

# Functional Programming

## Pure Functions

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# Function

Functional programming languages are geared to support the creation of highly reusable and composable functions and to help developers organize their code base around them.



# My First Scala Program

You type

```
scala> 1+1  
res2: Int = 2  
scala>
```

Scala shows the result at REPL.

```
scala> def sum(x:Int,y:Int):Int=x+y  
sum: (x: Int, y: Int)Int
```

```
scala> sum(1,1)  
res2: Int = 2
```



# Scala Function

A function **declaration** has the following form:

```
- def functionName ([list of parameters]) :  
  [return type]
```

A function **definition** has the following form:

```
- def functionName ([list of  
  parameters]) : [return type] =  
  { function body  
    return [expr]}
```

# Last Week

$$^{\circ}\text{F} = ^{\circ}\text{C} * 1.8000 + 32.00$$

```
scala> 35*1.8+32  
res0: Double = 95.0
```



The volume of a sphere with radius  $r$  is  $\frac{4}{3} \text{Pi } r^3$ .  
What is the volume of a sphere with radius 5?

```
scala> val r=3.0  
r: Double = 3.0  
Scala> 4.0/3.0*math.Pi*r*r*r  
res1: Double = 113.09733552923255
```

# Last Week

$$^{\circ}\text{F} = ^{\circ}\text{C} * 1.8000 + 32.00$$

```
def F(x:Double)=x*1.8+32.0
```



The volume of a sphere with radius  $r$  is  $\frac{4}{3} \text{Pi } r^3$ .

What is the volume of a sphere with radius 5?

```
def volume(r:Double)=4/3*math.Pi*r*r*r
```

Return value of a function is the result of the body expression ({} are optional in this case)

# Pure Function

Functional programming languages are geared to support the creation of highly reusable and composable functions and to help developers organize their code base around them.

## **Function is one that:**

- Has one or more input parameters
- Performs calculations using only the input parameters
- Returns a value
- Always returns the same value for the same input
- Does not use or affect any data outside the function
- Is not affected by any data outside the function

# Problems

- I run 2 km at an easy pace (8 min per km), then 3 km at Tempo (7 min per km) and 2 km at easy pace again to reach home. What is the total running time?
- Suppose the cover price of a book is Rs. 24.95, but bookstores get a 40% discount. Shipping costs Rs. 3 for the first 50 copy and 75 cents for each additional copy. What is the total wholesale cost for 60 copies?



# Running Time



## **Running time for easy phase:**

```
def easy(x:Int):Int=x*8
```

## **Running time for tempo phase:**

```
def tempo(x:Int):Int=x*7
```

## **The total running time:**

```
scala> easy(2)+tempo(3)+easy(2)
```

```
res24: Int = 53
```

# Book Price



**The total amount for 60 books:**

```
def bookPrice(x:Int):Double=x*24.95
```

**Discount:**

```
def discount(amount:Double):Double=  
amount*.4
```

**Shipping Cost:**

```
def shippingCost(x:Int):Double=3*x+(x-50)*.75
```

**The total wholesale cost for 60 books:**

```
bookPrice(60)-discount(bookPrice(60))  
+shippingCost(60)
```

# Why it is worth the trouble to divide a program into functions?

There are several reasons:

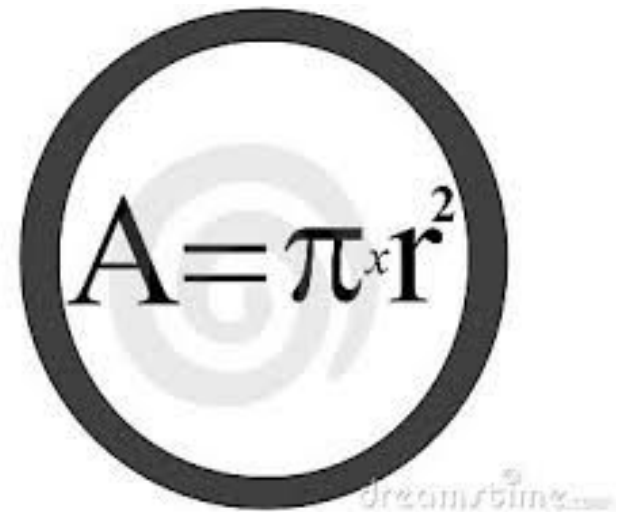
- Creating a new function gives you an opportunity to name a group of statements, which makes your program easier to read and debug.
- Functions can make a program smaller by eliminating repetitive code. Later, if you make a change, you only have to make it in one place.
- Dividing a long program into functions allows you to debug the parts one at a time and then assemble them into a working whole.
- Well-designed functions are often useful for many programs. Once you write and debug one, you can reuse it.

# Problem

Area of a disk with radius  $r$  is  $\pi r \cdot r$ . What is the area of a disk with radius 5?

- A good name for a function is **areaOfDisk**.
- Using this name, we would express the function for computing the area of a disk.

**areaOfDisk** is a function, that it consumes a single **INPUT**, called  $r$ , and that the result, or **OUTPUT**, is going to be  $\pi r \cdot r$ .



# Area of Disk

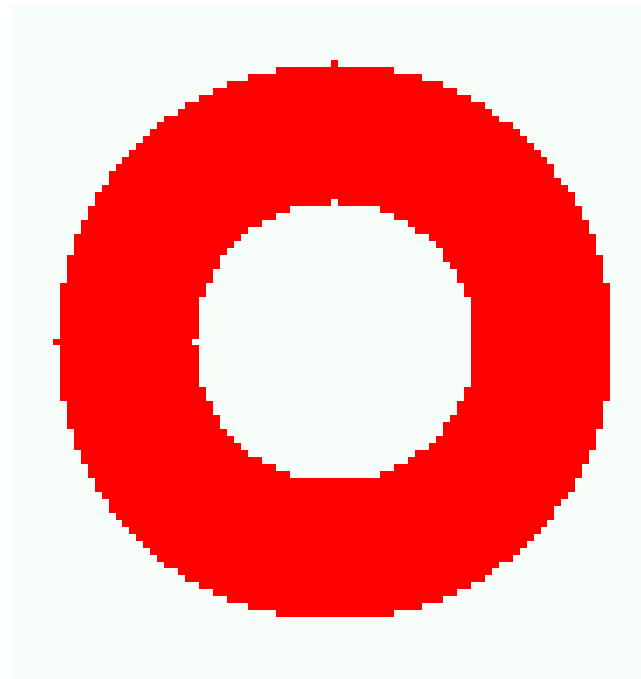
The application of a defined operation is evaluated by copying the function named `areaOfDisk` and by replacing the variable (`r`) with the number we supplied (5):

```
scala> def areaOfDisk(x:Double):Double=r*r*math.Pi  
areaOfDisk: (x: Double)Double
```

```
scala> areaOfDisk(5)  
res17: Double = 63.61725123519331
```

# The Area of a Ring

Many programs consume more than one input. Say we wish to define a program that computes the area of a ring, that is, a disk with a hole in the center:



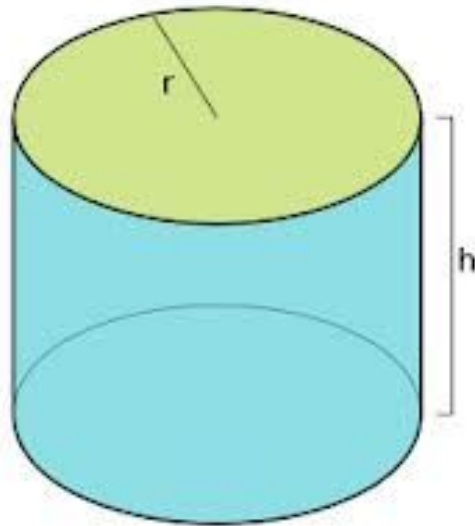
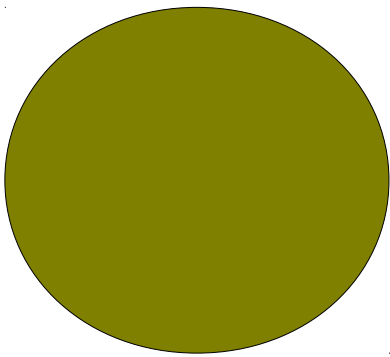
# The Area of a Ring

The area of the ring is that of the outer disk minus the area of the inner disk, which means that the program requires two unknown quantities: the outer and the inner radii. Then the program that computes the area of a ring is defined as follows:

```
scala>def areaOfRing(x:Double,y:Double):Double=  
  | areaOfDisk(x)-areaOfDisk(y)  
areaOfRing: (x: Double, y: Double)Double
```

```
scala> areaOfRing(10,5)  
res3: Double = 235.61944901923448
```

# Problems : Area of Cylinder

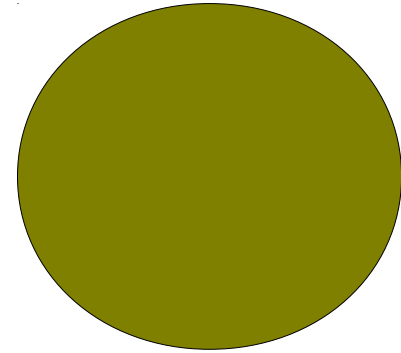




# Scala Functions

//Calculate the area of disk  
//by giving the radius:

```
scala> def areaOfDisk(r:Double):  
Double=r*r*math.Pi  
areaOfDisk: (r: Double)Double
```



//Calculate the area of rectangle by  
//giving the width and height:

```
scala> def areaOfRec(width:Double,height:Double)  
:Double=width*height  
areaOfRec: (width: Double, height: Double)Double
```

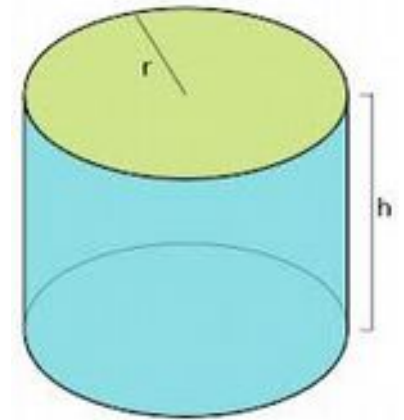


# Scala Functions

```
//Calculate the area of Cylinder
//by giving the radius and hight:
scala> def areaOfCylinder(radius:Double,
  hight:Double):Double =
  areaOfDisk(radius)*2 +
  areaOfRec(2*math.Pi*radius,hight)
areaOfCylinder: (radius: Double, hight:
Double)Double

scala> areaOfCylinder(5,6)
res0: Double = 345.5751918948772

scala> printf("%.2f",areaOfCylinder(5,6))
345.58
```



# Consider the following problem:

Company XYZ & Co. pays all its employees Rs.150 per normal working hour and Rs. 75 per OT hour. A typical employee works 40 (normal) and 20(OT) hours per week has to pay 10% tax. Develop a program that determines the take home salary of an employee from the number of working hours and OT hours given.

How many functions???



# We have following functions:

**1.  $\text{wage} = \text{hours} * 150$**

**2.  $\text{ot} = \text{hours} * 75$**

**3.  $\text{income} = \text{wage} + \text{ot}$**

**4.  $\text{tax} = \text{income} * .1$**

**5.  $\text{takeHome} = \text{income} - \text{tax}$**



# Scala functions:

## 1. **wage=hours\*150**

```
def wage(hours:Int):Int=hours*150
```

## 2. **ot = hours\*75**

```
def ot(hours:Int):Int=hours*75
```

## 3. **income=wage+ot**

```
def income(h1:Int,h2:Int):Int=wage(h1)+ot(h2)
```

## 4. **tax = income\* .1**

```
def tax(income:Int):Int=income*.1
```

## 5. **takeHome=income-tax**

```
def takeHome(h1:Int,h2:Int):Double=  
income(h1,h2)-tax(income(h1,h2))
```

# Consider the following problem:

Imagine the owner of a movie theater who has complete freedom in setting ticket prices. The more he charges, the fewer the people who can afford tickets.

In a recent experiment the owner determined a precise relationship between the price of a ticket and average attendance.

At a price of Rs 15.00 per ticket, 120 people attend a performance. Decreasing the price by 5 Rupees increases attendance by 20 and increasing the price by 5 Rupees decreases attendance by 20.

Unfortunately, the increased attendance also comes at an increased cost. Every performance costs the owner Rs.500. Each attendee costs another 3 Rupees.

The owner would like to know the exact relationship between profit and ticket price so that he can determine the price at which he can make the highest profit.

# Simplifying the problem:

When we are confronted with such a situation, it is best to tease out the various dependencies one at a time:

- 1) Profit is the difference between revenue and costs.
- 2) The revenue is exclusively generated by the sale of tickets. It is the product of ticket price and number of attendees.
- 3) The costs consist of two parts: a fixed part (Rs.500) and a variable part (Rs. 3 per attendee) that depends on the number of attendees.
- 4) Finally, the problem statement also specifies how the number of attendees depends on the ticket price.

# Identifying the functions:

1. Calculate the number of attendees by giving the ticket price:

$\text{attendees} = 120 + (15 - \text{Ticket price}) / 5 * 20$

2. Calculate the revenue by giving the ticket price:

$\text{Revenue} = \text{attendees} * \text{price}$

3. Calculate the cost by giving the ticket price:

$\text{cost} = 500 + 3 * \text{attendees}$

4. Calculate the profit by giving the ticket price:

$\text{Profit} = \text{Revenue} - \text{Cost}$



# Scala functions:

Calculate the number of attendees by giving the ticket price: **attendees= 120 + (15-Ticket price)/5\*20**

```
def attendees(price:Int):Int=120+(15-price)/5*20
```

Calculate the revenue by giving the ticket price: **Revenue=attendees\*price**

```
def revenue(price:Int):Int = attendees(price)*price
```

Calculate the cost by giving the ticket price: **cost = 500 + 3 \* attendees**

```
def cost(price:Int):Int=500+attendees(price)
```

# Scala functions:

Calculate the profit by giving the ticket price:

**Profit= Revenue - Cost**

```
def profit(price:Int):Int =  
revenue(price)- cost(price)
```

```
Scala> print(profit(5), profit(10), profit(15),  
profit(20))  
(140,760,1180,1400)
```

```
scala> print(profit(25), profit(30), profit(35),  
profit(40))  
(1420,1240,860,280)
```

# Discussion

