

Cheatsheet

Recursive

project

```
-- project swaps the first layer of your type with the recursive functor
-- version leaving the next layer untouched
-- >>> project [1, 2, 3]
-- Cons 1 [2,3]
```

cata

```
-- >>> sumList [1, 2, 3]
-- 6

sumList :: [Int] -> Int
sumList = cata alg
  where
    alg :: ListF Int Int -> Int
    alg Nil = 0
    alg (Cons next total) = next + total
```

para

```
-- >>> paraTails [1, 2, 3, 4]
-- [[1,2,3,4],[2,3,4],[3,4],[4]]

paraTails :: [a] -> [[a]]
paraTails = para alg
  where
    alg :: ListF a ([a], [[a]]) -> [[a]]
    alg Nil = []
    alg (Cons x (xs, tails')) = (x : xs) : tails'
```

zygo

```
-- >>> zygoDedupeList [1, 1, 3, 2, 3]
-- [1,2,3]

zygoDedupeList :: [Int] -> [Int]
```

```

zygoDedupeList = zygo setBuilderAlg listBuilderAlg
  where
    setBuilderAlg :: ListF Int (S.Set Int) -> S.Set Int
    setBuilderAlg Nil = S.empty
    setBuilderAlg (Cons n allNums) = S.insert n allNums
    listBuilderAlg :: ListF Int (S.Set Int, [Int]) -> [Int]
    listBuilderAlg Nil = []
    listBuilderAlg (Cons n (allNums, ns)) =
      if S.member n allNums then ns else n : ns

```

Co-Recursive

ana

```

-- >>> countDown 5
-- [5,4,3,2,1]

countDown :: Int -> [Int]
countDown = ana coalg
  where
    coalg :: Int -> ListF Int Int
    coalg 0 = Nil
    coalg n = Cons n (n - 1)

```