Presentation Topic

1. Section

Placeholder for discussion or question.

Placeholder for discussion or question.

- First bullet point

- Second bullet point

Solution: Use **design patterns**!

Definition

Definition placeholder.

2. Section

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
```

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

Placeholder for alternative operator:

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

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

Placeholder for data type question.

3. Section

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
```

Change call function for better readability:

```
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.*

4. Section

A monad contains three things:

- **A type constructor** placeholder.

- **A function** placeholder.

- **A function** placeholder.

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- **A function** placeholder.

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Identify the three components in the examples above.

A monad contains three things:

- **A type constructor** placeholder.

- **A function** placeholder.

- **A function** placeholder.

Identify the three components in the examples above.

Placeholder for quote.

Placeholder for monad exercise and explanation.

Placeholder for monad exercise and explanation.

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.

Frame Title

Placeholder for package installation and usage.

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

```
1 import Module.Name exposing (..)
```
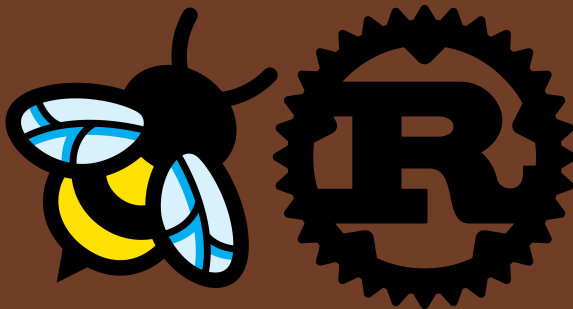
Placeholder for package installation and usage.

```
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!