

# Intro to for Plutus

#### **About Me**

- Started programming in 2005 with C++
- B.S. Electrical Engineering:
  - Minor in Math and Physics
  - Track in Electricity and Magnetism
  - Matlab TA for 3 years
- M.S. Electrical Engineering:
  - Focus in Guidance, Navigation & Control Systems
- Favorite Projects:
  - Building an NFT Launch to Fund Education App (Flutter/Dart, Python)
  - Building an Education App for Android, IOS, and Web (Flutter/Dart, Python, Go?)
  - MTGO Online Trading Bots (C++, SQL)
  - Attitude Determination and Control for a CubeSat (C, Matlab)
  - Auto Pilot & Sensor Integration for Autonomous Vehicles (C, C++, Matlab, Python)
  - Various ML and Al projects

#### **About this Course**

- #1 Thing: I'm not an expert in Haskell!
  - Terminology and Best Practices will be a little loose at the beginning
  - Learning Haskell to program contracts in Plutus for Cardano (ADA)
  - Teaching Haskell allows me to help others while mastering the material
- Live Streams on Monday & Wednesday at 7pm Est
- First Hour: Lessons on Haskell Programming
- Second Hour: Solving Challenge Problems in Haskell
  - Typically on CodeWars: https://www.codewars.com/



#### Pre-Reqs (what you Need)

- Free Online Environment:
  - https://replit.com/~

- Local Environment:
  - https://www.haskell.org/ghc/
  - Windows Install:
    - Directions above
  - Linux Install:
    - Performed on Live Stream Day 1
    - https://www.youtube.com/JBarCode
  - o Mac Install:
    - ...when I get my Mini Mac

- Git Repository:
  - https://github.com/JBarCode37/haskell-course

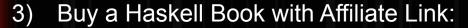
- Install Git (optional):
  - https://git-scm.com/download

- Install VS Code (optional)
  - https://code.visualstudio.com/



# How to Support Me (Free to Not-So-Free)

- 1) Like and Subscribe on YouTube!
  - a) https://www.youtube.com/JBarCode
- 2) Follow on Socials:
  - a) u/JBarCode on Reddit: <a href="https://www.reddit.com/user/JBarCode">https://www.reddit.com/user/JBarCode</a>
  - b) @JBarCode37 on Twitter: <a href="https://twitter.com/JBarCode37">https://twitter.com/JBarCode37</a>



- a) Learn You a Haskell for Great Good by Miran Lipovaca: <a href="https://amzn.to/3c8NjyN">https://amzn.to/3c8NjyN</a>
- b) Programming in Haskell by Graham Hutton: <a href="https://amzn.to/3fVZPCZ">https://amzn.to/3fVZPCZ</a>
- 4) Stake ADA with [KNUGS]
  - a) Used to Support an Education App in Development (Launching Sep 2021)
  - b) <a href="https://pooltool.io/pool/c5c17e9e1e9fb8044b0215ce9b121f1b8a63723dbfa81c14b7a308ba/epochs">https://pooltool.io/pool/c5c17e9e1e9fb8044b0215ce9b121f1b8a63723dbfa81c14b7a308ba/epochs</a>
- 5) Straight up send me ADA:)
  - a) addr1q8hzsl7hzhl64ufhr9hx23cs5wj7hjamye625nmm2474y7w6a2pw5qmntkrpxtt3wcnsjdss7ye5gdmcxn4qhdc6yz9scw48jn





#### Last Stream Recap

- We set up a Haskell Programming environment in Linux
- Using Cabal and GHC based on Cardano Node Installation
  - https://docs.cardano.org/projects/cardano-node/en/latest/getting-started/install.html
  - https://www.haskell.org/cabal/download.html
  - https://www.haskell.org/ghc/
- Don't Have that Setup? No Problem! Just use repl.it:
  - https://replit.com/~
- gchi
- \*.hs haskell script files



#### Basic Types

- Num:
  - o Includes types: Double, Float, Int, Integer, many others
- Float, Double:
  - o 0.999, 1.3, -3.2, 0.0, etc.
  - o sqrt 99 :: Float, sqrt 99 :: Double
- Int, Integer:
  - o -99, 23, 0, 99, 1, 838383, etc.
  - o 2^63, 2^63 :: Int, 2^63 :: Integer, 9223372036854775808 :: Int (this gives a warning)
- Char:
  - o 'a', 'c', '\t', '\n', '\8371', etc.
  - Unicode: Try running "putStr ['\t', '\8371', '\n']"



#### Basic Types Cont.

- String or [Char]:
  - "Hello World", ['H', 'e', 'l', 'l', 'o', ' ', 'W', 'o', 'r', 'l', 'd'], etc.
- Bool:
  - o True, False
- Lists:
  - o [1, 2, 3], [True, False, True], ["Hello", "World"], [[0, 0], [0, 4], [5, 0]]
- Tuples:
  - o (1, 2, 3), ([1, 2, 3], "Hello World", 99, True, ("Red", False)), yikes!
  - Tuples Create Unique Types (hard to write generic functions for them)



## Numeric Operations (...some of them)

- (+): addition
- (-): subtraction, negate
- (\*): multiplication
- (^): exponentiation
- (/): division (Fractional values)
- div: division (integer division, Integral values)
  - o div 4 2, div 5 2, 5 'div' 2 (infix notation using backticks)
- mod: remainder from integer division
- abs
- signum



# List Operations (...some of them)

- (++): Combine Two List:
  - "Hello " ++ " " ++ "World!"
  - "Hello " ++ name, assumes name is a String
- concat: Combines several items in a list
  - concat ["Hello", " ", "World"]
- reverse:
  - o reverse "Hello World", reverse [1, 2, 3, 4, 5]
- head (first item), tail (items after head)
- init (items before last item), last (last item)



# Basic Comparison Operation (-> Bool)

- (==): Check for Equality
- (/=): Check for inequality
- (>): Greater Than
- (<): Less Than
- (>=): Greater Than or Equal
- (<=): Less Than or Equal
- :info will give you the priority, but it's often better to use



# List Operations (...some more of them)

- length: gets the length of a list
- (!!): Retrieve a value (index the list):
  - o "Hello World" !! 3
- (:): append an item to the front of a list
- [..]: Create a ranged list
  - [1..5], [1, 3..99], [1..] (use Ctrl-C to interrupt runaway list)
- (<-): List comprehension generator</li>
  - o [n^2 | n <- [1..10]]
  - There is a lot more to do here. Revisit after logic operations.



## Basic Logic Operations Bool -> Bool -> Bool

- (&&): And Operator
  - Only True if both left and right inputs are True
  - Lazy evaluation (if the first input is False, it doesn't check the second input)
- (||): Or Operator
  - Only False if both values are false
  - Lazy evaluation (if the first input is True, it doesn't check the second input)
- not: Inverse (Bool -> Bool)
  - True -> False
  - False -> True



#### Revisit List Comprehensions

- Logic Checks
  - o [x | x <- [1..100], x `mod` 2 == 0]
  - o [x | x <- [1..100], x `mod` 2 == 0, x < 25]
- Nested List Comprehensions
  - [(x, y, x\*y) | x <- [1..10], y <- [1..10]] -- builds a multiplication table
  - o ...the sky's the limit here. If we made it this far on day 2, we're probably going too fast