

Programming Languages and Paradigms

COMP 302

Instructor: Jacob Errington
School of Computer Science
McGill University

Polymorphism, recursive types, higher-order functions

Recap: constructors (with fields)

- ▶ Constructors can have **fields**. A field holds some data together with the constructor, e.g.

```
1 type shape =
2   | Circle of float
3   | Square of float
4   | Rect of float * float
5   (* ^ separate fields with * as if a tuple *)
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- ▶ Pattern matching syntax can **extract** the values of fields from the constructor.

```
1 let area (s : shape) : float = match s with
2   | Circle r -> 3.14 *. r *. r
3   | Square c -> c *. c
4   | Rect (w, h) -> w *. h
```

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- ▶ Lists
- ▶ Higher-order functions!

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Buckle up.

Polymorphic types

demo

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- ▶ This constrains the possible (reasonable) implementations. Could functions than others than those above have been implemented at those types?

Generic types: option and list; recursive types

demo

Recap: generic types, recursive types

- ▶ Generic type marked by a **type parameter** left of name

```
1 type 'a option = None | Some of 'a
2 type 'a mylist = Nil | Cons of 'a * 'a mylist
```

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```

- ▶ '`'a mylist`' is a **recursive type**; it refers to itself.
 - ▶ `Nil` has type '`'a mylist`' for any type '`'a`'.
 - ▶ `Cons (x, xs)` has type '`'a mylist`'
provided that `x : 'a` and `xs : 'a mylist`

Built-in list type and higher-order functions

demo