
layout: page

title: Cheat Sheet

This cheat sheet originated from the forum, credits to Laurent Poulain. We copied it and changed or added a few things. There are certainly a lot of things that can be improved! If you would like to contribute, you have two options:

- Click the "Edit" button on this file on GitHub:
<https://github.com/lampepfl/progfun-wiki/blob/gh-pages/CheatSheet.md>
You can submit a pull request directly from there without checking out the git repository to your local machine.
- Fork the repository <https://github.com/lampepfl/progfun-wiki> and check it out locally. To preview your changes, you need `jekyll`. Navigate to your checkout and invoke `jekyll serve`, then open the page <http://localhost:4000/CheatSheet.html>.

Evaluation Rules

- Call by value: evaluates the function arguments before calling the function
- Call by name: evaluates the function first, and then evaluates the arguments if need be

```
def example = 2      // evaluated when called
val example = 2      // evaluated immediately
lazy val example = 2 // evaluated once when needed

def square(x: Double)    // call by value
def square(x: => Double) // call by name
def myFct(bindings: Int*) = { ... } // bindings is a sequence of int,
containing a varying # of arguments
```

Higher order functions

These are functions that take a function as a parameter or return functions.

```
// sum() returns a function that takes two integers and returns an integer
def sum(f: Int => Int): (Int, Int) => Int = {
  def sumf(a: Int, b: Int): Int = {...}
  sumf
}

// same as above. Its type is (Int => Int) => (Int, Int) => Int
def sum(f: Int => Int)(a: Int, b: Int): Int = { ... }

// Called like this
sum((x: Int) => x * x * x)           // Anonymous function, i.e. does not have a
name
```

```

    sum(x => x * x * x) // Same anonymous function with type
    inferred

    def cube(x: Int) = x * x * x
    sum(x => x * x * x) (1, 10) // sum of cubes from 1 to 10
    sum(cube) (1, 10) // same as above

```

Currying

Converting a function with multiple arguments into a function with a single argument that returns another function.

```

def f(a: Int, b: Int): Int // uncurried version (type is (Int, Int) => Int)
def f(a: Int)(b: Int): Int // curried version (type is Int => Int => Int)

```

Classes

```

class MyClass(x: Int, y: Int) { // Defines a new type MyClass with a
  constructor
  require(y > 0, "y must be positive") // precondition, triggering an
  IllegalArgumentException if not met
  def this (x: Int) = { ... } // auxiliary constructor
  def nb1 = x // public method computed every time
it is called
  def nb2 = y
  private def test(a: Int): Int = { ... } // private method
  val nb3 = x + y // computed only once
  override def toString = // overridden method
    member1 + ", " + member2
}

new MyClass(1, 2) // creates a new object of type

```

`this` references the current object, `assert(<condition>)` issues `AssertionError` if condition is not met. See `scala.Predef` for `require`, `assume` and `assert`.

Operators

`myObject myMethod 1` is the same as calling `myObject.myMethod(1)`

Operator (i.e. function) names can be alphanumeric, symbolic (e.g. `x1`, `*`, `+?%&`, `vector_++`, `counter_`)

The precedence of an operator is determined by its first character, with the following increasing order of priority:

```

(all letters)
|

```

```
^
&
< >
= !
:
+ -
* / %
(all other special characters)
```

The associativity of an operator is determined by its last character: Right-associative if ending with :, Left-associative otherwise.

Note that assignment operators have lowest precedence. (Read Scala Language Specification 2.9 sections 6.12.3, 6.12.4 for more info)

Class hierarchies

```
abstract class TopLevel {    // abstract class
  def method1(x: Int): Int  // abstract method
  def method2(x: Int): Int = { ... }
}

class Level1 extends TopLevel {
  def method1(x: Int): Int = { ... }
  override def method2(x: Int): Int = { ...} // TopLevel's method2 needs to be
explicitly overridden
}

object MyObject extends TopLevel { ... } // defines a singleton object. No
other instance can be created
```

To create a runnable application in Scala:

```
object Hello {
  def main(args: Array[String]) = println("Hello world")
}
```

or

```
object Hello extends App {
  println("Hello World")
}
```

Class Organization

- Classes and objects are organized in packages (`package myPackage`).
- They can be referenced through import statements (`import myPackage.MyClass`, `import`

```
myPackage._, import myPackage.{MyClass1, MyClass2}, import myPackage.{MyClass1 => A})
```

- They can also be directly referenced in the code with the fully qualified name (`new myPackage.MyClass1`)
- All members of packages `scala` and `java.lang` as well as all members of the object `scala.Predef` are automatically imported.
- Traits are similar to Java interfaces, except they can have non-abstract members:

```
trait Planar { ... }  
class Square extends Shape with Planar
```

- General object hierarchy:
 - `scala.Any` base type of all types. Has methods `hashCode` and `toString` that can be overridden
 - `scala.AnyVal` base type of all primitive types. (`scala.Double`, `scala.Float`, etc.)
 - `scala.AnyRef` base type of all reference types. (alias of `java.lang.Object`, supertype of `java.lang.String`, `scala.List`, any user-defined class)
 - `scala.Null` is a subtype of any `scala.AnyRef` (`null` is the only instance of type `Null`), and `scala.Nothing` is a subtype of any other type without any instance.

Type Parameters

Conceptually similar to C++ templates or Java generics. These can apply to classes, traits or functions.

```
class MyClass[T] (arg1: T) { ... }  
new MyClass[Int] (1)  
new MyClass(1)    // the type is being inferred, i.e. determined based on the  
value arguments
```

It is possible to restrict the type being used, e.g.

```
def myFct[T <: TopLevel] (arg: T): T = { ... } // T must derive from TopLevel or  
be TopLevel  
def myFct[T >: Level1] (arg: T): T = { ... }   // T must be a supertype of  
Level1  
def myFct[T >: Level1 <: TopLevel] (arg: T): T = { ... }
```

Variance

Given `A <: B`

If `C[A] <: C[B]`, `C` is covariant

If `C[A] >: C[B]`, `C` is contravariant

Otherwise `C` is nonvariant

```
class C[+A] { ... } // C is covariant
class C[-A] { ... } // C is contravariant
class C[A] { ... } // C is nonvariant
```

For a function, if $A_2 <: A_1$ and $B_1 <: B_2$, then $A_1 \Rightarrow B_1 <: A_2 \Rightarrow B_2$.

Functions must be contravariant in their argument types and covariant in their result types, e.g.

```
trait Function1[-T, +U] {
  def apply(x: T): U
} // Variance check is OK because T is contravariant and U is covariant

class Array[+T] {
  def update(x: T)
} // variance checks fails
```

Find out more about variance in [lecture 4.4](#) and [lecture 4.5](#)

Pattern Matching

Pattern matching is used for decomposing data structures:

```
unknownObject match {
  case MyClass(n) => ...
  case MyClass2(a, b) => ...
}
```

Here are a few example patterns

```
(someList: List[T]) match {
  case Nil => ...           // empty list
  case x :: Nil => ...       // list with only one element
  case List(x) => ...        // same as above
  case x :: xs => ...        // a list with at least one element. x is bound to
the head,                    // xs to the tail. xs could be Nil or some other
list.
  case 1 :: 2 :: cs => ...    // lists that starts with 1 and then 2
  case (x, y) :: ps => ...    // a list where the head element is a pair
  case _ => ...              // default case if none of the above matches
}
```

The last example shows that every pattern consists of sub-patterns: it only matches lists with at least one element, where that element is a pair. x and y are again patterns that could match only specific types.

Options

Pattern matching can also be used for `Option` values. Some functions (like `Map.get`) return a value of type `Option[T]` which is either a value of type `Some[T]` or the value `None`:

```
val myMap = Map("a" -> 42, "b" -> 43)
def getMapValue(s: String): String = {
  myMap get s match {
    case Some(nb) => "Value found: " + nb
    case None => "No value found"
  }
}
getMapValue("a") // "Value found: 42"
getMapValue("c") // "No value found"
```

Most of the times when you write a pattern match on an option value, the same expression can be written more concisely using combinator methods of the `Option` class. For example, the function `getMapValue` can be written as follows:

```
def getMapValue(s: String): String =
  myMap.get(s).map("Value found: " + _).getOrElse("No value found")
```

Pattern Matching in Anonymous Functions

Pattern matches are also used quite often in anonymous functions:

```
val pairs: List[(Char, Int)] = ('a', 2) :: ('b', 3) :: Nil
val chars: List[Char] = pairs.map(p => p match {
  case (ch, num) => ch
})
```

Instead of `p => p match { case ... }`, you can simply write `{case ...}`, so the above example becomes more concise:

```
val chars: List[Char] = pairs map {
  case (ch, num) => ch
}
```

Collections

Scala defines several collection classes:

Base Classes

- `Iterable` (collections you can iterate on)
- `Seq` (ordered sequences)

- Set
- Map (lookup data structure)

Immutable Collections

- List (linked list, provides fast sequential access)
- Stream (same as List, except that the tail is evaluated only on demand)
- Vector (array-like type, implemented as tree of blocks, provides fast random access)
- Range (ordered sequence of integers with equal spacing)
- String (Java type, implicitly converted to a character sequence, so you can treat every string like a `Seq[Char]`)
- Map (collection that maps keys to values)
- Set (collection without duplicate elements)

Mutable Collections

- Array (Scala arrays are native JVM arrays at runtime, therefore they are very performant)
- Scala also has mutable maps and sets; these should only be used if there are performance issues with immutable types

Examples

```
val fruitList = List("apples", "oranges", "pears")
// Alternative syntax for lists
val fruit = "apples" :: ("oranges" :: ("pears" :: Nil)) // parens optional, ::
is right-associative
fruit.head    // "apples"
fruit.tail    // List("oranges", "pears")
val empty = List()
val empty = Nil

val nums = Vector("louis", "frank", "hiromi")
nums(1)      // element at index 1, returns "frank", complexity
O(log(n))
nums.updated(2, "helena") // new vector with a different string at index 2,
complexity O(log(n))

val fruitSet = Set("apple", "banana", "pear", "banana")
fruitSet.size // returns 3: there are no duplicates, only one banana

val r: Range = 1 until 5 // 1, 2, 3, 4
val s: Range = 1 to 5    // 1, 2, 3, 4, 5
1 to 10 by 3 // 1, 4, 7, 10
6 to 1 by -2 // 6, 4, 2

val s = (1 to 6).toSet
s map (_ + 2) // adds 2 to each element of the set

val s = "Hello World"
s filter (c => c.isUpper) // returns "HW"; strings can be treated as Seq[Char]

// Operations on sequences
```

```

val xs = List(...)
xs.length    // number of elements, complexity O(n)
xs.last      // last element (exception if xs is empty), complexity O(n)
xs.init      // all elements of xs but the last (exception if xs is empty),
complexity O(n)
xs take n    // first n elements of xs
xs drop n    // the rest of the collection after taking n elements
xs(n)        // the nth element of xs, complexity O(n)
xs ++ ys     // concatenation, complexity O(n)
xs.reverse   // reverse the order, complexity O(n)
xs updated(n, x) // same list than xs, except at index n where it contains x,
complexity O(n)
xs indexOf x  // the index of the first element equal to x (-1 otherwise)
xs contains x // same as xs indexOf x >= 0
xs filter p   // returns a list of the elements that satisfy the predicate
p
xs filterNot p // filter with negated p
xs partition p // same as (xs filter p, xs filterNot p)
xs takeWhile p // the longest prefix consisting of elements that satisfy p
xs dropWhile p // the remainder of the list after any leading element
satisfying p have been removed
xs span p     // same as (xs takeWhile p, xs dropWhile p)

List(x1, ..., xn) reduceLeft op    // (...(x1 op x2) op x3) op ... op xn
List(x1, ..., xn).foldLeft(z)(op) // (...( z op x1) op x2) op ... op xn
List(x1, ..., xn) reduceRight op   // x1 op (... (x{n-1} op xn) ...)
List(x1, ..., xn).foldRight(z)(op) // x1 op (... ( xn op z) ...)

xs exists p // true if there is at least one element for which predicate p
is true
xs forall p // true if p(x) is true for all elements
xs zip ys   // returns a list of pairs which groups elements with same index
together
xs unzip    // opposite of zip: returns a pair of two lists
xs.flatMap f // applies the function to all elements and concatenates the
result
xs.sum       // sum of elements of the numeric collection
xs.product  // product of elements of the numeric collection
xs.max       // maximum of collection
xs.min       // minimum of collection
xs.flatten   // flattens a collection of collection into a single-level
collection
xs groupBy f // returns a map which points to a list of elements
xs distinct  // sequence of distinct entries (removes duplicates)

x +: xs // creates a new collection with leading element x
xs :+ x // creates a new collection with trailing element x

// Operations on maps
val myMap = Map("I" -> 1, "V" -> 5, "X" -> 10) // create a map
myMap("I") // => 1
myMap("A") // => java.util.NoSuchElementException
myMap get "A" // => None
myMap get "I" // => Some(1)
myMap.updated("V", 15) // returns a new map where "V" maps to 15 (entry is
updated)
// if the key ("V" here) does not exist, a new entry is

```


added

```
// Operations on Streams
val xs = Stream(1, 2, 3)
val xs = Stream.cons(1, Stream.cons(2, Stream.cons(3, Stream.empty))) // same
as above
(1 to 1000).toStream // => Stream(1, ?)
x #:: xs // Same as Stream.cons(x, xs)
// In the Stream's cons operator, the second parameter (the tail)
// is defined as a "call by name" parameter.
// Note that x::xs always produces a List
```

Pairs (similar for larger Tuples)

```
val pair = ("answer", 42) // type: (String, Int)
val (label, value) = pair // label = "answer", value = 42
pair._1 // "answer"
pair._2 // 42
```

Ordering

There is already a class in the standard library that represents orderings: `scala.math.Ordering[T]` which contains comparison functions such as `lt()` and `gt()` for standard types. Types with a single natural ordering should inherit from the trait `scala.math.Ordered[T]`.

```
import math.Ordering

def msort[T](xs: List[T])(implicit ord: Ordering) = { ...}
msort(fruits) (Ordering.String)
msort(fruits) // the compiler figures out the right ordering
```

For-Comprehensions

A for-comprehension is syntactic sugar for `map`, `flatMap` and `filter` operations on collections.

The general form is `for (s) yield e`

- `s` is a sequence of generators and filters
- `p <- e` is a generator
- `if f` is a filter
- If there are several generators (equivalent of a nested loop), the last generator varies faster than the first
- You can use `{ s }` instead of `(s)` if you want to use multiple lines without requiring semicolons
- `e` is an element of the resulting collection

Example 1

```
// list all combinations of numbers x and y where x is drawn from
// 1 to M and y is drawn from 1 to N
for (x <- 1 to M; y <- 1 to N)
  yield (x,y)
```

is equivalent to

```
(1 to M) flatMap (x => (1 to N) map (y => (x, y)))
```

Translation Rules

A for-expression looks like a traditional for loop but works differently internally

for (x <- e1) yield e2 is translated to e1.map(x => e2)

for (x <- e1 if f) yield e2 is translated to for (x <- e1.filter(x => f)) yield e2

for (x <- e1; y <- e2) yield e3 is translated to e1.flatMap(x => for (y <- e2) yield e3)

This means you can use a for-comprehension for your own type, as long as you define `map`, `flatMap` and `filter`.

For more, see [lecture 6.5](#).

Example 2

```
for {
  i <- 1 until n
  j <- 1 until i
  if isPrime(i + j)
} yield (i, j)
```

is equivalent to

```
for (i <- 1 until n; j <- 1 until i if isPrime(i + j))
  yield (i, j)
```

is equivalent to

```
(1 until n).flatMap(i => (1 until i).filter(j => isPrime(i + j)).map(j => (i,
j)))
```