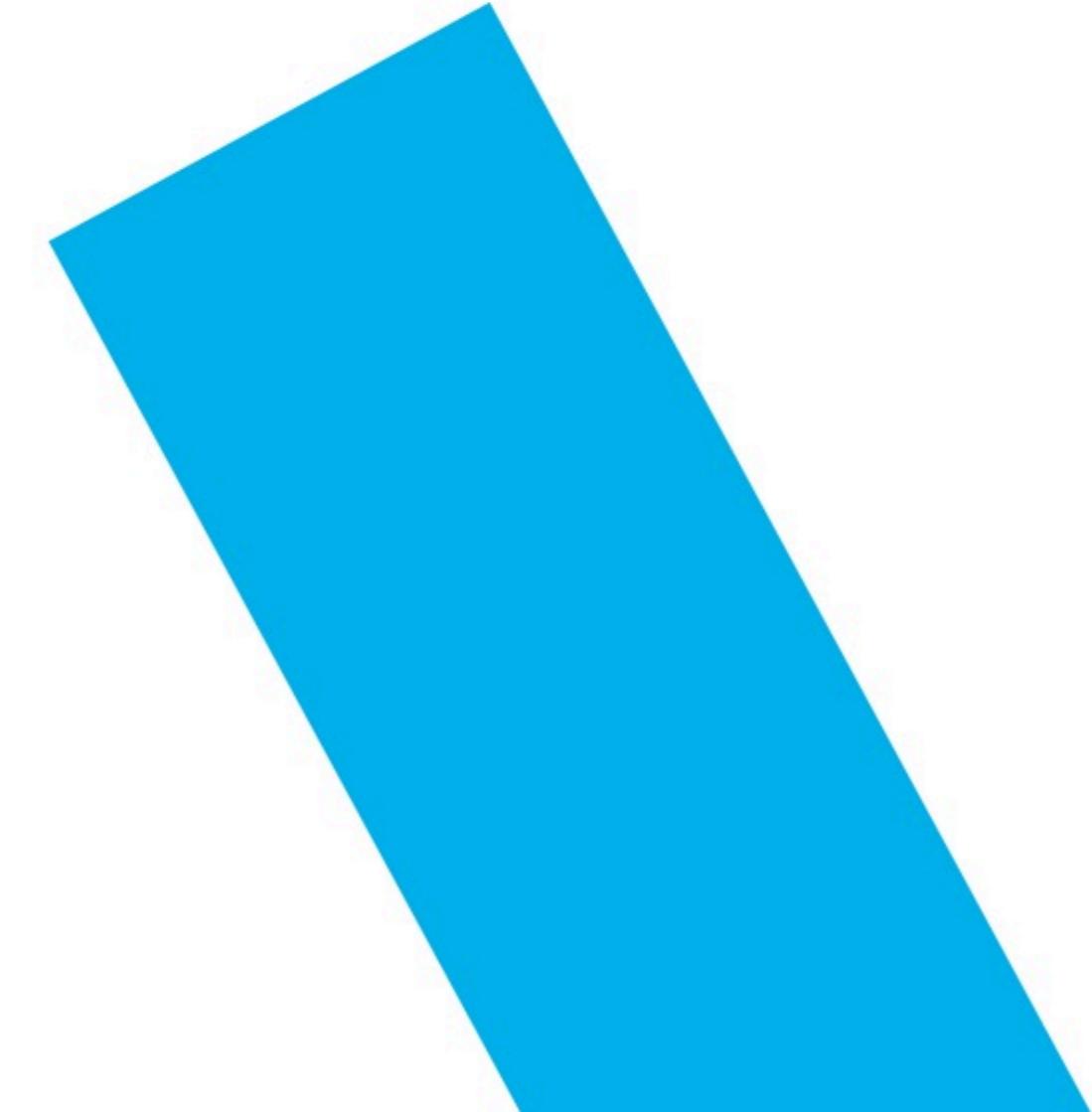


# Going Functional with **Railway Oriented Programming in C#**



.NET Stammtisch Linz

May 27th, 2025



# Who am I?



**Paul Rohorzka**

Principal Software Engineer  
Software Gardener @SQUER

# Who am I?



**Paul Rohorzka**

Principal Software Engineer  
Software Gardener @SQUER

Created in cooperation  
with



**David Walser**  
Code Composter @SQUER

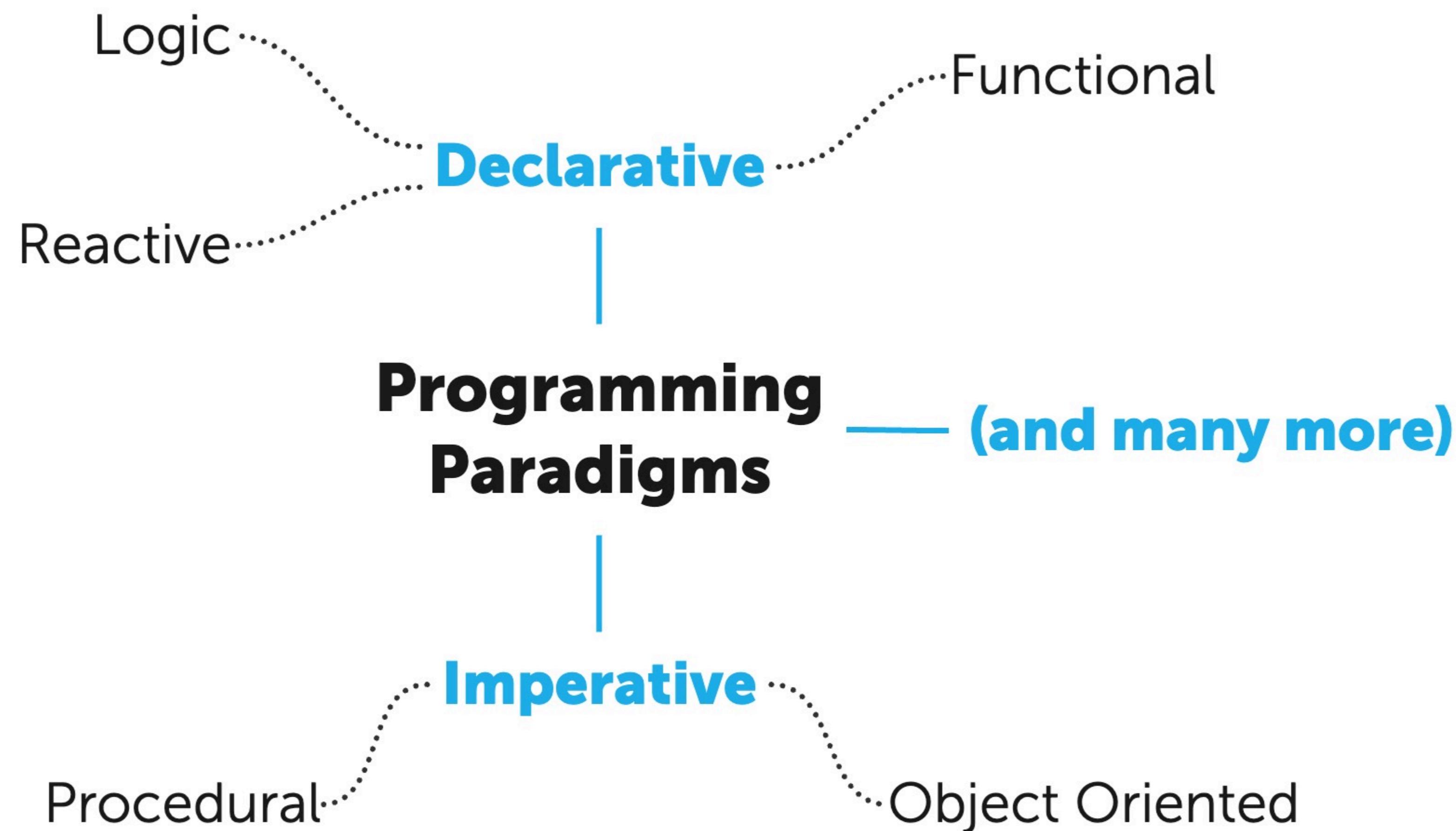
# What to Expect

Programming  
Paradigms

Railway Oriented  
Programming

Functional in C#

Real-World  
Experiences



# Imperative

```
var sum = 0;  
foreach (var number in numbers)  
{  
    if (number % 2 == 0)  
    {  
        sum += number;  
    }  
}  
return sum;
```

# Declarative

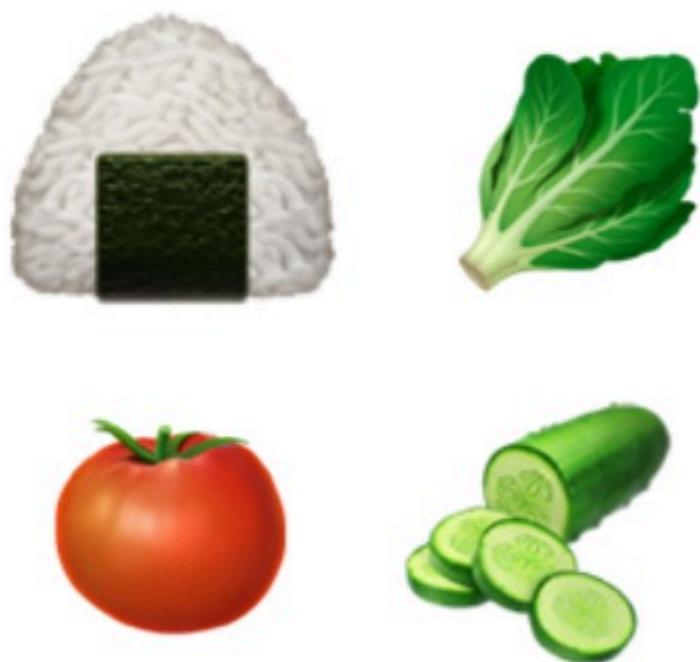
```
return numbers  
    .Where(n => n % 2 == 0)  
    .Sum();
```

# Functional, yes?

So...

⚠ Functions! ⚠

# Let's Cook!

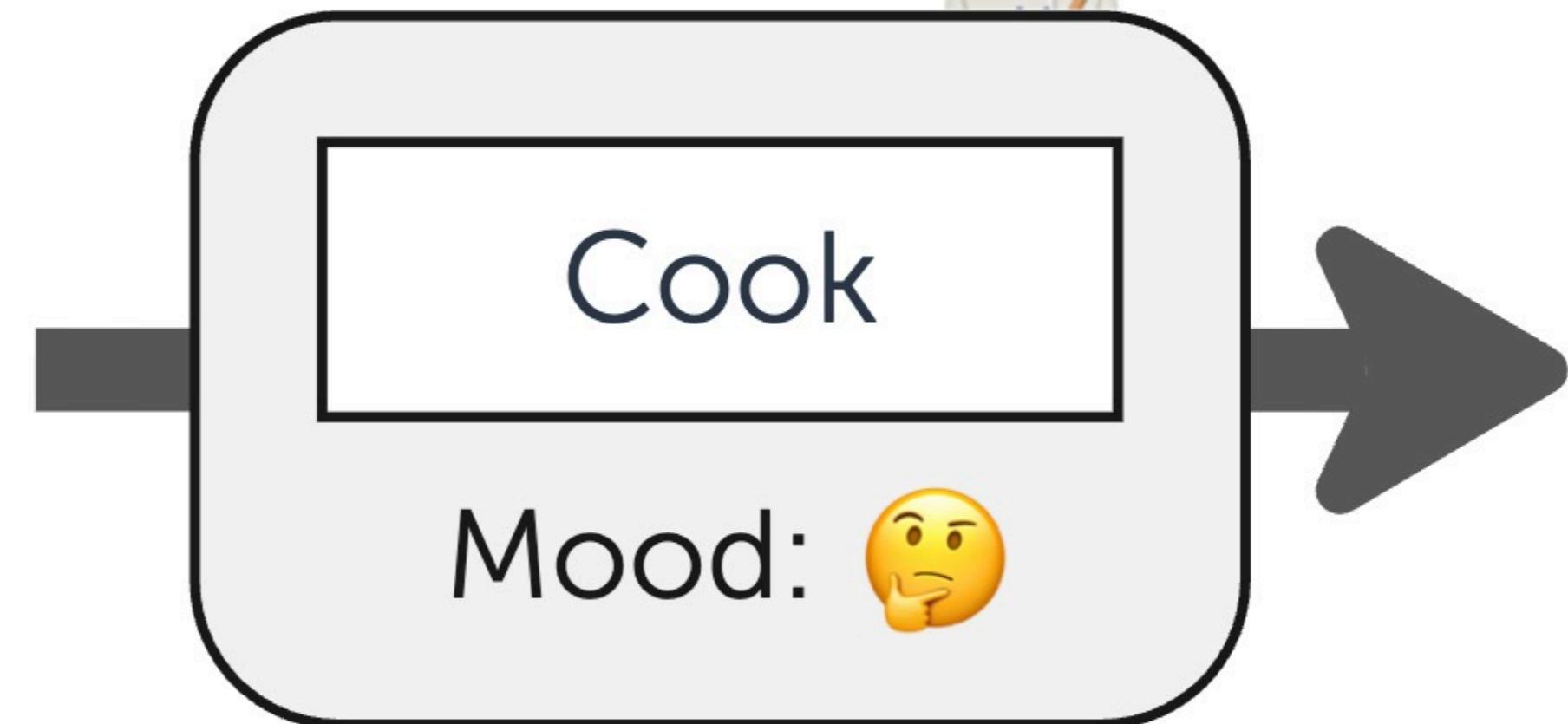


Chef

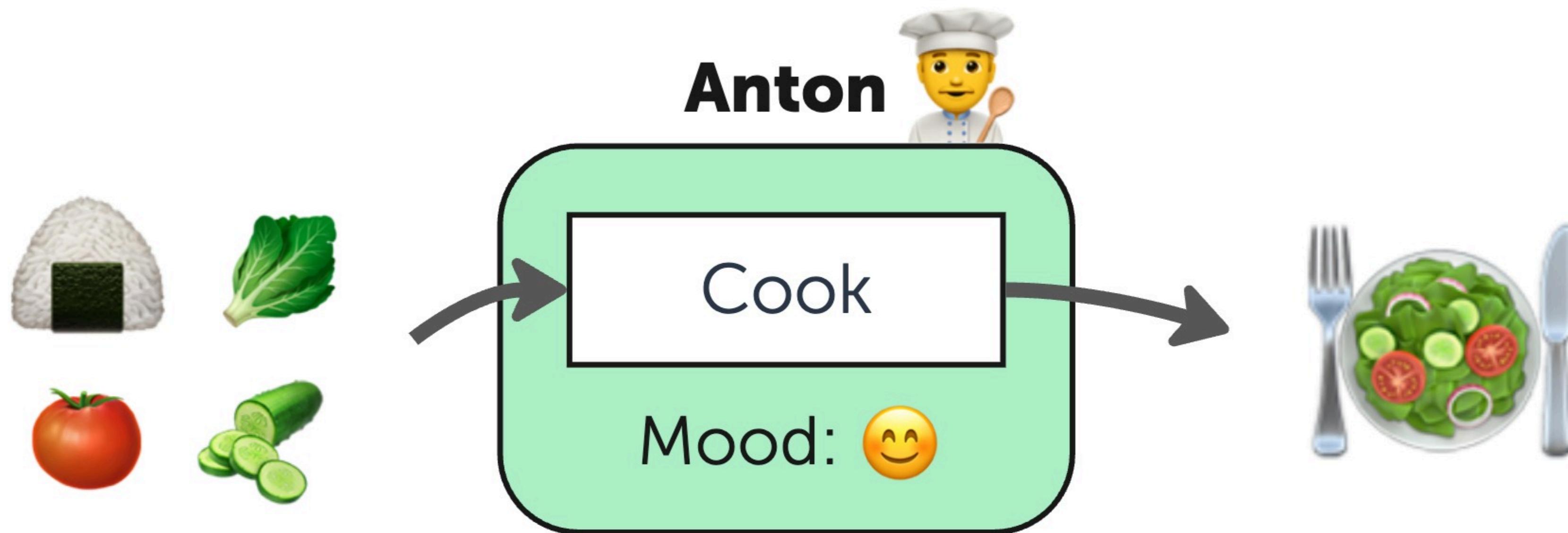


Cook

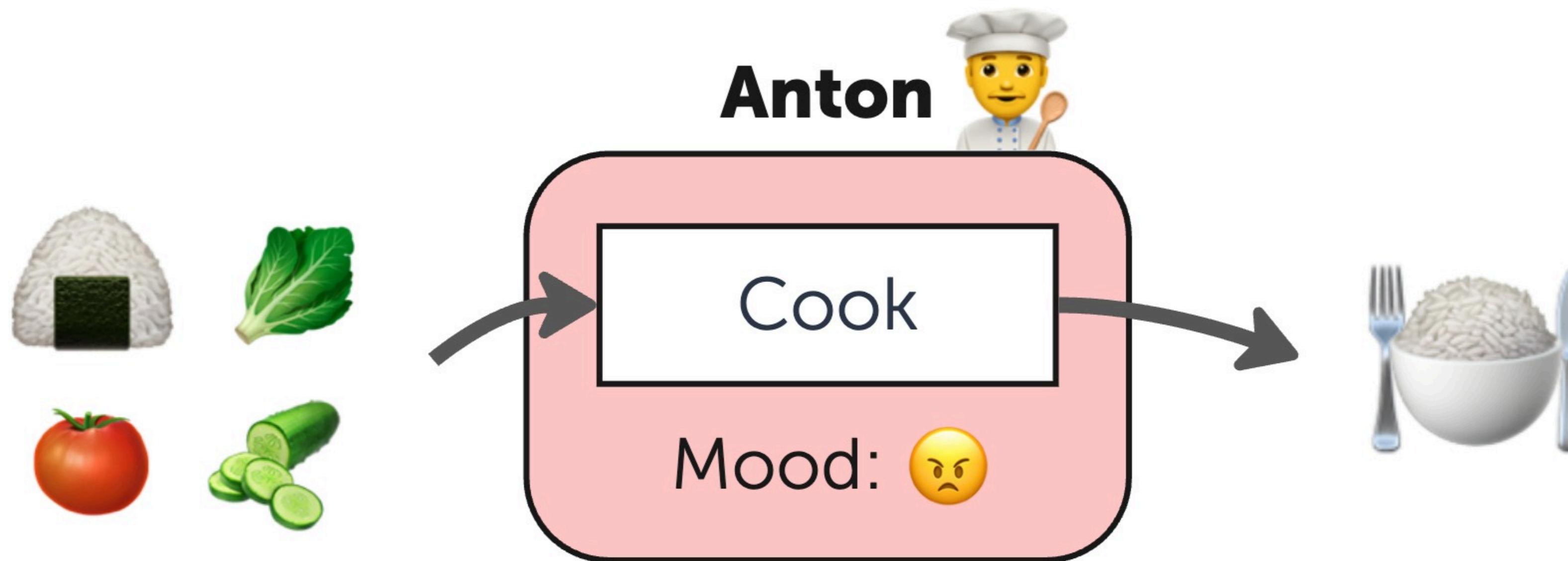
Mood: 🤔



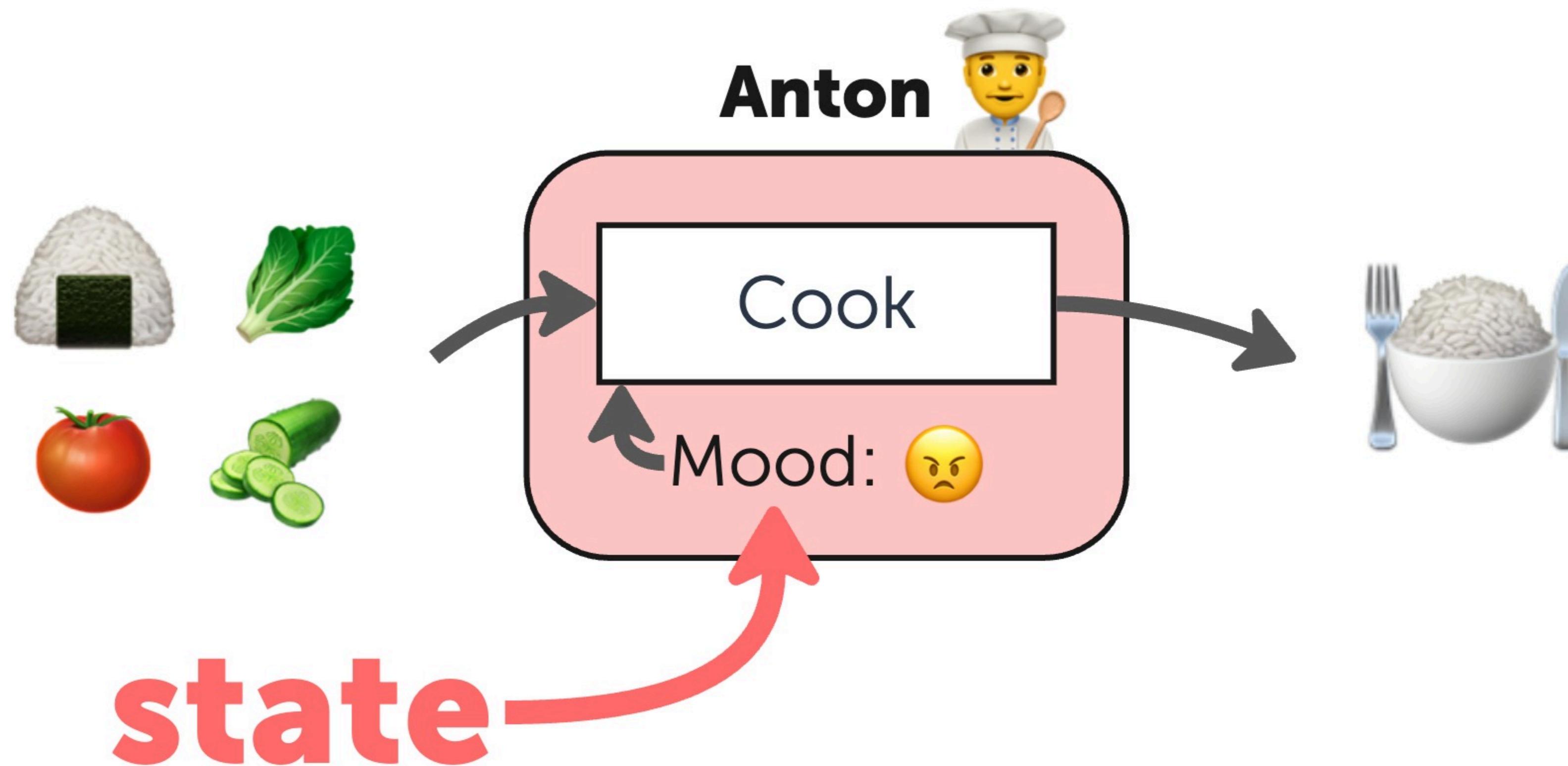
# A Happy Chef



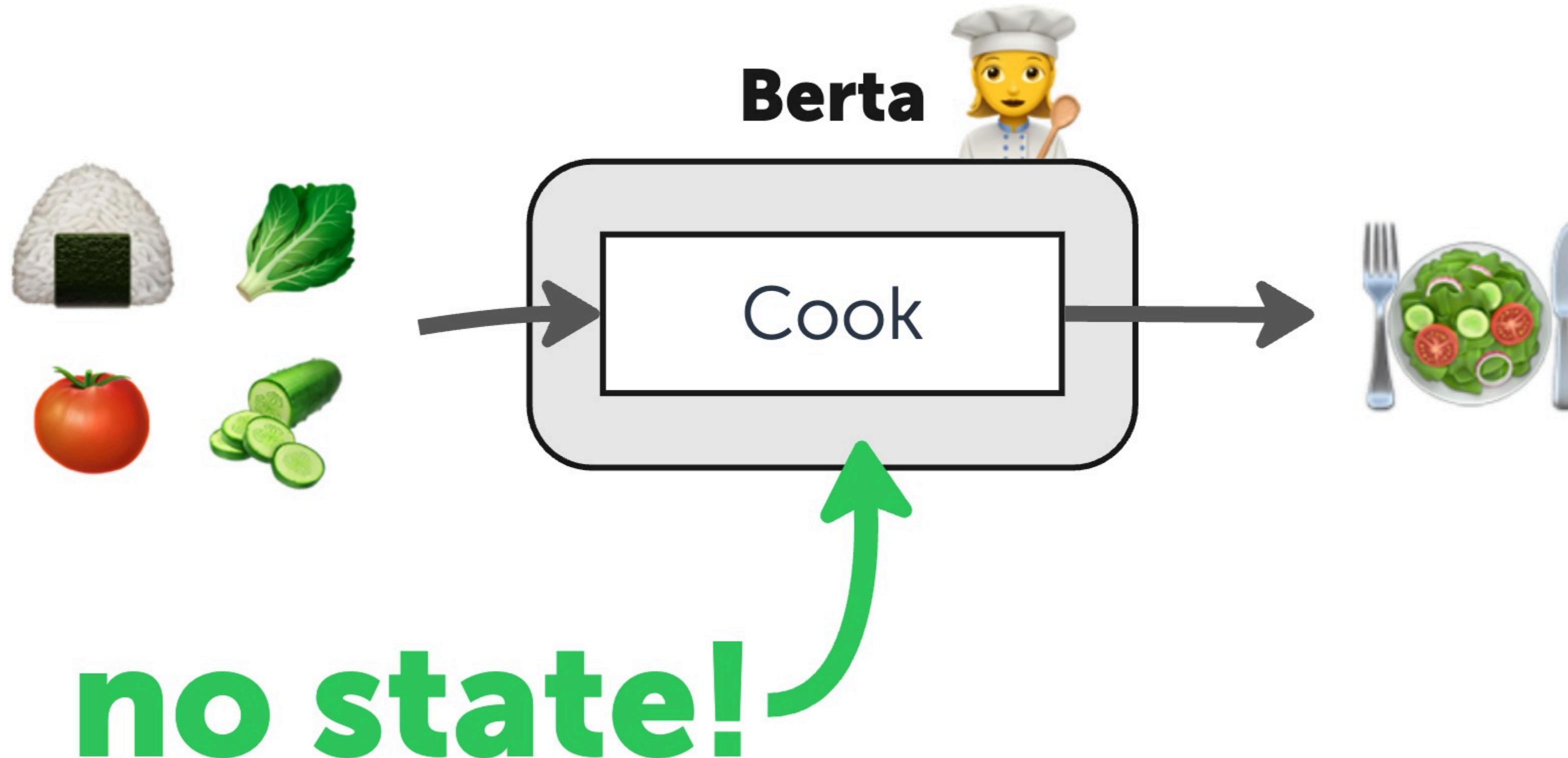
# A Grumpy Chef



# A Stateful ~~Chef~~ Method



# A Stateless ~~Chef~~ Method



# Pure Function

```
int Add(int x, int y)  
{  
    return x + y;  
}
```

```
var result = Add(5, 2); //7
```

# Pure Function

```
int Add(int x, int y)  
{  
    return x + y;  
}
```



```
var result = Add(5, 2); //7
```

# Pure Function

```
int Add(int x, int y)  
{  
    return x + y;  
}
```



  
~~Side effects~~

```
var result = Add(5, 2); //7
```

# Pure Function

```
int Add(int x, int y)  
{  
    return x + y;  
}
```

✓  
**Deterministic**



✗  
**Side effects**

```
var result = Add(5, 2); //7
```

# Object Oriented vs. Functional Programming

## Object Oriented

- Imperative
- Objects + Methods
- Mutable data
- Loops
- Inheritance

## Functional

- Declarative
- (pure) Functions
- Immutable data
- Recursion
- Pattern Matching
- Higher-order functions
- Currying

# Object Oriented vs. Functional Programming

## Object Oriented

- Imperative
- Objects + Methods
- Mutable data
- Loops
- Inheritance

## Functional

- Declarative
- (pure) Functions
- Immutable data
- Recursion
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- Higher-order functions
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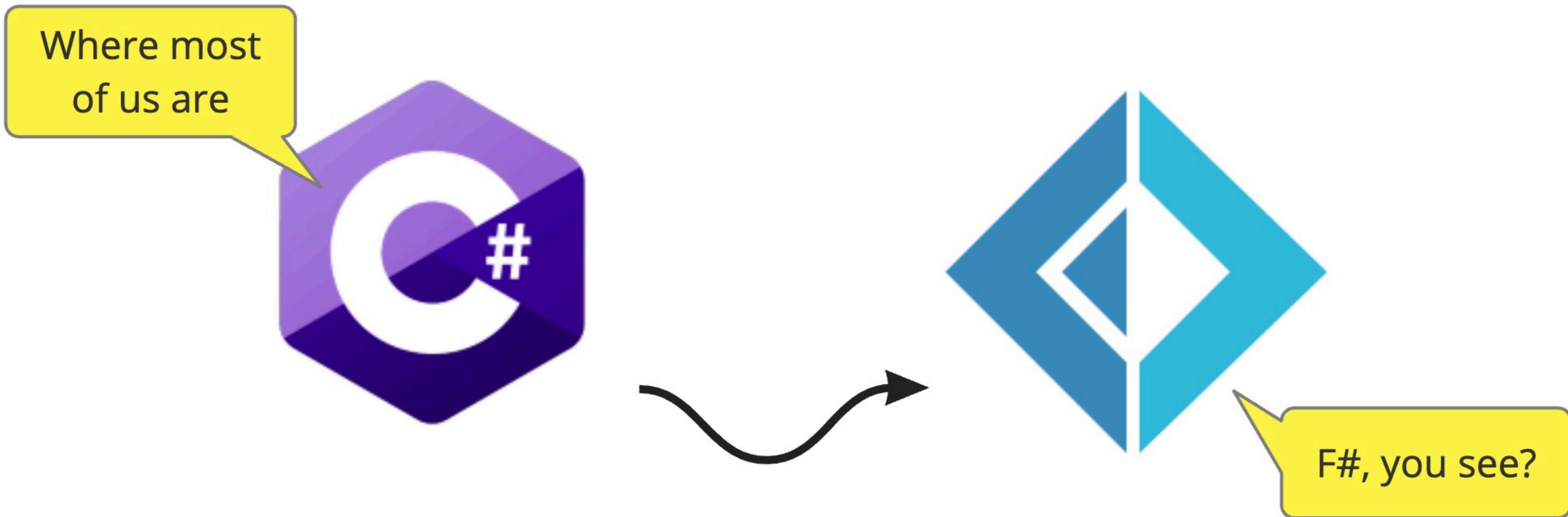
# Why "Going Functional with C#"?



## What is C#?

C# is a object-oriented programming language that enables developers to build a variety of secure and robust application that run on the .NET.

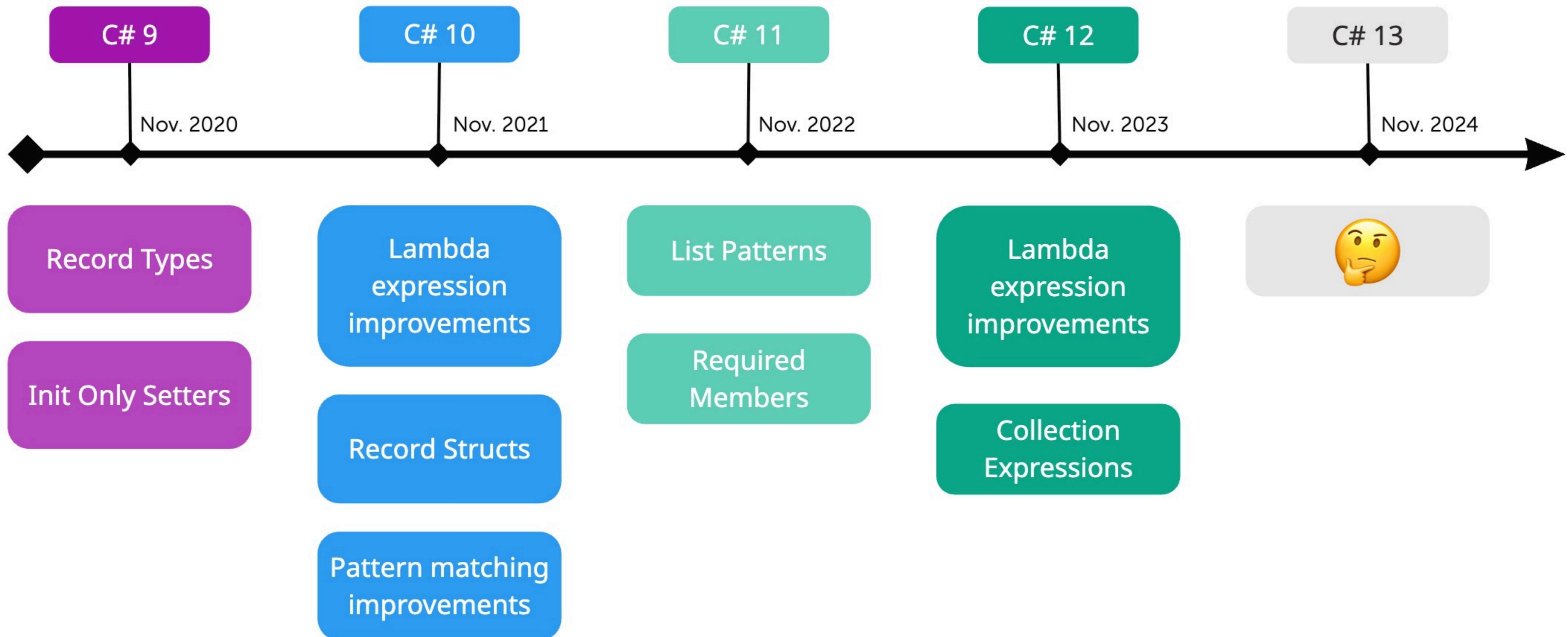
# Why not Going Full Circle C# -> F#?



# C# Just Object-Oriented?

C# (*/sɪ: 'ʃa:rp/ see SHARP*)<sup>[b]</sup> is a general-purpose high-level programming language supporting multiple paradigms. C# encompasses static typing,<sup>[16]:4</sup> strong typing, lexically scoped, imperative, declarative, functional, generic,<sup>[16]:22</sup> object-oriented (class-based), and component-oriented programming disciplines.<sup>[17]</sup>

# Some Functional Features in C#



# Functions As First-Class Citizens

```
var operation = GetOperation('+');
var result = operation(1, 2); // 3
```

# Functional? - Functional!

```
public static Func<double, double, double> GetOperation(char @operator)
=> @operator switch
{
    '+' => (a, b) => a + b,
    '-' => (a, b) => a - b,
    '*' => (a, b) => a * b,
    '/' => (a, b) => a / b,
    _ => throw new ArgumentException("unknown operator")
};
```

```
var operation = GetOperation('+');
var result = operation(1, 2); // 3
```

# Another Example

```
var process = GetProcess(config);  
  
var outcome = process(data);
```

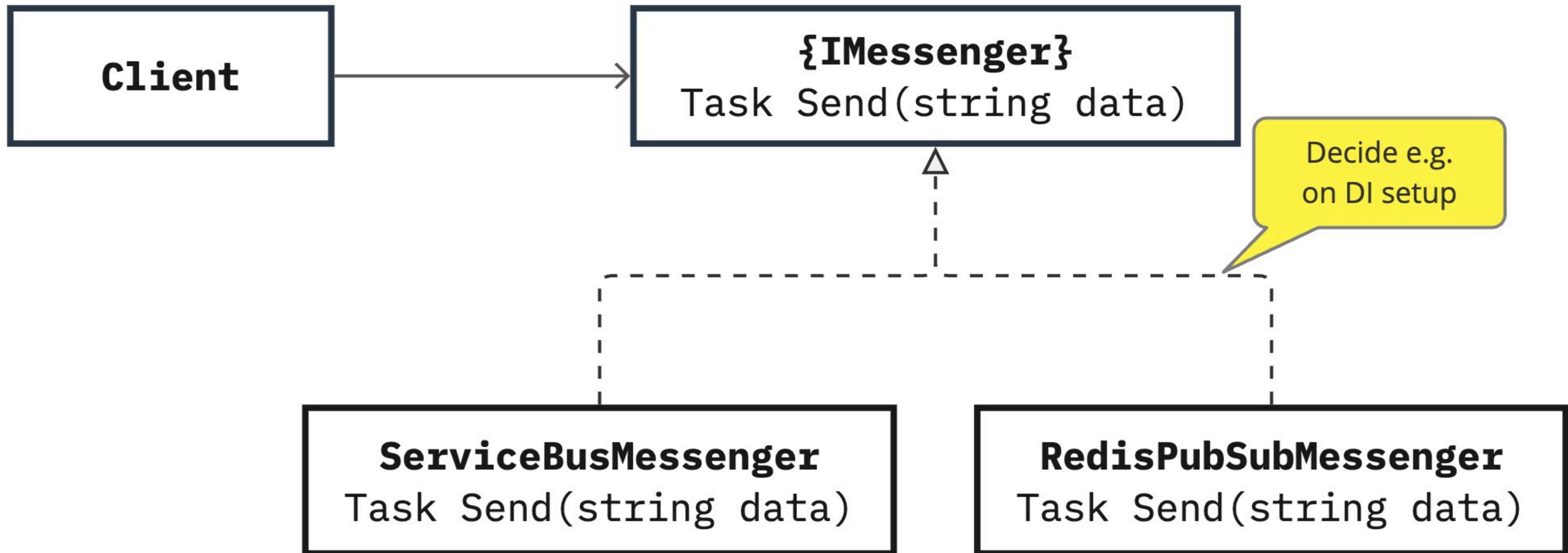
# Another Example

```
var process = GetProcess(config);

var outcome = process(data);
```

```
private static Func<byte[], string> GetProcess(ProcessingConfiguration config)
=> config.LegacyProcessing
    ? data =>
    {
        var legacyProcessor = new LegacyProcessor(config, false, "secret");
        legacyProcessor.ClockInit(DateTimeOffset.UtcNow.ToUnixTimeMilliseconds());
        return legacyProcessor.DoMyWeirdThing(data, true, false, 123, true);
    }
    : data => FancyProcessor.PerformAmazingStuff(data, DateTime.UtcNow);
```

# Polymorphism: Inheritance



# Pattern Matching

```
public Task Send(string data, MsgConfig config) =>
    config switch
    {
        MsgConfig.RedisPubSub => PublishToRedis(data),
        MsgConfig.ServiceBus => SendViaServiceBus(data),
        _ => throw new ArgumentOutOfRangeException(
            nameof(config), config, null)
    };
}
```

# Pattern Matching

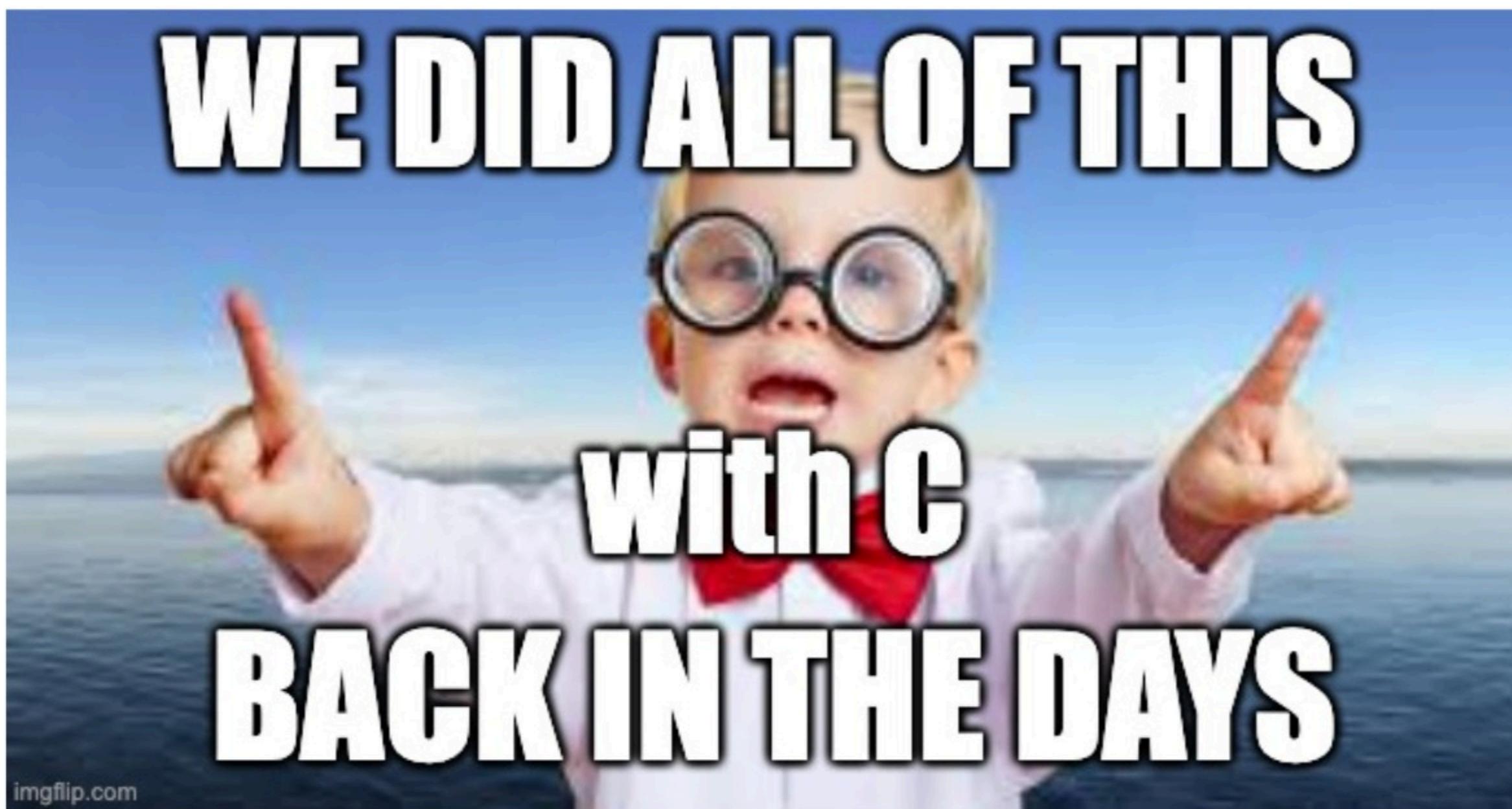
```
if (obj is int number)
    return number;
```

```
if (obj is int negativeNumber and < 0)
    return negativeNumber;
```

```
var isDigit = character is >= '0' and <= '9';
```

```
if (employees is IReadOnlyList<Worker> workers &&
    workers[0] is Electrician electrician)
{
    electrician.ChangeLamp();
}
```

**But...Wait**



# The Benefit?



# Pattern Matching

```
var personInfo = person switch
{
    Worker { Profession: var profession }
        => $"works as {profession}",
    Employee { IsActive: true, Department: var department }
        => $"works in {department}",
    Employee { IsActive: false, Boss: var lastBoss }
        => $"was working for {lastBoss}",
    { Hobby: var hobby }
        => $"likes {hobby}",
};
```

 **Chew choo!** 

**Let me take you  
on a Journey**

# Customer

```
public IActionResult GetCustomer(string name)
{
    Customer customer = _customerService.Find(name);
    return Ok(customer);
}
```

**What if there  
is no Customer?**



# Customer?

```
public IActionResult GetCustomer(string name)
{
    Customer? customer = _customerService.Find(name);
    if (customer == null)
    {
        _logger.LogInformation($"Customer {name} was not found");
        return NoContent();
    }
    return Ok(customer);
}
```

# Maybe<Customer>

```
public IActionResult GetCustomer(string name)
{
    Maybe<Customer> customer = _customerService.Find(name);
    if (customer.HasValue)
    {
        _logger.LogInformation($"Customer {name} was not found");
        return NoContent();
    }
    return Ok(customer.Value);
}
```

**What if the  
database is down?**



# Error case?

```
try
{
    Maybe<Customer> customer = _customerService.Find(name);
    if (customer.HasValue)
    {
        _logger.LogInformation($"Customer {name} was not found");
        return NoContent();
    }
    return Ok(customer.Value);
}
catch (Exception e)
{
    _logger.LogError(e.Message);
    return Problem(e.Message);
}
```

**Let's try again...**

# Normal Operation

```
var sum = Divide(1, 2);
```



# Problematic Operation (Classic)

```
var sum = Divide(1, 0);
```



PARENTAL

ADVISORY

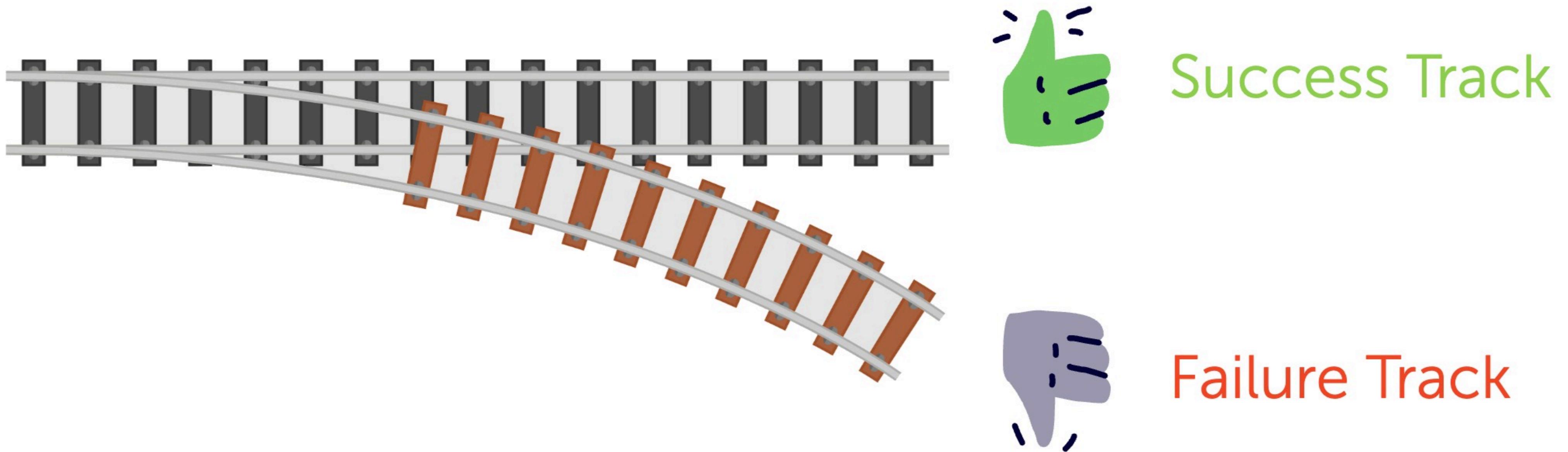
EXPLICIT CODE



 **SQUER**

<https://www.tapetenwelt.com/fototapete-lokomotive-thomas>

# Railway Oriented Programming



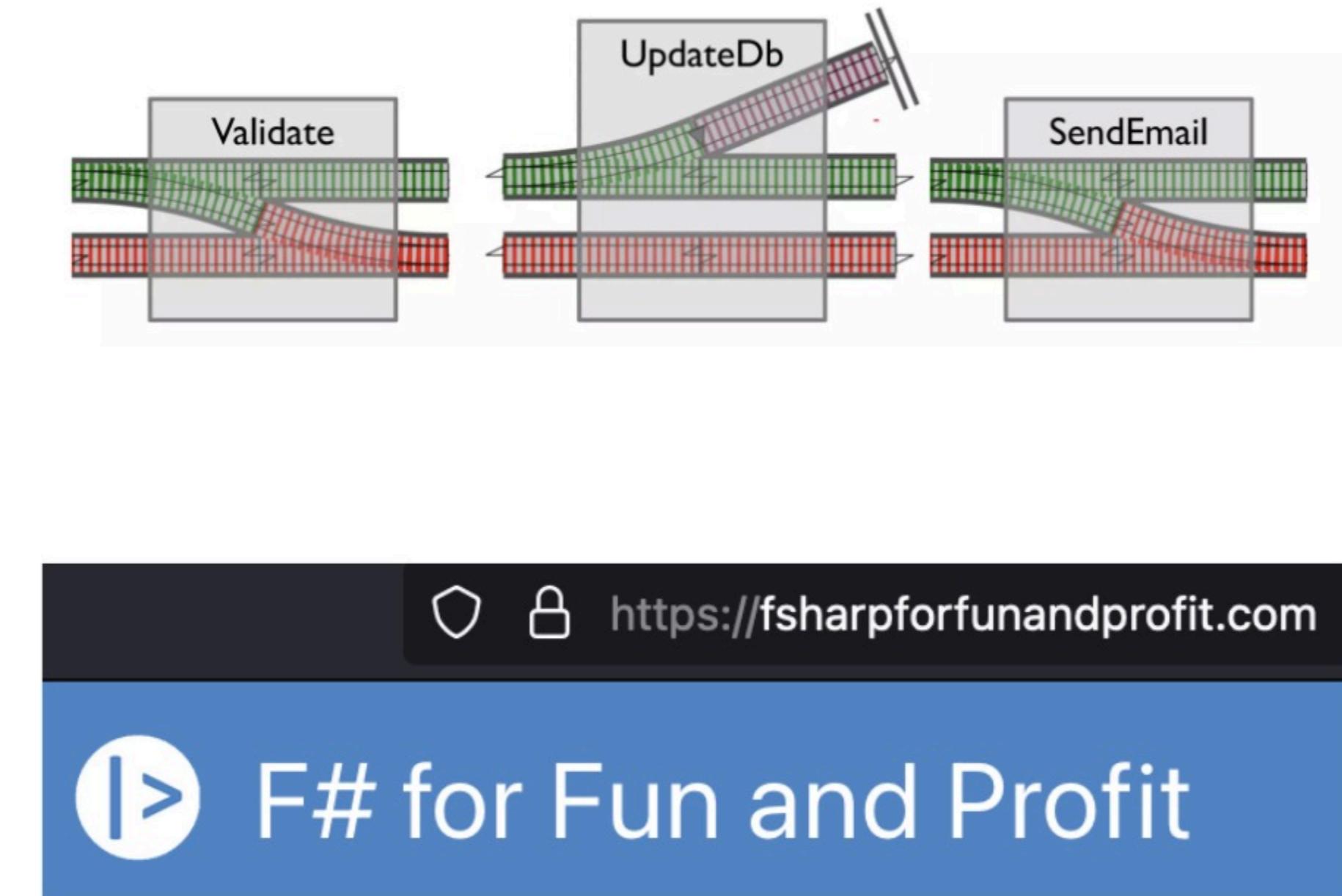
Success Track

Failure Track

# Railway Oriented Programming



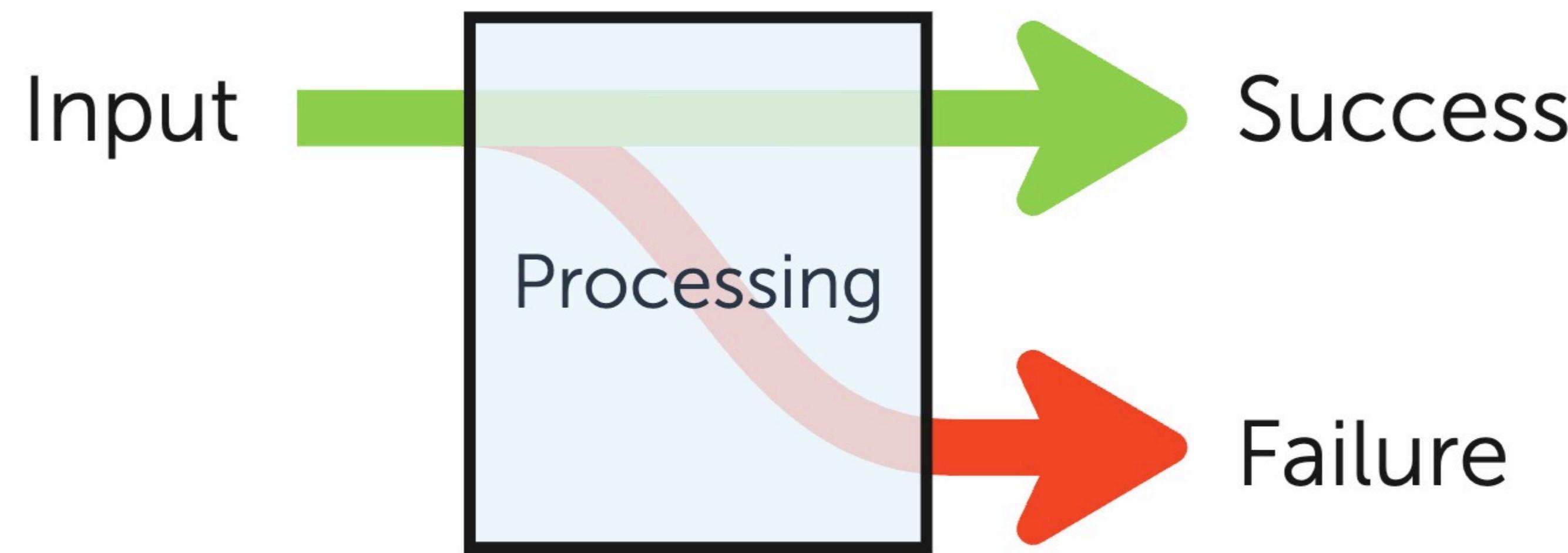
Scott Wlaschin



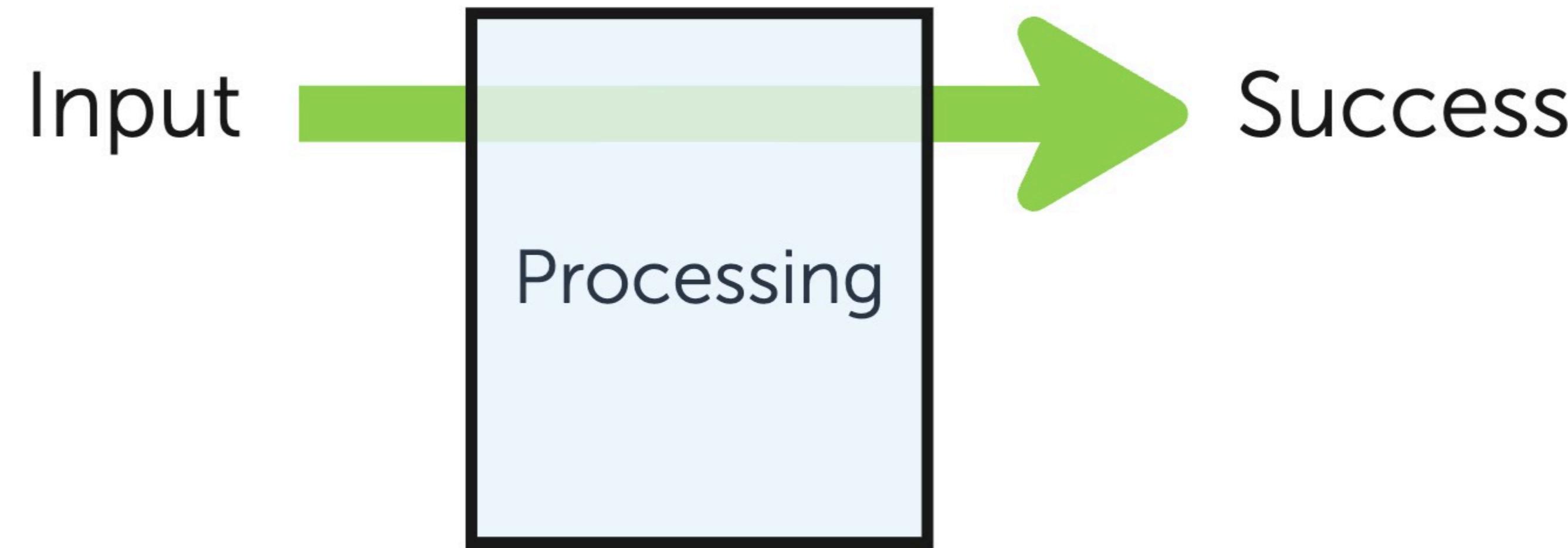
🛡️ 🔒 <https://fsharpforfunandprofit.com>

|> F# for Fun and Profit

# Railway Oriented

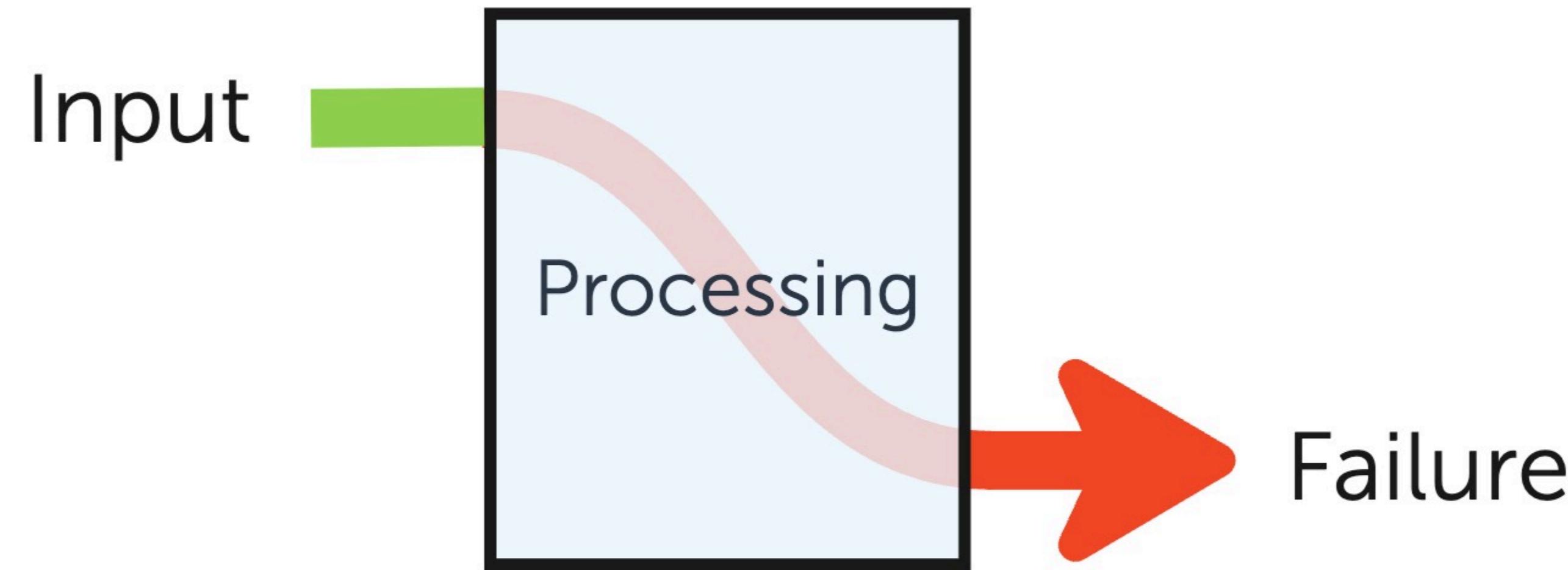


# Normal Operation (Railway Oriented)



```
var sum = Divide(1, 2);
```

# Problematic Operation (Railway Oriented)



```
var sum = Divide(1, 0);
```

# Changed Signature - Result<T>

```
private static Result<int> Divide(int n, int d)
```

# Result<T>

API of some fictitious library

```
class Result<T>
{
    public T Value { get; }
    public string Error { get; }
    public bool IsSuccess => Error == null;
    public bool IsFailure => !.IsSuccess;
}
```

There be no  
unicorns

# Result<T, TError>

API of some fictitious library

```
class Result<T, TError>
{
    public T Value { get; }

    public TError Error { get; }

    public bool IsSuccess => Error == null;

    public bool IsFailure => !.IsSuccess;
}
```

# Working with Result - Classic

API of some fictitious library

```
var result = Divide(Some, All);

if (result.IsSuccess)
    Console.WriteLine($"The ratio is {result.Value}.");
else
    Console.WriteLine($"Could not divide: {result.Error}");
```

# Working with Result - Classic

API of some fictitious library

```
var result = Divide(Some, All);

if (result.IsSuccess)
    Console.WriteLine($"The ratio is result.Value.");
else
    Console.WriteLine($"Could not divide: result.Error");
```

Don't mess it  
up!

# Working with Result - Callbacks

API of some fictitious library

```
var result = Divide(some, all);

result.OnSuccess(ratio => Console.WriteLine($"The ratio is {ratio}."));
result.OnFailure(error => Console.WriteLine($"Could not divide: {error}"));
```

# Working with Result - Callbacks Fluent

API of some fictitious library

```
Divide(some, all)
    .OnSuccess(ratio => Console.WriteLine($"The ratio is {ratio}."))
    .OnFailure(error => Console.WriteLine($"Could not divide: {error}"));
```

# Working with Result - Callbacks Fluent 2

API of some fictitious library

```
Divide(some, all)
    .Match(
        ratio => Console.WriteLine($"The ratio is {ratio}."),
        error => Console.WriteLine($"Could not divide: {error}"))
    );
```



# THE API

# IS IMPORTANT

imgflip.com



**Vladimir Khorikov**  
vkhorikov

## Downloads

[Full stats →](#)

Total **22.5M**

Current version **100.7K**

Per day average **6.9K**

## About

⌚ Last updated 2 months ago

# Functional Extensions for C# aka **CSharpFunctionalExtensions**

<https://github.com/vkhorikov/CSharpFunctionalExtensions>

# Result<Customer> in Controller - Classical

API: CSharpFunctionalExtensions

```
public IActionResult GetCustomer(string name)
{
    Result<Customer> result = _customerService.Find(name);
    if (result.IsFailure)
    {
        _logger.LogInformation(result.Error);
        return Problem(result.Error);
    }

    return Ok(result.Value);
}
```

# Result<Customer> in Controller - Fluent

API: CSharpFunctionalExtensions

```
public IActionResult GetCustomer(string name)
{
    return _customerService.Find(name)
        .TapError(error => _logger.LogError(error))
        .Match(
            customer => Ok(customer),
            error => Problem(error))
    ;
}
```

# Result<Customer> in Controller - Not Found & Error

API: CSharpFunctionalExtensions

```
public IActionResult GetCustomer(string name)
{
    Result<Maybe<Customer>> result = _customerService.Find(name);
    if (result.IsFailure)
    {
        _logger.LogError(result.Error);
        return Problem(result.Error);
    }

    var maybeCustomer = result.Value;
    if (maybeCustomer.HasValue)
    {
        _logger.LogInformation($"Customer {name} was not found");
        return NoContent();
    }

    return Ok(maybeCustomer.Value);
}
```

# Result<Customer> in Controller - Not Found & Error

API: CSharpFunctionalExtensions

```
public IActionResult GetCustomer(string name)
{
    return _customerService.Find(name)
        .TapError(error => _logger.LogError(error))
        .Match(
            maybeCustomer => maybeCustomer
                .Match< IActionResult, Customer>(
                    customer => Ok(customer),
                    () => NoContent()
                ),
            error => Problem(error)
        );
}
```

sic!

# Result<Customer> in Controller - Shorthands

API: CSharpFunctionalExtensions



Better?

```
public IActionResult GetCustomer(string name)
    => _customerService.Find(name)
        .TapError(error => _logger.LogError(error))
        .Match(maybeCustomer => maybeCustomer
            .Match< IActionResult, Customer>(Ok, NoContent),
            error => Problem(error));
```

# Result<Customer> in Controller - Just Shorthands

API: CSharpFunctionalExtensions

```
public IActionResult GetCustomer(string name)
=> _customerService.Find(name)
    .TapError.LogError()
    .Match(maybeCustomer => maybeCustomer
        .Match< IActionResult, Customer>(
            Ok,
            NoContent),
        Problem);
```



Better!

# .Map(value => ...otherValue)

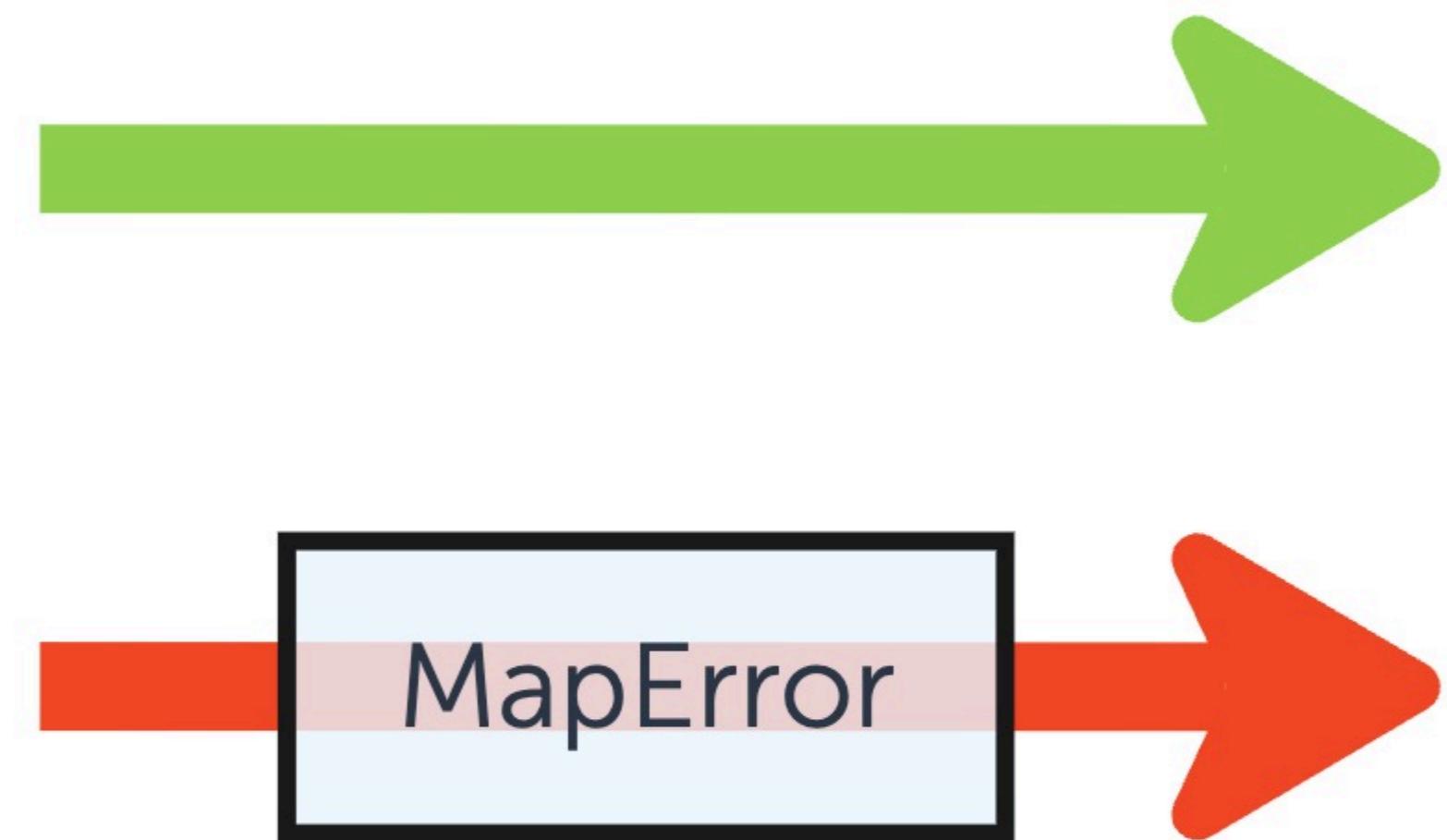
API: CSharpFunctionalExtensions



.Map(customer => customer.MapToDto())

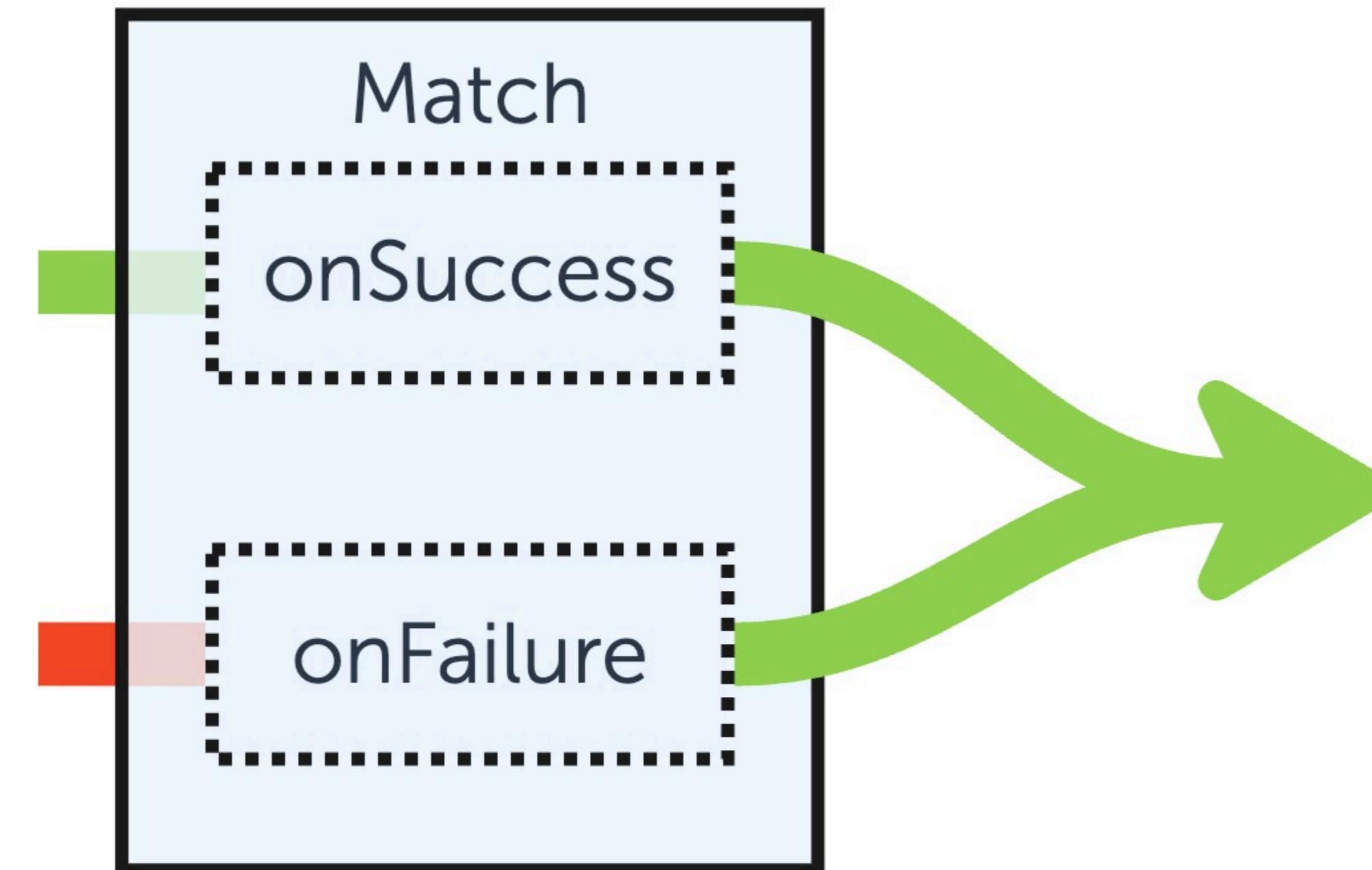
# **.MapError(error => ...otherError)**

API: CSharpFunctionalExtensions



# .Match(value => ..., error => ...)

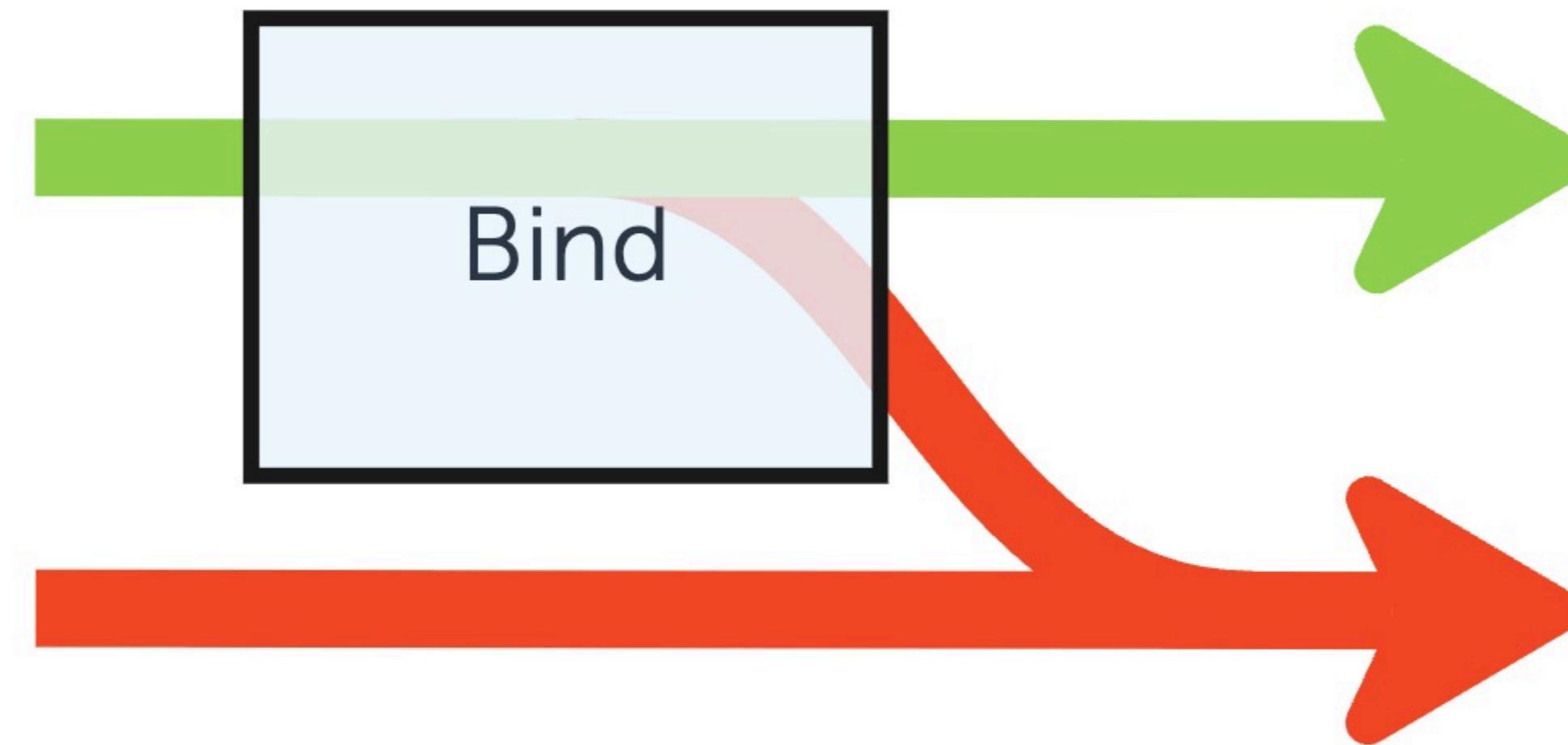
API: CSharpFunctionalExtensions



```
.Match(customer => Ok(customer),  
       error => Problem(error));
```

# .Bind(value => ...otherResult)

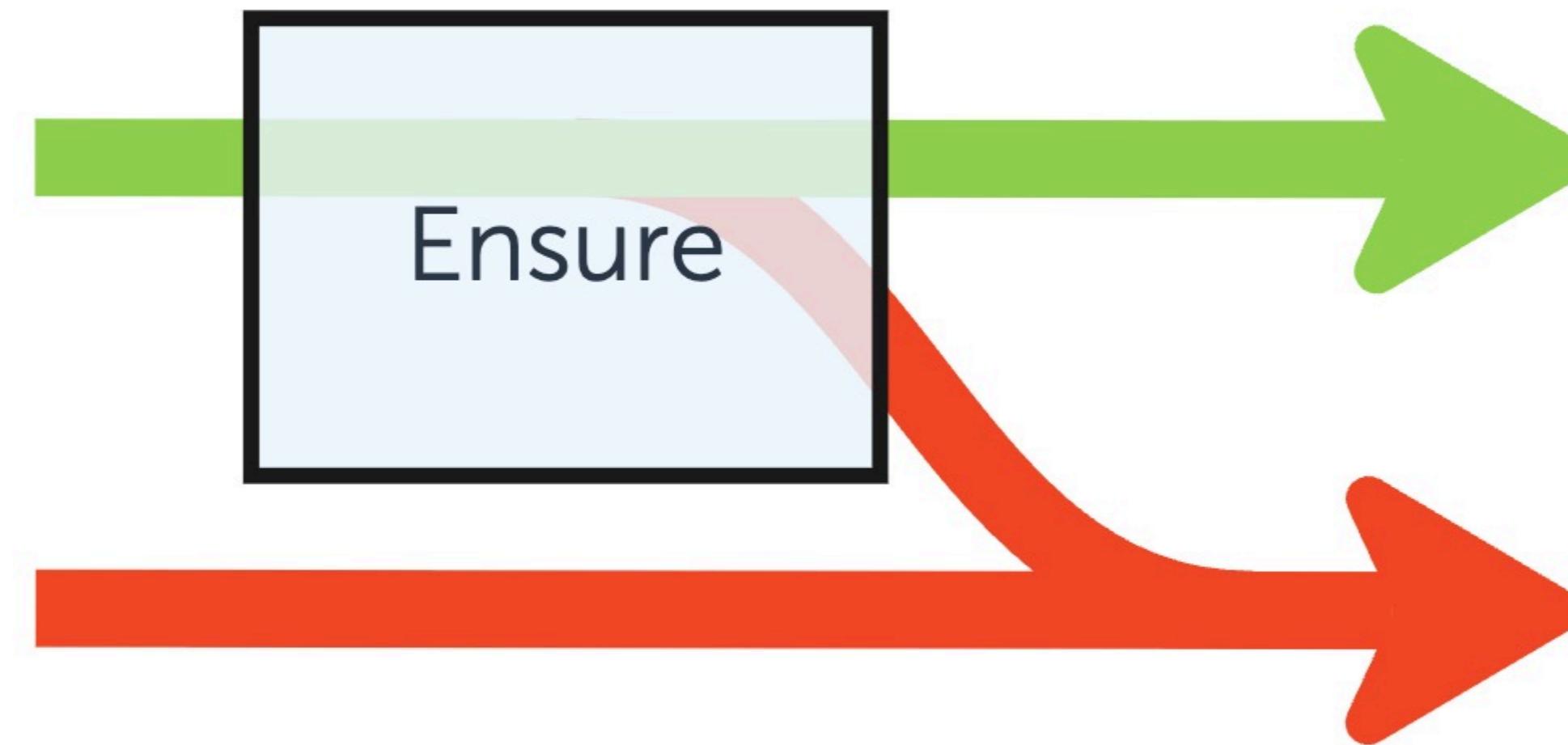
API: CSharpFunctionalExtensions



```
.Bind(schedule => _scheduleSender.SendSchedule(schedule))
```

# .Ensure(value => ...bool, error)

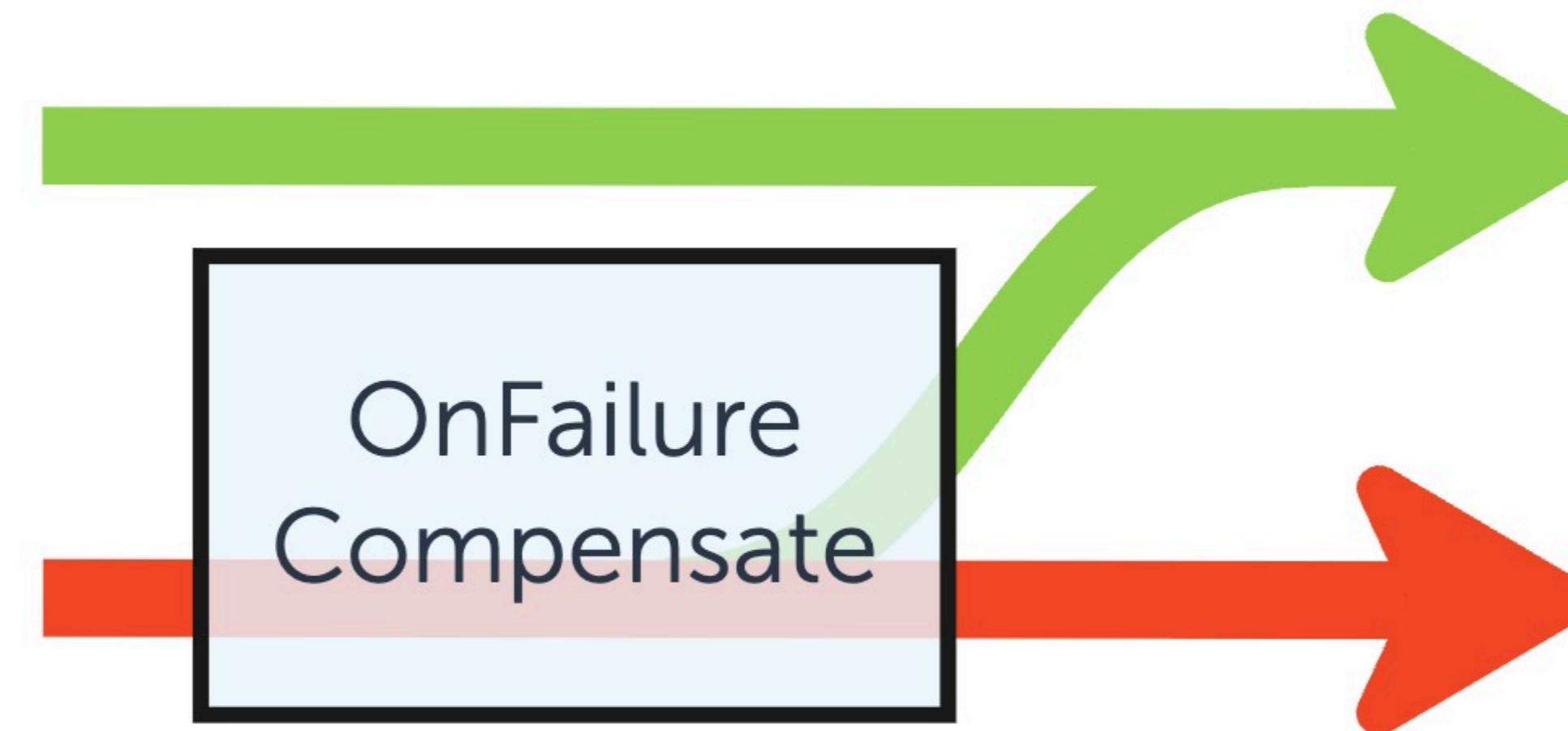
API: CSharpFunctionalExtensions



```
.Ensure(IsValid, "Invalid Schedule!")
```

# .OnFailureCompensate(error => ...otherResult)

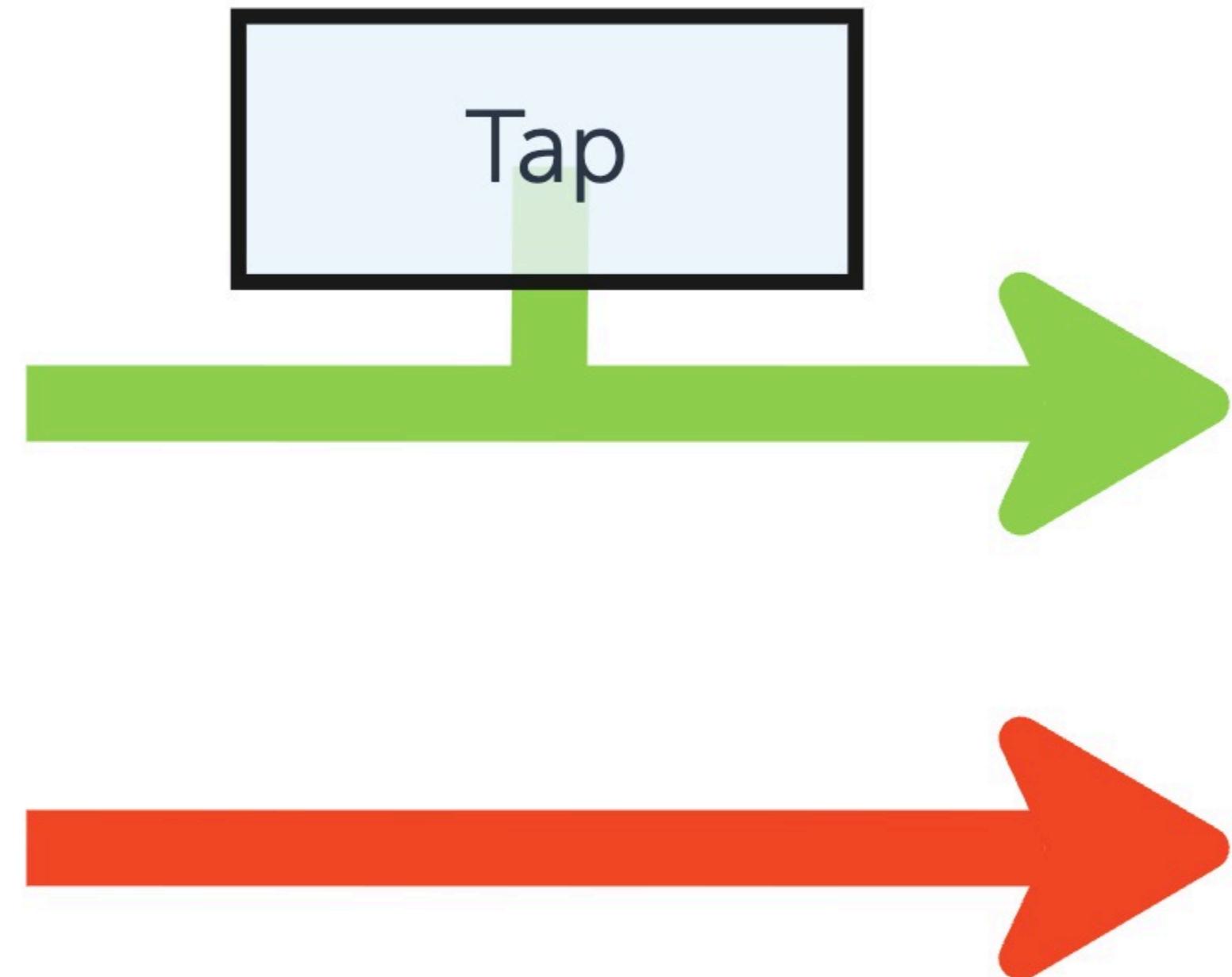
API: CSharpFunctionalExtensions



```
.OnFailureCompensate(_ => Maybe<DefaultControlInformation>.None)
```

# .Tap(value => { ... })

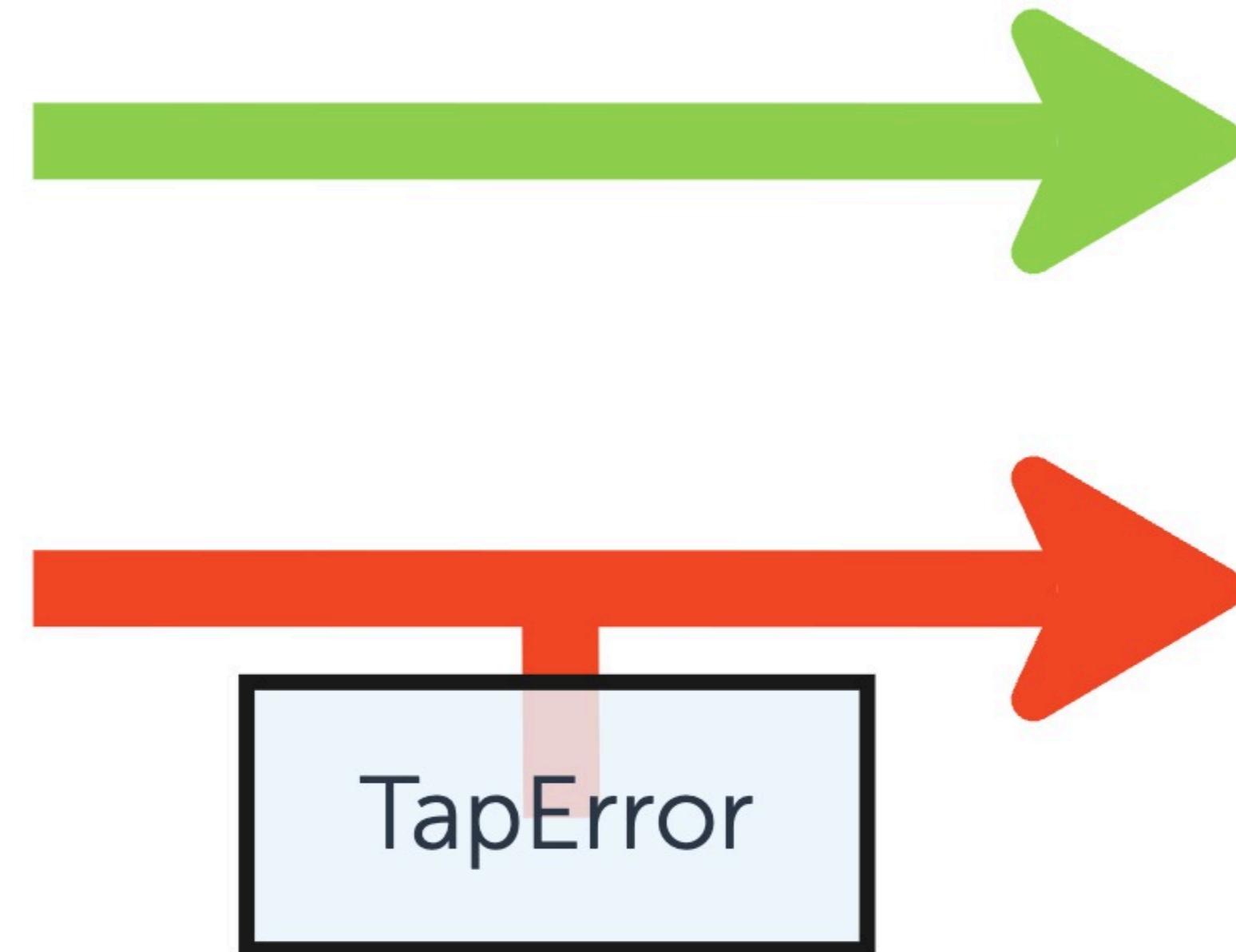
API: CSharpFunctionalExtensions



```
.Tap(optimizedSchedule =>  
    _logger.LogInformation("Optimized schedule: {optimizedSchedule}", optimizedSchedule))
```

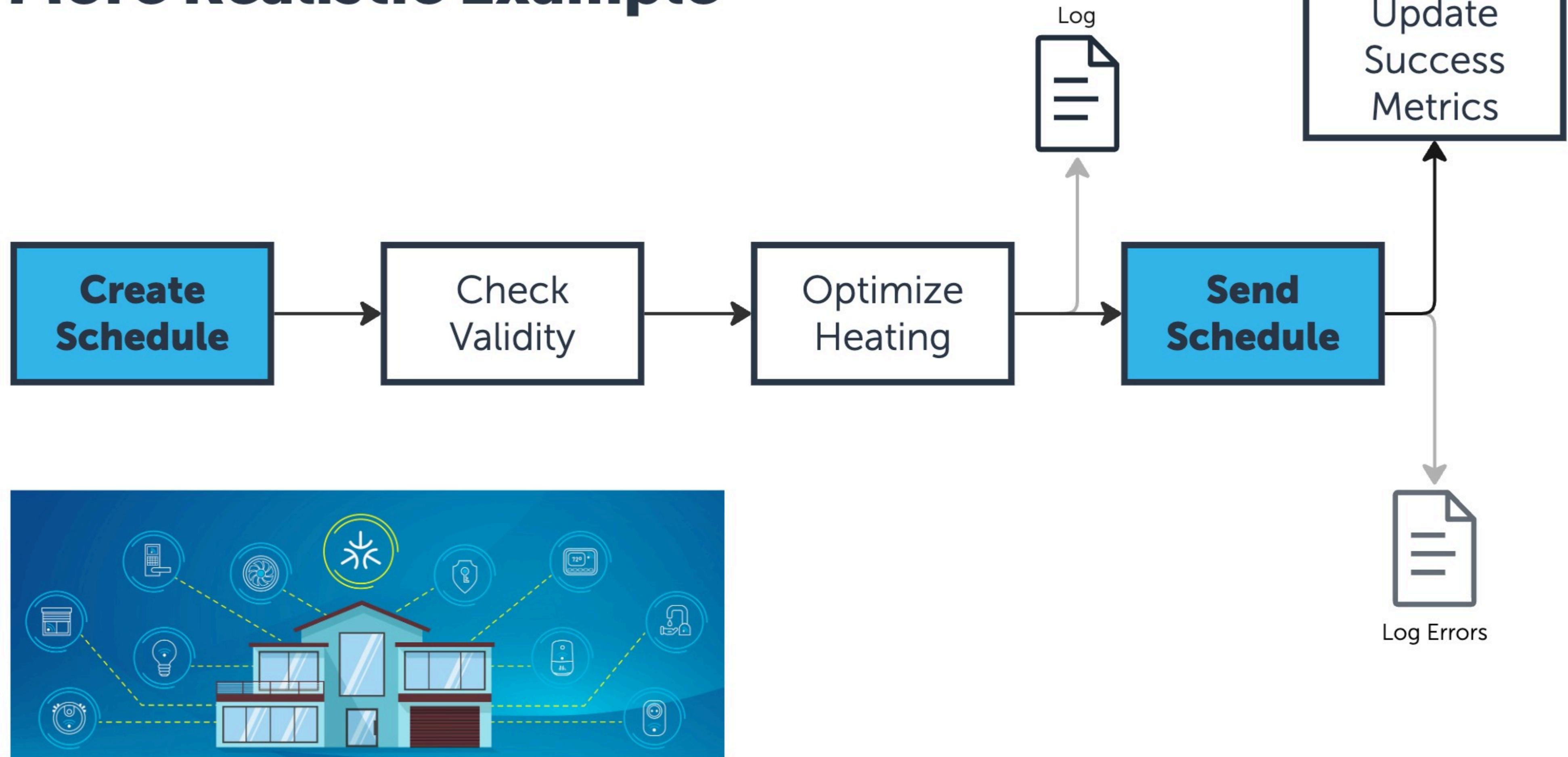
# .TapError(error => { ... })

API: CSharpFunctionalExtensions

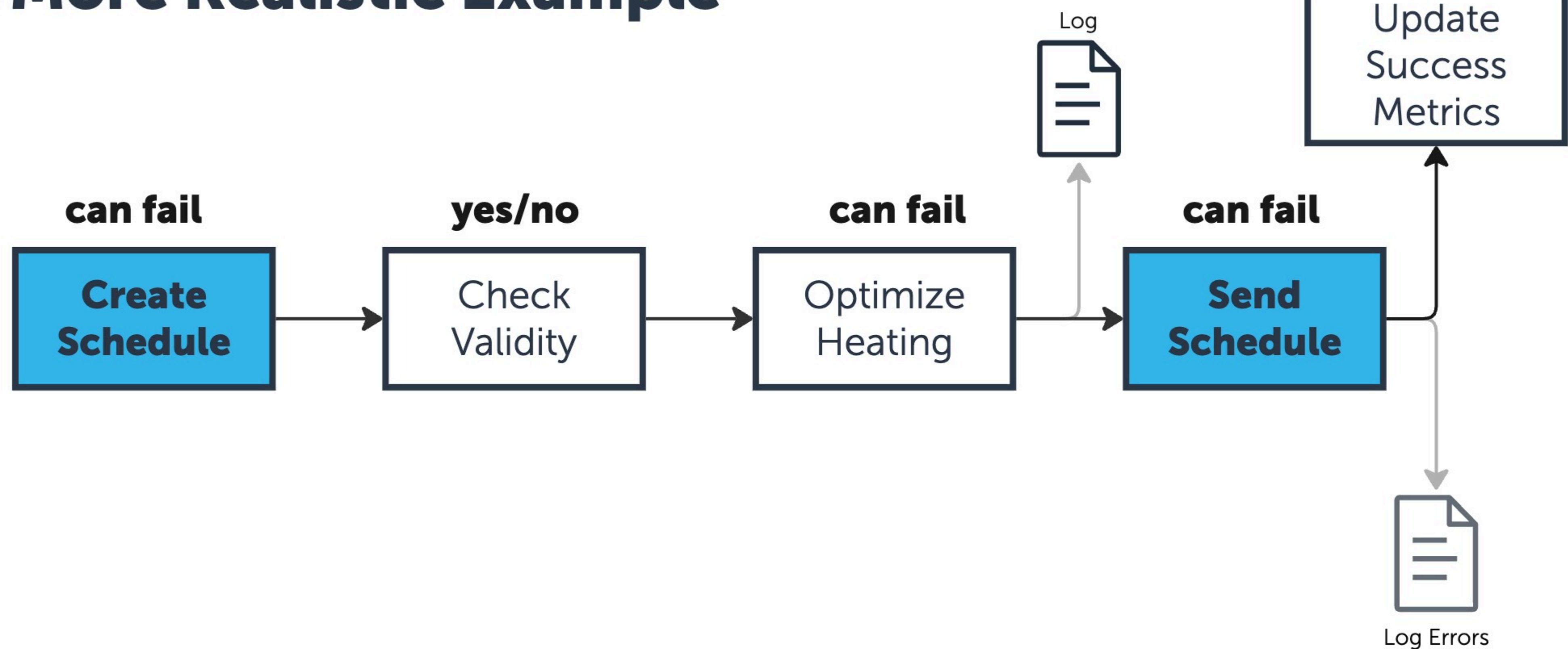


```
.TapError(error => _logger.LogError(error))
```

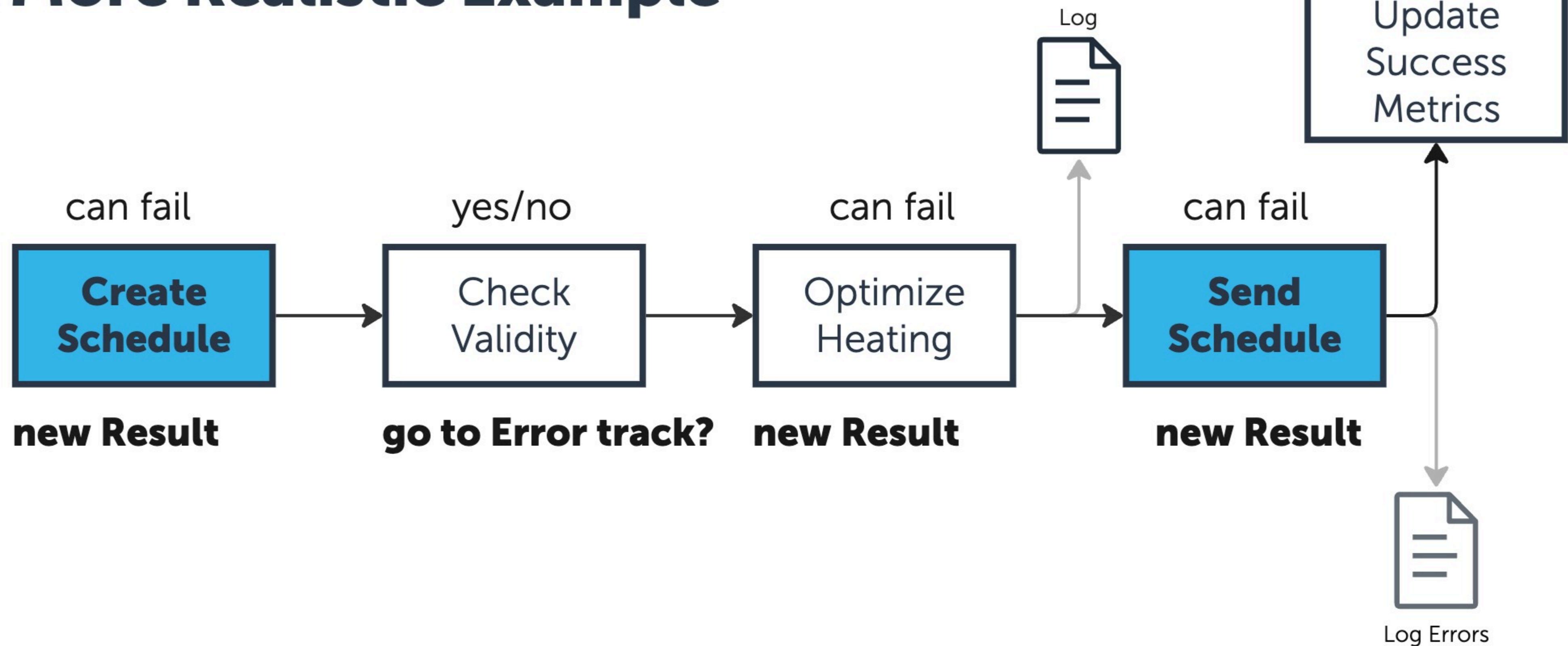
# A More Realistic Example



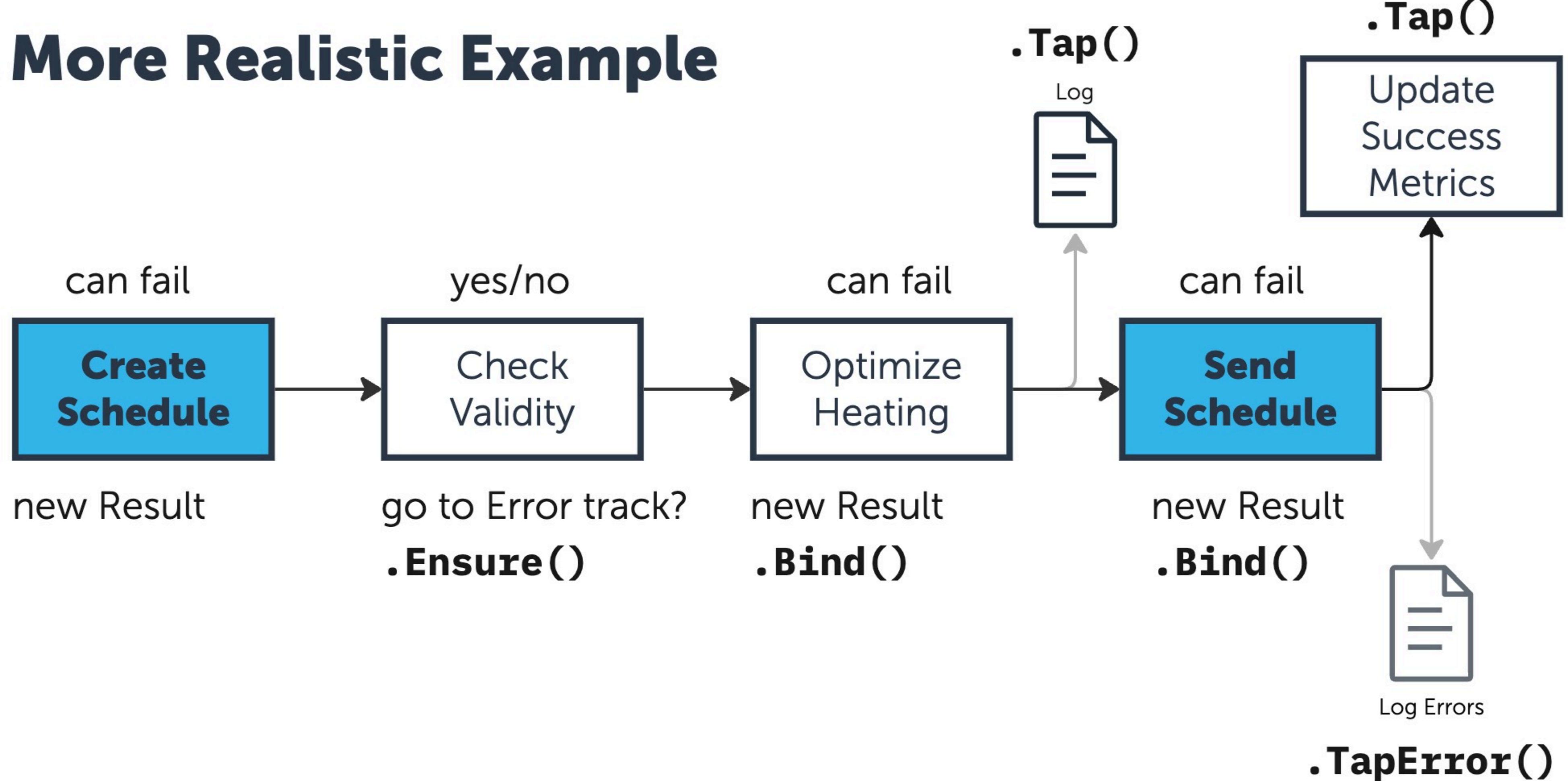
# A More Realistic Example



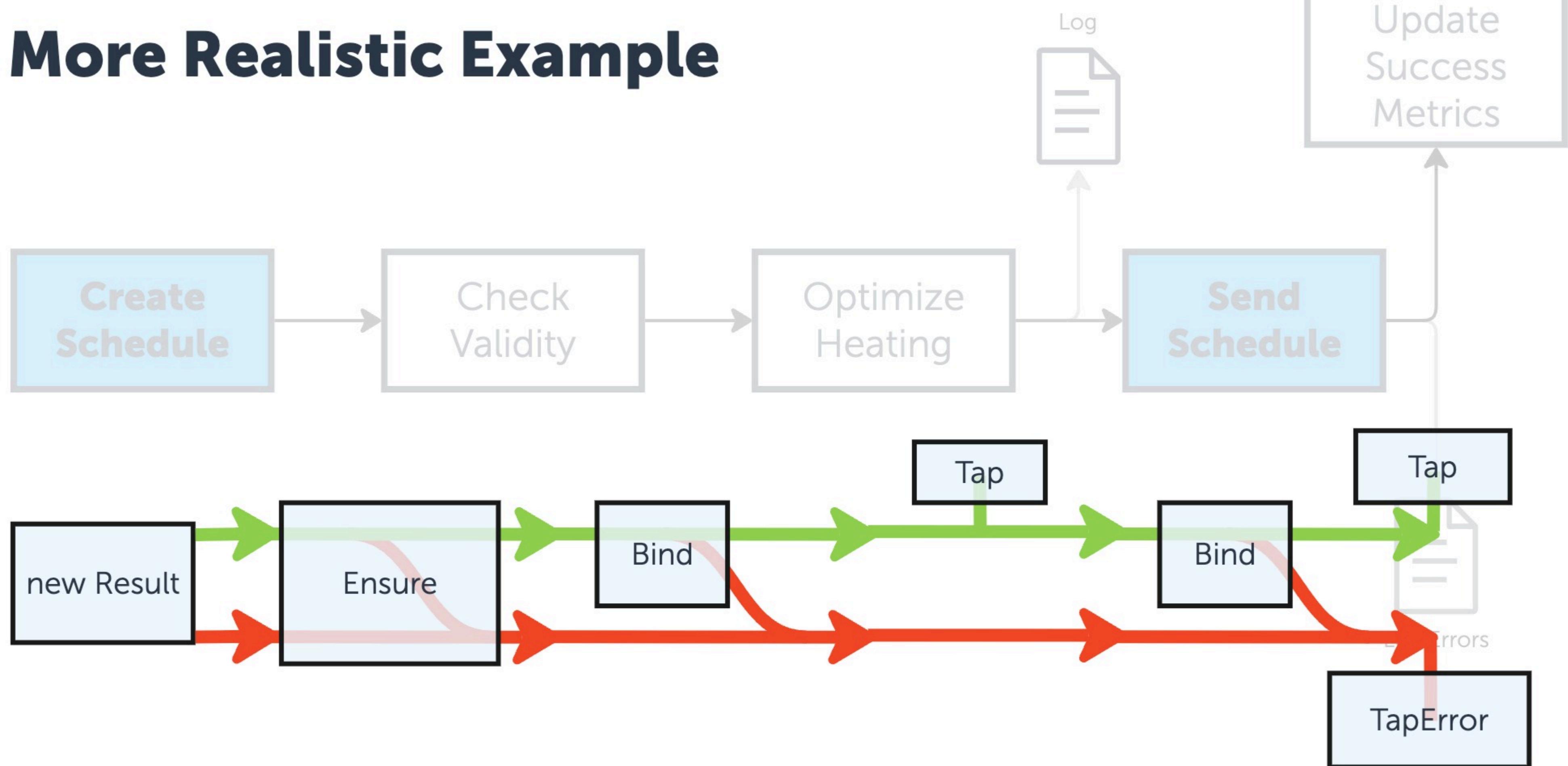
# A More Realistic Example



# A More Realistic Example



# A More Realistic Example



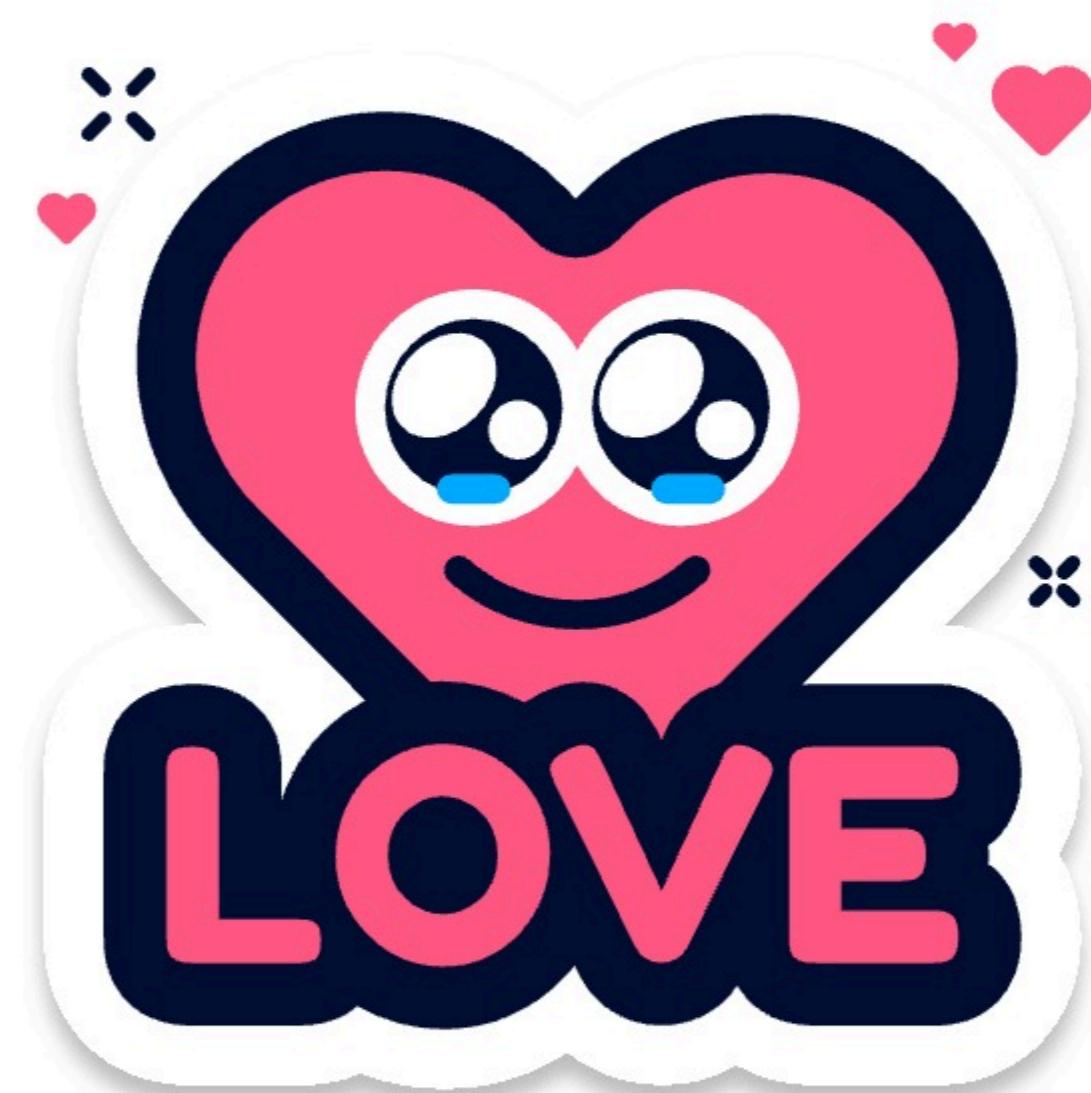
# A More Realistic Example - The Code

```
return await _scheduleCreator.Create(Id, controls)
    .Ensure(IsValid, "Invalid Schedule!")
    .Bind(OptimiseHeatingControls)
    .Tap(optimizedSchedule =>
        _logger.LogInformation("Optimized schedule: {optimizedSchedule}", optimizedSchedule)
        .Bind(schedule => _scheduleSender.SendSchedule(schedule))
        .TapIf(sendScheduleResult => sendScheduleResult.IsSent,
            () => _successfulSend++)
    .OnFailure(error =>
        _logger.LogError("Sending failed! Details: {ErrorMessage}", error));
```



Insights From  
the Real World

# A Success Story?



# Authoring can be a Pain

```
public IActionResult GetCustomer(string name)
{
    return _customerService.Find(name)
        .TapError(error => _logger.LogError(error))
        .Match(
            maybeCustomer => maybeCustomer.Match(
                customer => Ok(customer),
                () => NoContent(),
                error => Problem(error)
            )
            // .Map(customer => customer)
            // .Ensure(customer => customer.IsVip, "customer is not a VIP")
            // .Match(
            //     customer => Ok(customer),
            //     error => Problem(error)
            // )
        ;
}
```

Many overloads

literal / Result / async /  
additional parameters



# Structured Logging from the Error Track

```
if (cannotProcess)
{
    _logger.LogError("Cannot process {InvalidTime} because of {Reason}",
                    timeToProcess, reason);
    return Result.Failure<int>(reason);
}
```

Details are lost when logging should be moved to the caller.

- Consider custom error type?
- Keep logging close to occurrence.



# Co-Existence of Railway Oriented and Classical

?

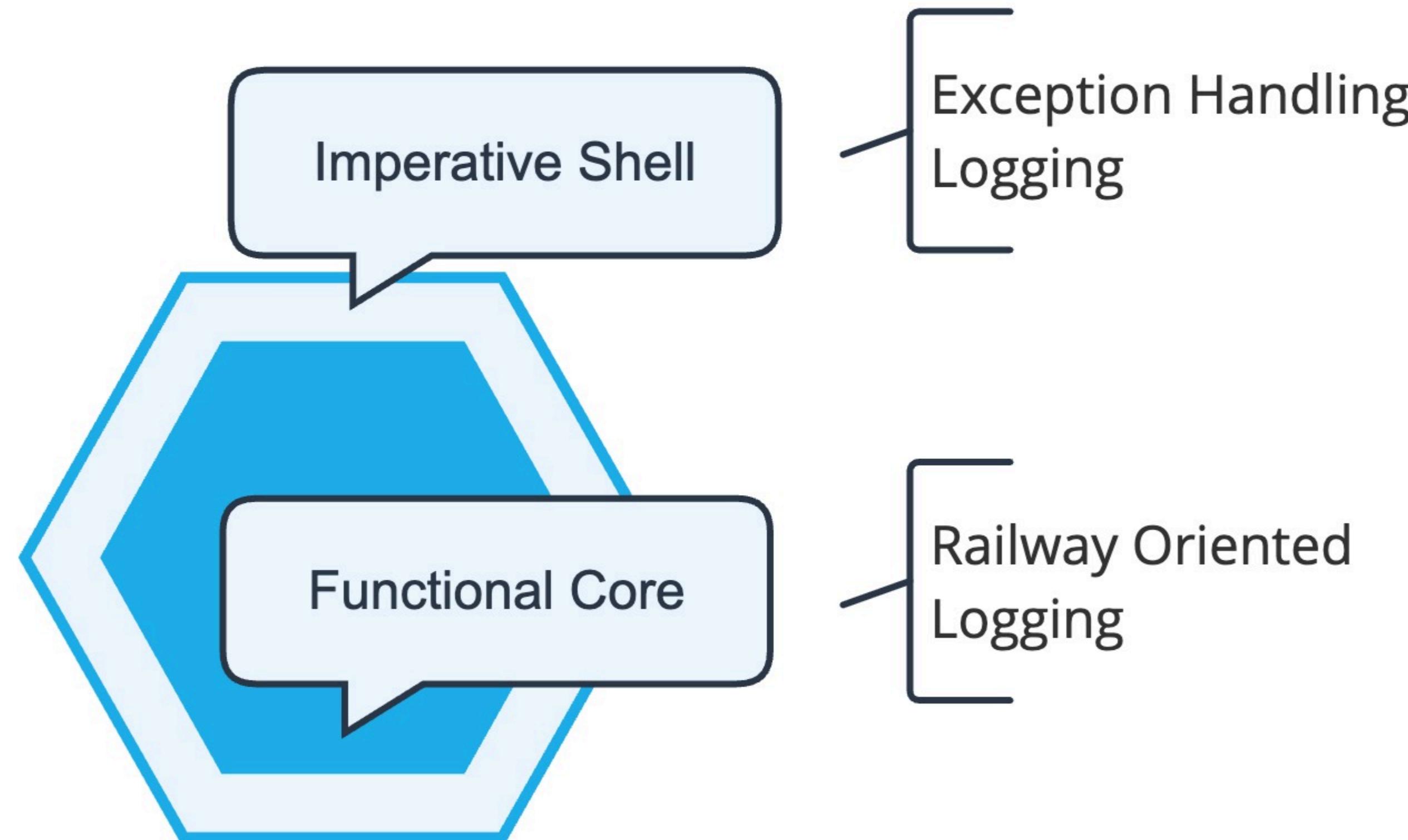
Anti-Pattern  
Code Smell

```
try
{
    return _customerService.Find(name)
        .Match(
            customer => Ok(customer),
            error => Problem(error)
        );
}
catch (Exception xcp)
{
    return Problem(xcp.Message);
}
```

Returning a Result<T>  
does not prevent  
throwing exceptions

# Imperative Shell - Functional Core

Ideally





TAKE  
AWAY

# What have we Learned?

Design with **failure case in mind**

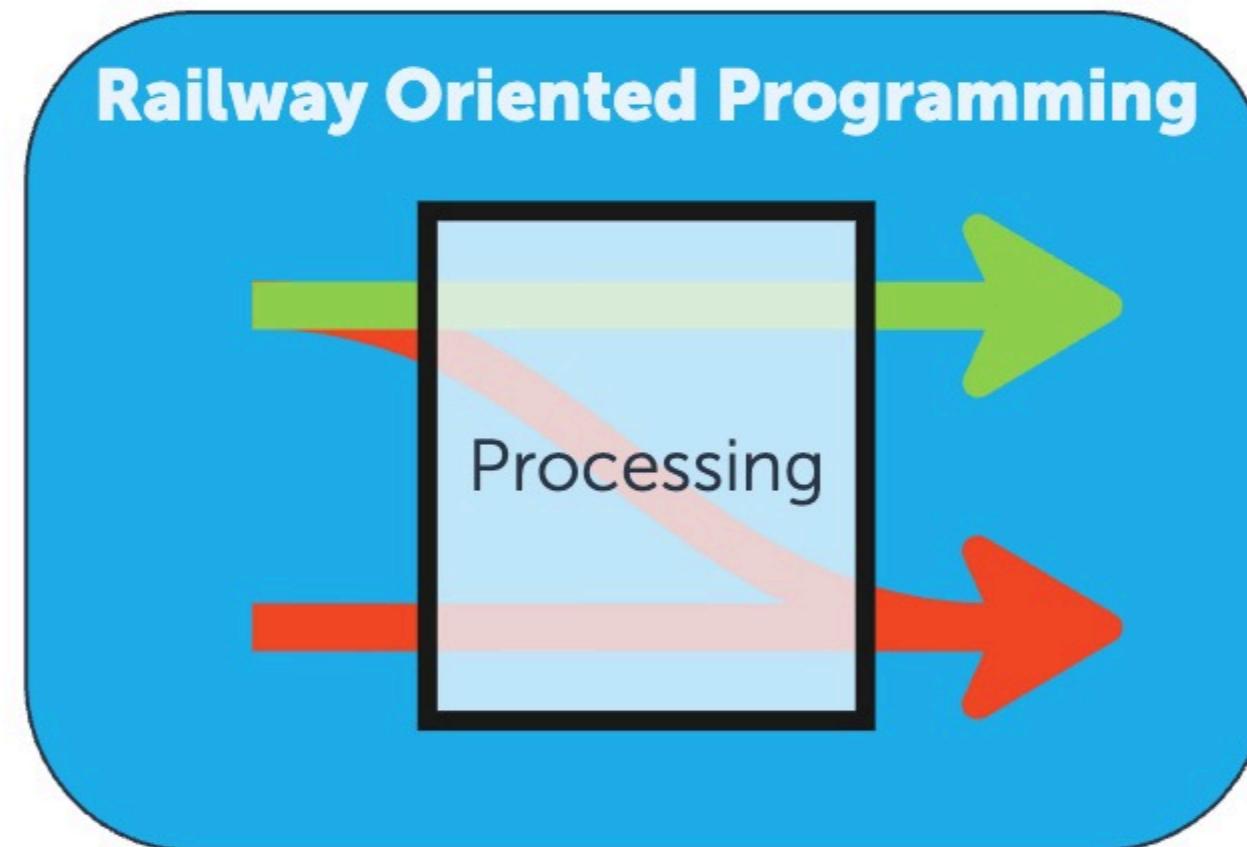
Helps to get **terse code**

Code might better **tell the story** of a complicated flow

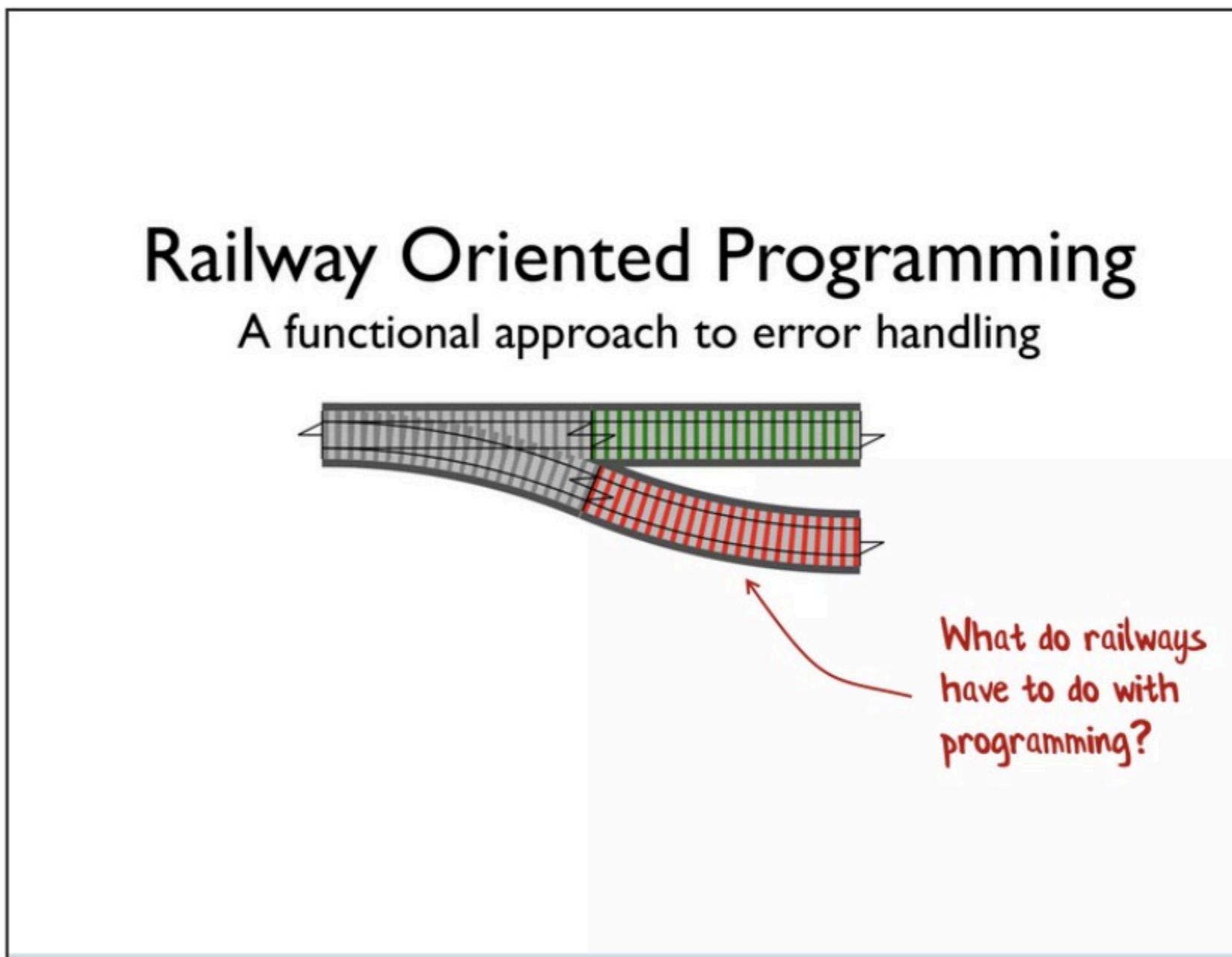
Might be **challenging** to author

Best used with the **whole chain** of flow

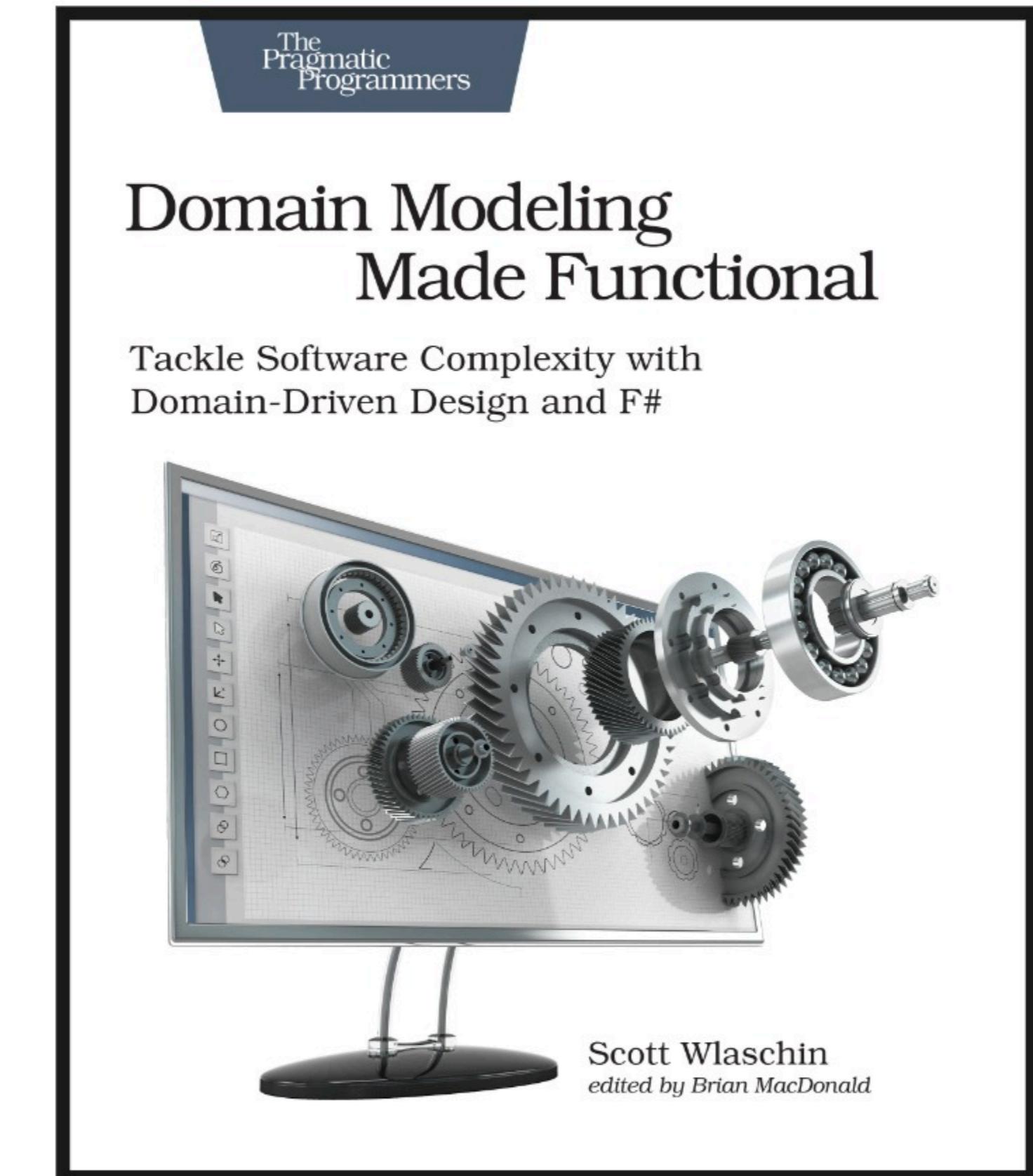
Encourages you to **think about a exception** handling strategy



# Resources



<https://fsharpforfunandprofit.com/rop/>



STAY UP TO DATE

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**Paul Rohorzka**

 @paulroho

 paul.rohorzka@squer.io

# Your Questions?