

NPRG014 – 2024 plan

30th Sep - Groovy (syntax, scripting, functional programming) (VP)

7th Oct - Groovy (dynamic meta-programming, DSLs) (VP)

14th Oct - Groovy (static meta-programming) (VP)

21st Oct – Modern concurrency (VP)

28th Oct – Public holiday

4th Nov – Scala (TB)

11th Nov - Scala (TB)

18th Nov - Scala (TB)

25th Nov - Prototype-based languages - IO (TB)

2nd Dec - Typescript

9th Dec - Backup/Typescript

16th Dec – Backup

6th Jan – Backup

Criteria

A homework assignment will be given at each lecture

A solution to each homework must be submitted through the Teams project **by the start of the following lecture**

Submit **at least 8** correctly implemented homeworks

Repository

<https://github.com/d3scomp/NPRG014>

Clone and then checkout before each lecture

<https://github.com/d3scomp/NPRG014.git>

Communication using Teams

Language dynamism, scripting and functional programming



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Today's agenda

Scripting

Functional programming

- Groovy syntax and interoperability
- Language dynamism

Groovy



A JVM programming language

- Object-oriented
- Building on Java syntax
- Dynamic
- Dynamically-typed
- Scripting

Why Groovy



Flat learning curve

Concise, readable and expressive syntax, easy to learn for Java developers



Powerful features

Closures, builders, runtime & compile-time meta-programming, functional programming, type inference, and static compilation



Smooth Java integration

Seamlessly and transparently integrates and interoperates with Java and any third-party libraries



Domain-Specific Languages

Flexible & malleable syntax, advanced integration & customization mechanisms, to integrate readable business rules in your applications



Vibrant and rich ecosystem

Web development, reactive applications, concurrency / asynchronous / parallelism library, test frameworks, build tools, code analysis, GUI building



Scripting and testing glue

Great for writing concise and maintainable tests, and for all your build and automation tasks

They all use Apache Groovy!



Part 1

Groovy syntax and interoperability

Interoperability

Groovy and *Java* can **implement**, **extend**, **refer** and **call** each other at will.

Groovy sources compile into *.class* files

IDEs provide cross-reference support

Java

```
public class Person {  
    private final String name;  
    public Person(String name) {  
        this.name = name;  
    }  
    public String getName() {  
        return name;  
    }  
}
```

Groovy

```
public class Person {  
    private final String name;  
    public Person(String name) {  
        this.name = name;  
    }  
    public String getName() {  
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Groovy

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Groovy

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Groovy

```
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    final String name  
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    }  
}
```

Groovy

```
class Person {  
    final String name  
    Person(String name) {  
        this.name = name  
    }  
}
```

Groovy is Java

```
class Person {  
    final String name  
}
```

Variables, constants, params

String s

def s – a re-assignable variable

final s – a constant value

Intuitiveness

Equality $a == b$

Identity $a.is(b)$

() sometimes optional: *println* 'Joe'

String interpolation

```
final s = 'Hi Joe'
```

```
final s = "Hi Dave"
```

```
final s = "Hi $name"
```

```
final s = "Hi ${user.name}"
```

```
final s = """Hi Dave,
```

```
How are you?
```

```
"""]
```


Numbers and primitive types

15 - integer

15G - BigInteger

1.5 - BigDecimal

1.5d - Double

All values are objects: 5.upto(10)

Clever boxing and unboxing

Properties

```
class City {  
    String name  
    int size  
    boolean capital = false  
}
```

```
City c1 = new City(name: 'Praha', size: 1200000, capital: true)
```

```
City c2 = new City(name: 'Písek', size: 25000)
```

```
print c1.name
```

```
c2.size = 25001
```

Power assert

assert 5 == customer.score

Exception thrown

17.2.2012 12:30:12 org.codehaus.groovy.runtime.StackTraceUtils sanitize

WARNING: Sanitizing stacktrace:

Assertion failed:

assert 5 == customer.score

```
    | |      |
    | |      4
    | [score:4]
false
```

Closures

Closure multiply = {**int** a, **int** b -> **return** a * b}

Closures

Closure multiply = {**int** a, **int** b \rightarrow a * b}

Closures

Closure multiply = $\{a, b \rightarrow a * b\}$

Closures – implicit parameter

```
def triple1 = {int number -> number * 3}
```

```
def triple2 = {number -> number * 3}
```

```
def triple3 = {it * 3}
```

Groovy is functional

```
def multiply = {a, b -> a * b}  
def double = multiply.curry(2)  
def triple = multiply.curry(3)
```

```
assert 4 == multiply(2, 2)  
assert 8 == double(4)  
assert 6 == triple(2)
```


Currying vs. Partial application

def multiply = {a, b \rightarrow a * b}

def partial = multiply.curry(3)

def curried1 = {x \rightarrow {y \rightarrow multiply(x, y)}}

def curried2 = {x \rightarrow multiply.curry(x)}

Memoize

```
def func = {a → longComputation(a)}
```

```
def fastFunc = func.memoize()
```

Closure scope

owner

delegate

this

`closure.resolveStrategy =`

`DELEGATE_FIRST / OWNER_FIRST`

`DELEGATE_ONLY / OWNER_ONLY`

Collections

```
final emptyList = []
```

```
final list = [1, 2, 3, 4, 5]
```

```
final emptyMap = [:]
```

```
final capitals = [cz : 'Prague', uk : 'London']
```

```
final list = [1, 2, 3, 4, 5] as LinkedList
```

```
final emptyMap = [:] as ConcurrentHashMap
```

Collections API

```
(1..10).each {println it}  
2.step(10, 2) {println it}
```

```
(10..20).findAll{it%2==0}  
    .collect {3*it}  
    .inject(0){acc, v -> acc + v}
```

map, filter, and reduce explained with emoji 🤔

```
map([🐮, 🍌, 🐔, 🌽], cook)  
=> [🍔, 🍟, 🍗, 🍿]
```

```
filter([🍔, 🍟, 🍗, 🍿], isVegetarian)  
=> [🍟, 🍿]
```

```
reduce([🍔, 🍟, 🍗, 🍿], eat)  
=> 🤩
```

(Not exhaustive) list

each (aka for loop)

collect (aka map)

inject (aka reduce)

findAll (aka filter)

sum, size, findFirst, grep, groupBy

any, every, min, max, ...

Some more operators

```
['Java', 'Groovy']*.toUpperCase()
```

```
customer?.shippingAddress?.street
```

```
return user.locale ?: defaultLocale
```


GDK = JDK + FUN

- `java.util.Collection`
 - `each()`, `find()`, `join()`, `min()`, `max()` ...
- `java.lang.Object`
 - `any()`, `every()`, `print()`, `invokeMethod()`, ...
- `java.lang.Number`
 - `plus()`, `minus()`, `power()`, `upto()`, `times()`, ...

Tip: Ask *DefaultGroovyMethods* for help

Syntax enhancements

- Dynamic (duck) typing – optional!
- GDK
- Syntax enhancements
 - Properties, Named parameters
 - Closures
 - Collections and maps
 - Operator overloading
 - ...

List comprehension (Python)

odd = [x for x in range(0, 100) if x % 2 != 0]

*squares = [x*x for x in odd]*

Generators (Python)

```
def fibonacci():  
    a = 0  
    b = 1  
    yield b  
    while True:  
        a, b = b, a + b  
        yield b  
  
allFibs = fibonacci()
```

Part 2

Scripting

Agenda

- Scripting
- Script engine customization
- Grabbing libraries

Scripting

Evaluate custom Groovy code

At run-time!!!

```
new GroovyShell().evaluate('println Hi!')
```

<http://groovyconsole.appspot.com/>

Script customization

CompilerConfiguration

CompilationCustomizer

ImportCustomizer

ASTCustomizer

SecureASTCustomizer

Functors

Dealing with wrapped data

$\text{map}: ([A], f: A \rightarrow B) \rightarrow [B]$

$\text{map}: (\text{Maybe}\langle A \rangle, f: A \rightarrow B) \rightarrow \text{Maybe}\langle B \rangle$

Functors are *mappable* (they have a **map** operation)

Monoids

Aggregating data and operations

Monoids

Aggregating data and operations

- A set of elements
- An operation that combines two elements
- An 'id' element neutral with respect to the operation
- Closure of the set with respect to the operation

$$1. a + id = id + a = a$$

$$2. (a + b) + c = a + (b + c)$$

$$3. a \in M \ \& \ b \in M \Rightarrow a+b \in M$$

Monoids

Reducible – any set of elements from a monoid can be reduced into a single value

reduce: $([A], f: (A, A) \rightarrow A) \rightarrow A$

Monoids

```
class Customer {name, address, orders}
```

vs.

```
class CustData {orders, totalAmount}
```

Monoids

class Customer {name, address, orders}

not a monoid

vs.

class CustData {orders, totalAmount}

a monoid

Monoids

class Customer {name, address, orders}

not a monoid

transform

vs.

class CustData {orders, totalAmount}

a monoid

Reduce vs. Fold

m.reduce {*v1*, *v2* \rightarrow *v1* + *v2*}

m.foldLeft(0) {*acc*, *v* \rightarrow *acc* + *v*}

Composing functions

$f: A \rightarrow B$

$g: B \rightarrow C$

$f \gg g: A \rightarrow C$

Composing functions

$f: A \rightarrow B$

$g: B \rightarrow C$

$f \gg g: A \rightarrow C$

```
def f = {String s → s.size()}
```

```
def g = {Integer i → i%2==0 ? true : false}
```

```
def h = f >> g
```

Composing functions

$f: A \rightarrow B$

$g: B \rightarrow C$

$f \gg g: A \rightarrow C$

Not a monoid

Endofunctors

$f: A \rightarrow A$

with composition ($>>$) and an **id()** function
form a monoid

`[f1, f2, f3, f4, f5, ...].reduce(id, >>)`

Other monoids of functions

Elements: $f: \text{String} \rightarrow \text{Boolean}$

Other monoids of functions

Elements: $f: \text{String} \rightarrow \text{Boolean}$

`id()` – returns *true/false*

Operation: logical AND/OR

Summary

Groovy syntax

Scripting

Functional programming

- closures
- functors (map)
- monoids (reduce)

References

<http://groovy-lang.org>

<http://grails.org>

<http://groovyconsole.appspot.com/>

<http://www.manning.com/koenig2/>