

# CODE 301

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*Intermediate Software Development*



# **FUNCTIONAL PROGRAMMING**

# SIMPLE != EASY

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*- Rich Hickey*

**“SOMETIMES, THE ELEGANT  
IMPLEMENTATION IS JUST A  
FUNCTION. NOT A METHOD. NOT A  
CLASS. NOT A FRAMEWORK. JUST A  
FUNCTION.”**

*- John Carmack*

# FUNCTIONAL PROGRAMMING

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- Why?
  - Long tradition going back to Lisp (vs Fortran)
  - Has been primarily in academia but strongly resurgent in industry
  - For many hiring managers, a signal that you know what you're doing
  - Cleaner code - easier to reason about
  - Scalable and Performant on multi-core systems, large volumes of data

# HOW FUNCTIONAL PROGRAMMING RELATES TO JS

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- JavaScript was almost Scheme, a Functional language based on LISP
- In 1994 Brendan Eich wanted a functional language for the browser but under competitive pressure from Java introduced OO features into the language
- But at its core, JS is still a Functional Language. Why?

# VARIABLES ARE SCOPED TO FUNCTIONS IN JS

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- The only place to “attach” a variable in JavaScript is to a function, with the **var** keyword

```
var window_scope_var = 'you can find me at window.window_scope_var'
```

```
function doSomething() {  
  var function_scope = 'you can only use me in the scope of  
function'  
  console.log(window_scope_var);  
}
```

```
function innerFunction() {  
  var inner_scope = 'I am only in this function!'  
  console.log(function_scope);  
  console.log(inner_scope);  
}  
}
```

# WHAT IS FUNCTIONAL PROGRAMMING

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- What is it? No one “standard” for functional but includes:
  - Immutability
  - Declarative vs. Imperative code
  - Stateless (pure) functions
  - First-class Functions and Currying



# FUNCTIONAL PROGRAMMING

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- Functional features built in to JavaScript ( ECMA 5 standard)
  - Array
    - .forEach
    - .some and .every
    - .concat
    - .filter
    - .map
    - .reduce

# MUTABILITY AND IMMUTABILITY

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- A fancy way of saying “changeable”
- For example, Array Methods:
  - Don't Mutate the data
    - forEach
    - Slice
    - Map
    - Reduce
    - Filter
  - Mutate the data
    - Sort
    - Reverse
    - Splice

# IMMUTABILITY

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- Why?
  - Limiting the amount of things that change gives focus
  - Take away opportunities for things to be unintentionally modified
- Cons
  - Harder, (but simpler). Memory usage (maybe)
  - “Shared mutable state is the root of all evil.” - Pete hunt
  - There are libraries for immutability in JS, but not required
    - ImmutableJS, Mori, Deep-freeze
  - Object.freeze()

# THE TAKEAWAY?

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*Look for opportunities in your code to remove changing a variable's value - mutable state.*

# DECLARATIVE VS IMPERATIVE

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➤ Describe **WHAT** you want

VS

➤ **HOW**: The steps to get it done

# IMPERATIVE EXAMPLE

.....

$$s = \sum_{x=1}^N x^2 = 1^2 + 2^2 + 3^2 + \dots + N^2$$

```
function sumOfSquares (nums) {  
  var i, sum = 0, squares = [];  
  for (i = 0; i < nums.length; i++) {  
    squares.push(nums[i]*nums[i]);  
  }  
  
  for (i = 0; i < squares.length; i++) {  
    sum += squares[i];  
  }  
  
  return sum;  
}
```

```
console.log(sumOfSquares([1, 2, 3, 4, 5]));
```

# DECLARATIVE EXAMPLE

.....

$$s = \sum_{x=1}^N x^2 = 1^2 + 2^2 + 3^2 + \dots + N^2$$

```
function sumOfSquares2 (nums) {  
  return nums  
    .map(function (num) { return num * num; })  
    .reduce(function (start, num) { return start + num; }, 0)  
    ;  
}  
  
console.log(sumOfSquares2([1, 2, 3, 4, 5]));
```

# PURE (STATELESS) FUNCTIONS

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*// pure (stateless)*

```
function square(x) {  
  return x * x;  
}
```

```
function squareAll(items) {  
  return items.map(square);  
}
```

*// impure (stateful)*

```
function square(x) {  
  updateXinDatabase(x);  
  return x * x;  
}
```

```
function squareAll(items) {  
  var i;  
  for (i = 0; i < items.length; i++) {  
    items[i] = square( items[i] );  
  }  
}
```



# FUNCTIONAL PROGRAMMING

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- There's much more to discover!
  - <https://lodash.com>
  - <https://drboolean.gitbooks.io/mostly-adequate-guide/>
  - <http://reactivex.io/learnrx/>
  - <http://www.infoq.com/presentations/Simple-Made-Easy>
- Predicates, Optionals, Functors, oh my!

