SilverFOCS Incubator

S-FOCS (tech)

Your Presentation Title

August 6, 2025

Your Name

Section

[Scenes.Home.GameLayer.Mouse.elm] Repetitive Code Analysis

-80 point(s)
The code below has a similarity rate of 1.000000:

- Scenes.Home.GameLayer.Mouse.elm (at 222:0 - 240:16):

```
222| upgradeSelectedIfPossible data =
223|     case getTile data.selectedCoord data.tileMap of
224|         Just tile ->
225|             if tile.isUnlocked && canUpgradeTile data.resource upgradeTileCost.vp then
226|                 { data
...|
236|             else
237|                 data
238|
239|         Nothing ->
240|             data
```

- Scenes.Home.GameLayer.Mouse.elm (at 200:0 - 218:16):

```
200| unlockSelectedIfPossible data =
201|     case getTile data.selectedCoord data.tileMap of
202|         Just tile ->
203|             if not tile.isUnlocked && canUnlockTile data.resource unlockTileCost.ap unlockTileCost.vp then
204|                 { data
...|
214|             else
215|                 data
216|
217|         Nothing ->
218|             data
```

Placeholder for discussion or question.

Placeholder for discussion or question.

- First bullet point
- Second bullet point

Solution: Use **design patterns**!

Definition

Definition placeholder.

Section

Your Presentation Title

Placeholder for code example:

```elm
-- 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:

```elm
-- 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.

Section

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Placeholder for calculations:

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

Placeholder for calculations:

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

Placeholder for tracing question.


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

```elm
-- 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.*

Section

Your Presentation Title

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.

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.

Placeholder for package installation and usage.

```
elm install package/name
```

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

Placeholder for package installation and usage.

```
elm install package/name
```

```
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.

Placeholder for conclusion and further resources.

- Youtube. Video Title
- Wiki. Wiki Title
- Wikipedia. Wikipedia Title

Thank you!