

# 10 modern programming concepts which your favourite programming language is missing<sup>1</sup>

Curry Club Augsburg

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<sup>1</sup>unless your favorite language is Haskell, Idris or one of the ML-style languages (XXX)

# Callback hell ;-(

```
getData(function(a) {  
    getMoreData(a, function(b) {  
        getYetMoreData(b, function(c) {  
            getMoreFoo(c, function(d) {  
                ...  
            });  
        });  
    });  
});
```

# Callback hell ;-(

```
getData(function(a) {  
    getMoreData(a, function(b) {  
        getYetMoreData(b, function(c) {  
            getMoreFoo(c, function(d) {  
                ...  
            });  
        });  
    });  
});
```

And this is even without error handling!

# Overloaded semicolon :-)

```
a <- getData  
b <- getData a  
c <- getYetMoreData b  
d <- getMoreFoo c
```

Simple & easy. You can pretend that you're using blocking I/O.

# Overloaded semicolon :-)

```
a <- getData  
b <- getMoreData      a  
c <- getYetMoreData   b  
d <- getMoreFoo        c
```

Simple & easy. You can pretend that you're using blocking I/O.

NB: This is called “monads”. There are also monads for non-determinism, parsing, ...

# Quiz time! Spot the error.

```
#include <stdlib.h>
int main(int argc, char *argv[]) {
    ...;
    user_input = ...;
    if(abs(user_input) > ...) {
        exit(1);
    }
    ...;
}
```

# Quiz time! Spot the error.

```
#include <stdlib.h>
int main(int argc, char *argv[]) {
    ...;
    user_input = ...;
    if(abs(user_input) > ...) {
        exit(1);
    }
    ...;
}
```

Also: Million Dollar Mistake by Tony Hoare.

# Solution: Option types.



# Solution: Option types.

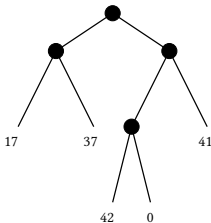
A value of type `Maybe Int` is

- 1 either `Nothing`
- 2 or a value of the form `Just x`, where `x` is an `Int`.

Type signature of `abs`: `Int -> Maybe Int`

Use option types when you cannot return a meaningful result and don't want to raise a proper exception.

# Pattern matching



```
data Tree = Leaf Int | Fork Tree Tree
```

```
ex = Fork  
    (Fork (Leaf 17) (Leaf 37))  
    (Fork (Fork (Leaf 42) (Leaf 0)) (Leaf 41))
```

```
inorder :: Tree -> [Int]  
inorder (Leaf x)    = [x]  
inorder (Fork l r) = inorder l ++ inorder r
```

# Typing

```
BufferedReader in =  
    new BufferedReader(  
        new InputStreamReader(System.in)  
    );
```

;- (

# Types :-)

A good type system provides:

- inference: you don't have to type those types!
- safety: no `NullPointerException`
- “algebraic data types” and function types
- parametricity: generics on steroids
- higher-kinded types

Great for prototyping and refactoring!