

## Presentation Topic



*Placeholder for discussion or question.*

*Placeholder for discussion or question.*

- First bullet point
- Second bullet point

Solution: Use **design patterns**!

Definition

**Definition placeholder.**



Placeholder for code example:

```
1  -- Elm code example
```

Placeholder for code call function:

```
1  -- Elm code example
```



Placeholder for code call function:

```
1 -- Elm code example
```

*Placeholder for follow-up question.*

Placeholder for operator or function explanation:

```
1  -- Elm code example
```

```
1  -- Elm code example
```

Placeholder for more calculations:

Placeholder for more calculations:

```
1  -- Elm code example
```

Placeholder for alternative operator:

```
1  -- Elm code example
```

Placeholder for alternative operator:

```
1  -- Elm code example
```

```
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```

Placeholder for alternative operator:

```
1  -- Elm code example
```

```
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```

*Placeholder for data type question.*





Placeholder for calculations:

```
1 -- Elm code example
```

Placeholder for calculations:

```
1  -- Elm code example
```

*Placeholder for tracing question.*

```
1 -- Elm code example
```

```
1  -- Elm code example
```

Issue 1: Placeholder for issue description.

Placeholder for wrapping function:

```
1 -- Elm code example
```

New call function:

```
1 -- Elm code example
```

Placeholder for wrapping function:

```
1 -- Elm code example
```

New call function:

```
1 -- Elm code example
```

Issue 2: Placeholder for issue description.

Placeholder for logic extraction:

```
1  -- Elm code example
```

Here transform can be fed with calculation functions.

Change the remaining part of the code accordingly:

```
1  -- Elm code example
```



Change call function for better readability:

```
1 -- Elm code example
```

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```
1  -- Elm code example
```

This is called the *Monadic* style.

Change call function for better readability:

```
1  -- Elm code example
```

This is called the *Monadic* style. Placeholder for explanation of differences and extensibility.

- Add new functions and modify call functions to test them.
- Find the similarities between the examples.

Placeholder for similarities and explanation.

Placeholder for similarities and explanation. Placeholder for further explanation.

Placeholder for similarities and explanation. Placeholder for further explanation. *Placeholder for quote.*





A monad contains three things:

- **A type constructor** placeholder.
- **A function** placeholder.
- **A function** placeholder.

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*Identify the three components in the examples above.*

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*Identify the three components in the examples above.*

*Placeholder for quote.*

Placeholder for monad exercise and explanation.

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**Exercise:** List is also a Monad! Try to find the constructor, return and bind functions for it. Then, write a function that returns a list of all possible results of multiplying two integers in two respective lists.

**Hint:** Placeholder for hint.

Placeholder for package installation and usage.

```
1 elm install package/name
```

```
1 import Module.Name exposing (..)
```

Placeholder for package installation and usage.

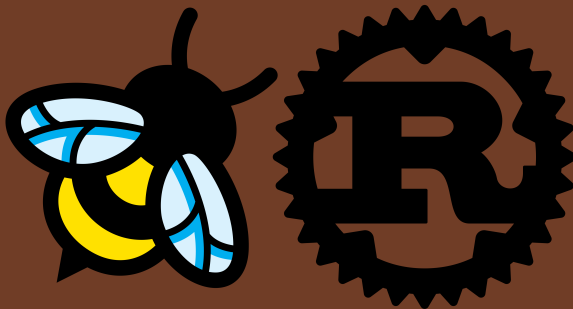
```
1 elm install package/name
```

```
1 import Module.Name exposing (..)
```

*Rewrite the previous exercise with the package.*

- Placeholder for general design pattern explanation.
- Placeholder for interface/abstract class analogy.
- Placeholder for multiple monads for one container type.
- Placeholder for helper functions.





Thank you!