# Type Classes in Scala What? Why? How?

Daniel Reigada

IST - Programming Languages

August 15, 2018

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But what does that mean?

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OKAY! But what does that mean?!?

```
def divide(num: Int, denom: Int): Int = num / denom
```

What if denom is 0?

```
def divide(num: Int, denom: Int): Int = num / denom
```

We can improve this using Option...

```
def divide(num: Int, denom: Int): Option[Int] =
  if(denom == 0) None else Some(num / denom)
```

```
...or Try...

def divideTry(num: Int, denom: Int): Try[Int] =
   if (denom == 0) Failure(new Throwable("Division by 0"))
   else Success(num / denom)
```

#### ...or Future...

```
def divideFuture(num: Int, denom: Int): Future[Int] =
  if (denom == 0) Future.failed(new Throwable("Division by 0"))
  else Future.successful(num / denom)
```

```
...or Either...
```

```
def divideEither(num: Int, denom: Int): Either[String, Int] =
  if (denom == 0) Left("Division by 0")
  else Right(num / denom)
```

...or a custom result type (i.e. foundation Response)...

```
def divideEither(num: Int, denom: Int): Result[Int] =
  if (denom == 0) Result.error("Division by 0")
  else Result.success(num / denom)
```

... you get the idea.

What if you are trying to write generic code (i.e. library)? We should be able to abstract the method

```
 \begin{array}{lll} \mbox{def divide???(num: } Int \, , \ \mbox{denom: } Int) \colon F[Int] = \\ \mbox{if (denom == 0) ERROR\_CASE} \\ \mbox{else SUCCESS\_CASE} \\ \end{array}
```

### By the power of the Monad!!!



```
def divideF[F[_]](num: Int, denom: Int)(
    implicit M: MonadError[F, Throwable]): F[Int] = {
    if (denom == 0) M.raiseError(new Throwable("Division by 0"))
    else M.pure(num / denom)
}
```

```
def getNum: Try [Int] = ???
def getDenom: Try [Int] = ???

for {
  num <- getNum
  denom <- getDenom
  result <- divideF[Try](num, denom)
} yield result</pre>
```

