

# Programming Languages and Paradigms

## COMP 302

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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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- ▶ Usually pronounced as greek letters “alpha”, “beta”; but also “tick A”, “tick B”; and also simply “A” and “B”.

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2 let f y x = y (* has type: 'a -> 'b -> 'a *)
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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

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

- ▶ '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