Step 3

Modes of Composition in functional Scala programming

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Step 3: Processing an Unavailable Order

- Some Skus cannot be delivered to particular regions due to regulation or delivery constraints
- If any Skus in the Order are marked as unavailable in the Customer's Region
 - the order should not proceed to fulfilment
 - An **Unavailable** event should be sent to the Unavailable topic
- Otherwise, proceed with order processing, which is stubbed out for this step but will be tackled in step 4

???

```
def processCustomerOrder[F[_]: Functor: Sync: Parallel: Clock: UuidRef: Inventory: Publish]( order: CustomerOrder): F[Unit] = {
    val nonAvailableSkus: Chain[Sku] = ???
    if (nonAvailableSkus.isEmpty)
        ???
    else {
```

```
def processCustomerOrder[F[]: Functor: Sync: Parallel: Clock: UuidRef: Inventory: Publish]( order: CustomerOrder): F[Unit] = {
val nonAvailableSkus: Chain[Sku] = ???
if (nonAvailableSkus.isEmpty)
 processAvailableOrder[F](order)
else {
 ???
```

Clock and UuidRef effects are new in this step

Clock lets us sample current time

UuidRef is some state used for generating random UUIDs. It is only needed to pass through to processAvailableOrder

```
def processCustomerOrder[F[_]: Functor: Sync: Parallel: Clock: UuidRef: Inventory: Publish]( order: CustomerOrder): F[Unit] = {
    val nonAvailableSkus: Chain[Sku] = ???
    if (nonAvailableSkus.isEmpty)
        processAvailableOrder[F](order)
```

```
else {
    ???
}
```

making a list of non available Skus is just a matter of walking through the Skus in the order matching against the customer's Region

Its a pure, non-effectful computation, in that the result isn't wrapped up in an F-effect

```
def processCustomerOrder[F[_]: Functor: Sync: Parallel: Clock: UuidRef: Inventory: Publish]( order: CustomerOrder): F[Unit] = {
val nonAvailableSkus: Chain[Sku] = ???
if (nonAvailableSkus.isEmpty)
 processAvailableOrder[F](order)
else {
 ???
              If there aren't any Skus non available, proceed to process
                                               the order
```

```
def processCustomerOrder[F[_]: Functor: Sync: Parallel: Clock: UuidRef: Inventory: Publish]( order: CustomerOrder): F[Unit] = {
    val nonAvailableSkus: Chain[Sku] = ???
    if (nonAvailableSkus.isEmpty)
        processAvailableOrder[F](order)
    else {
        ???
    }
}
```

Otherwise, we need to:
Get the current time, build an Unavailable object, and publish the object's bytes to the Unavailable topic

Getting the Time

- Cats Effect defines a Clock effect for accessing the time
 - o low level: milliseconds since 1970 as a Long
- We use a small library cats-effect-time by Chris Davenport to convert the clock into Java Time types
 - JavaTime[F].getInstant returns us a F[Instant]

Getting a NonEmptySet of non-available Skus

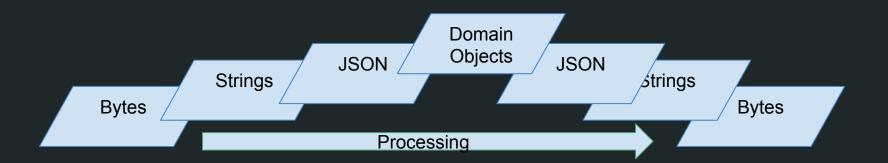
- NonEmptySet is a Cats type
 - Generally demands proof on construction that it has at least one element
- Since the code branches on a check of nonAvailableSkus.isEmpty it is OK to use an "unsafe" constructor
 - NonEmptySet.fromSetUnsafe(SortedSet.from(nonAvailableSkus.iterator))

Publishing an Unavailable message

- The Publish capability supports publishing messages, as Array[Byte] to named topics
 - Topic names pre-defined on the Topic object
- Converting a message to bytes is easier than from bytes
 - Travelling "downhill" from a structured domain object representation to less structured String and Array[Byte] representations
 - asJson converts to JSON AST using an Encoder
 - toString converts to String
 - getBytes converts to Bytes
- A JSON Codec, a Decoder + Encoder, is an example of a function paired with it's inverse
 - Travel back and forth between JSON and object representation

Modes of Composition

- An effectful value is internally composed of layers
 - Different rules or invariants apply in each layer
- The typical structure sees weakly typed layers on the outer rings of an application and one to many more strongly typed interior layers
 - Data representation is different in each layer



Modes of Composition

- An effectful value and it's (approximate) inverse are paired together to create an effectful isomorphism
 - o Resources, Codecs, Functional Optics, Sagas
- The inverse of a function reverses, or undoes, its effect
- When paired, a function and its inverse enable a program to "travel" between a mode where the function applies, and one where its doesn't
 - Turns out useful in a broad variety of superficially unrelated situations

