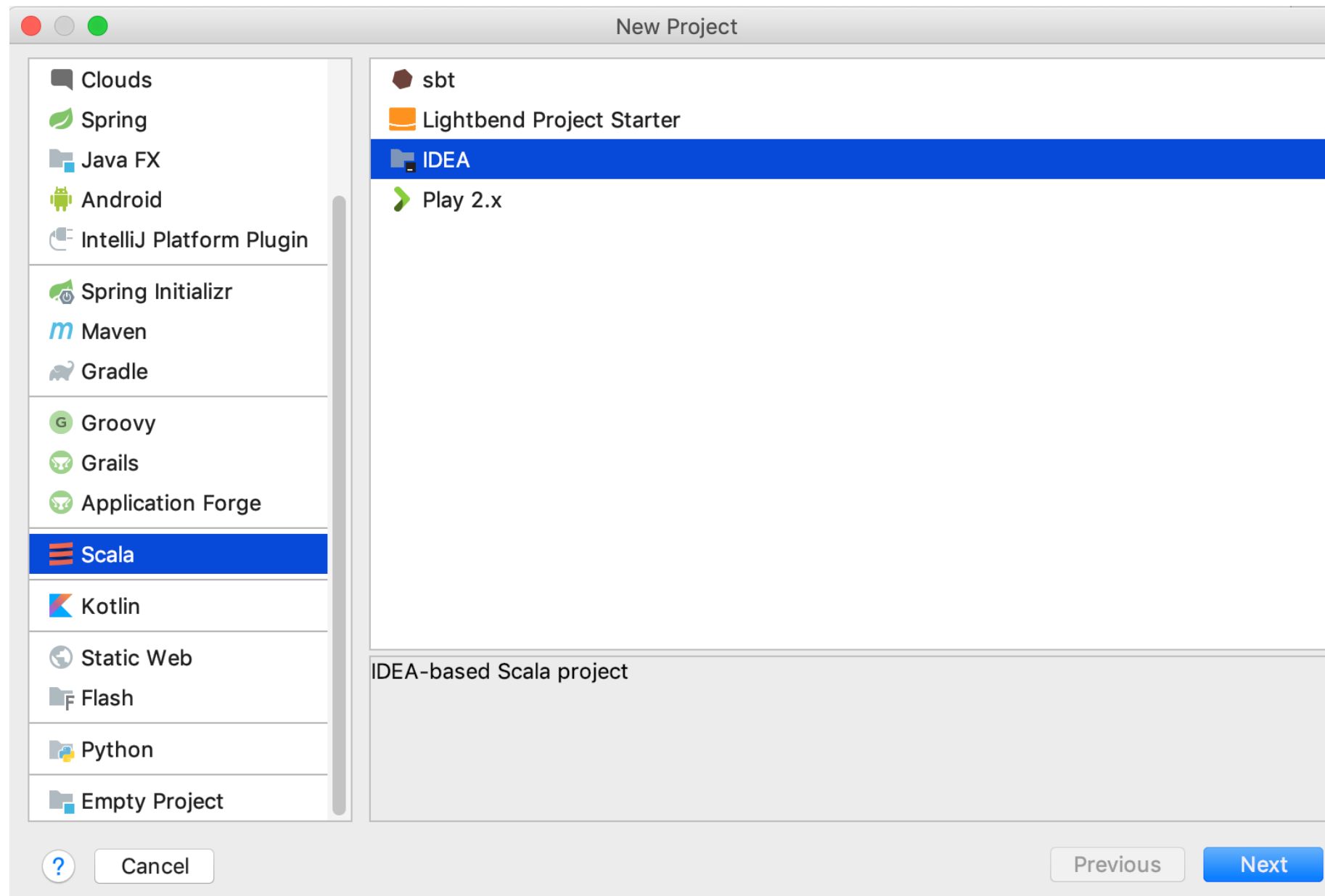
```
  def main(args: Array[String]): Unit = {  
    println("Hello Scala!")  
  }
```

```
}
```

## A first example in Scala

Prints "Hello Scala!" to the screen

# Scala Basics



## Project setup

Create new IDEA Scala project in IntelliJ

# Scala Basics

```
package example
```

```
object Hello {  
  
  def main(args: Array[String]): Unit = {  
    println("Hello Scala!")  
  }  
  
}
```

## Package declaration

Must match the directory structure in the src directory

This file is saved in the directory "src/example"

To create example, right click the src directory > new > package

# Scala Basics

```
package example
```

```
object Hello {
```

```
  def main(args: Array[String]): Unit = {  
    println("Hello Scala!")  
  }
```

```
}
```

## Objects

Objects can store variables and functions\*

Name must match it's filename

This code is in the file "src/example/Hello.scala"

\*We call them methods when they are declared using the "def" keyword

# Scala Basics

```
package example
```

```
object Hello {
```

```
  def main(args: Array[String]): Unit = {  
    println("Hello Scala!")  
  }
```

```
}
```

## Main Method

The method that executes when you run your object/program

Will always have this header

# Scala Basics

```
package example
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```
object Hello {
```

```
  def main(args: Array[String]): Unit = {  
    println("Hello Scala!")  
  }
```

```
}
```

## Print Line

Prints "Hello Scala!" to the screen

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intentionally left blank**



```
package example
```

```
object FirstObject {
```

```
  def multiplyByTwo(input: Double): Double = {  
    input * 2.0  
  }
```

```
  def main(args: Array[String]): Unit = {  
    var x: Double = 7.0  
    var result = multiplyByTwo(x)  
    println(result)  
  }
```

```
}
```

**Next Level**

Prints 14.0 to the screen

```
package example
```

```
object FirstObject {
```

```
  def multiplyByTwo(input: Double): Double = {  
    input * 2.0  
  }
```

```
  def main(args: Array[String]): Unit = {  
    var x: Double = 7.0  
    var result = multiplyByTwo(x)  
    println(result)  
  }
```

```
}
```

## Functions

Must declare types!

This function takes a Double as a parameter and returns a Double

Returned value is the last expression that's evaluated

```
package example
```

```
object FirstObject {
```

```
  def multiplyByTwo(input: Double): Double = {  
    input * 2.0  
  }
```

```
  def main(args: Array[String]): Unit = {  
    var x: Double = 7.0  
    var result = multiplyByTwo(x)  
    println(result)  
  }
```

```
}
```

## Variables

Type declaration optional, but helpful

Create a mutable\* variable x of type Double and initialize it to the value 7.0

\*Value can change

```
package example
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```
object FirstObject {
```

```
  def multiplyByTwo(input: Double): Double = {  
    input * 2.0  
  }
```

```
  def main(args: Array[String]): Unit = {  
    var x: Double = 7.0  
    var result = multiplyByTwo(x)  
    println(result)  
  }
```

```
}
```

## Variables

Variable declaration without a type

Type is inferred by the return type of the function

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**package** example

**object** Conditional {

```
def computeSize(input: Double): String = {  
  val large: Double = 60.0  
  val medium: Double = 30.0  
  if (input >= large) {  
    "large"  
  } else if (input >= medium) {  
    "medium"  
  } else {  
    "small"  
  }  
}
```

```
def main(args: Array[String]): Unit = {  
  println(computeSize(70.0))  
  println(computeSize(50.0))  
  println(computeSize(10.0))  
}
```

}

**Prints:**

large

medium

small

**package** example

**object** Conditional {

```
def computeSize(input: Double): String = {  
  val large: Double = 60.0  
  val medium: Double = 30.0  
  if (input >= large) {  
    "large"  
  } else if (input >= medium) {  
    "medium"  
  } else {  
    "small"  
  }  
}
```

```
def main(args: Array[String]): Unit = {  
  println(computeSize(70.0))  
  println(computeSize(50.0))  
  println(computeSize(10.0))  
}
```

}

## Conditional

No return statements

The conditional determines which expression evaluates last

**package** example

**object** Conditional {

```
def computeSize(input: Double): String = {  
  val large: Double = 60.0  
  val medium: Double = 30.0  
  if (input >= large) {  
    "large"  
  } else if (input >= medium) {  
    "medium"  
  } else {  
    "small"  
  }  
}
```

```
def main(args: Array[String]): Unit = {  
  println(computeSize(70.0))  
  println(computeSize(50.0))  
  println(computeSize(10.0))  
}
```

}

## Conditional

No return statements

The conditional determines which expression evaluates last



# Project Setup Demo

# Lecture Question

- In a package named "lecture" create an object named "FirstObject" with a method named "computeShippingCost" that takes a Double representing the weight of a package as a parameter and returns a Double representing the shipping cost of the package
- The shipping cost is (\$) $5 + 0.25$  for each pound over 30
  - Every package weighing 30 pounds or less will cost 5 to ship
  - A package weighing 31 pounds cost 5.25 to ship
  - A package weighing 40 pounds cost 7.50 to ship
- Submit a zip file of your project to AutoLab: File > Export to zip file

\* Later lecture questions won't be available until lecture