

# Namespace NullaryThunk.Funky.Core.

## Options

### Classes

#### [Nothing<T>](#)

An [Option<T>](#) that has no meaningful value.

#### [O](#)

#### [OptionFunctions](#)

#### [Something<T>](#)

An [Option<T>](#) that has a meaningful value.

### Interfaces

#### [ISomething<T>](#)

An [Option<T>](#) that has a meaningful value.

#### [Nothing](#)

An object with no meaningful value. Represents the absence of a value.

#### [Option<T>](#)

Represents the possibility of a `T`. An [Option<T>](#) can be either [Something<T>](#) or [Nothing<T>](#). If it is a [Something<T>](#) then it contains a value of `T`. Use pattern matching to match on an [Option<T>](#)

#### [Something](#)

An [Option<T>](#) that has no meaningful value.

# Interface ISomething<T>

Namespace: [NullaryThunk.Funky.Core.Options](#)

Assembly: NullaryThunk.Funky.Core.dll

An [Option<T>](#) that has a meaningful value.

```
public interface ISomething<out T> : Option<T>, Something
```

## Type Parameters

**T**

The type of the meaningful value contained within.

### Extension Methods

[O.ToSomething<T>\(T\)](#) , [OptionFunctions.SomethingOr<T>\(Option<T>, T\)](#) ,  
[OptionFunctions.SomethingOr<T, R>\(Option<T>, Func<T, R>, R\)](#)

## Properties

### Value

```
T Value { get; }
```

### Property Value

**T**

# Interface Nothing

Namespace: [NullaryThunk.Funky.Core.Options](#)

Assembly: NullaryThunk.Funky.Core.dll

An object with no meaningful value. Represents the absence of a value.

```
public interface Nothing
```

## Extension Methods

[O.ToSomething<T>\(T\)](#)

# Class Nothing<T>

Namespace: [NullaryThunk.Funky.Core.Options](#)

Assembly: NullaryThunk.Funky.Core.dll

An [Option<T>](#) that has no meaningful value.


```
public record Nothing<T> : Option<T>, Nothing, IEquatable<Nothing<T>>
```

## Type Parameters

**T**

The type of the meaningful value.








## Inheritance

[object](#)  ← Nothing<T>

## Implements

[Option](#)<T>, [Nothing](#), [IEquatable](#)  <[Nothing](#)<T>>

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Extension Methods

[O.ToSomething<T>\(T\)](#) , [OptionFunctions.SomethingOr<T>\(Option<T>, T\)](#) ,  
[OptionFunctions.SomethingOr<T, R>\(Option<T>, Func<T, R>, R\)](#)

# Class O

Namespace: [NullaryThunk.Funky.Core.Options](#)








Assembly: NullaryThunk.Funky.Core.dll

```
public static class O
```

## Inheritance

[object](#)  ← O

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Methods

### Nothing<T>()

Creates a [Nothing<T>\(\)](#).

```
public static Nothing<T> Nothing<T>()
```

## Returns

[Nothing](#)<T>

An instance of [Nothing<T>\(\)](#).

## Type Parameters

T

The underlying type of the meaningful value.

### Somethings<T>(IEnumerable<Option<T>>)

Extracts the underlying values from a sequence of [Option<T>](#) items, returning only the values wrapped in [Something<T>](#)

```
public static IEnumerable<T> Somethings<T>(this IEnumerable<Option<T>> options)
```

## Parameters

**options** [IEnumerable](#)<[Option](#)<T>>

A sequence of optional values

## Returns

[IEnumerable](#)<T>

A sequence of values.

## Type Parameters

**T**

The underlying type of the meaningful value.

## ToSomething<T>(T)

Lifts a meaningful value into a [Something<T>](#).

```
public static Something<T> ToSomething<T>(this T value)
```

## Parameters

**value** T

The meaningful value.

## Returns

[Something](#)<T>

A [Something<T>](#) containing the meaningful value.

## Type Parameters

**T**

The type of the meaningful value.

# Class OptionFunctions

Namespace: [NullaryThunk.Funky.Core.Options](#)








Assembly: NullaryThunk.Funky.Core.dll

```
public static class OptionFunctions
```

## Inheritance

[object](#)  ← OptionFunctions

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Methods

### SomethingOr<T>(Option<T>, T)

```
public static T SomethingOr<T>(this Option<T> opt, T ifNone)
```

## Parameters

*opt* [Option](#)<T>

*ifNone* T

## Returns

T

## Type Parameters

T

### SomethingOr<T, R>(Option<T>, Func<T, R>, R)



```
public static R SomethingOr<T, R>(this Option<T> opt, Func<T, R> mapper, R ifNone)
```

## Parameters

opt [Option](#)<T>

mapper [Func](#)<T, R>

ifNone R

## Returns

R

## Type Parameters

T

R

# Interface Option<T>

Namespace: [NullaryThunk.Funky.Core.Options](#)

Assembly: NullaryThunk.Funky.Core.dll

Represents the possibility of a  $T$ . An [Option<T>](#) can be either [Something<T>](#) or [Nothing<T>](#). If it is a [Something<T>](#) then it contains a value of  $T$ . Use pattern matching to match on an [Option<T>](#)

```
public interface Option<out T>
```

## Type Parameters

$T$

The underlying value type.

## Extension Methods

[O.ToSomething<T>\(T\)](#) , [OptionFunctions.SomethingOr<T>\(Option<T>, T\)](#) ,  
[OptionFunctions.SomethingOr<T, R>\(Option<T>, Func<T, R>, R\)](#)

# Interface Something

Namespace: [NullaryThunk.Funky.Core.Options](#)

Assembly: NullaryThunk.Funky.Core.dll

An [Option<T>](#) that has no meaningful value.

```
public interface Something
```

## Extension Methods

[O.ToSomething<T>\(T\)](#)

# Class Something<T>

Namespace: [NullaryThunk.Funky.Core.Options](#)

Assembly: NullaryThunk.Funky.Core.dll

An [Option<T>](#) that has a meaningful value.


```
public record Something<T> : ISomething<T>, Option<T>,
    Something, IEquatable<Something<T>>
```

## Type Parameters

**T**

The type of the meaningful value.








### Inheritance

[object](#)  ← [Something<T>](#)

### Implements

[ISomething<T>](#), [Option<T>](#), [Something](#), [IEquatable](#)  <[Something<T>](#)>

### Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

### Extension Methods

[OptionFunctions.SomethingOr<T>\(Option<T>, T\)](#) ,  
[OptionFunctions.SomethingOr<T, R>\(Option<T>, Func<T, R>, R\)](#) , [O.ToSomething<T>\(T\)](#)

## Constructors

### Something(T)

An [Option<T>](#) that has a meaningful value.

```
public Something(T Value)
```

## Parameters

**Value** T

The meaningful value.

## Properties

### Value

The meaningful value.

```
public T Value { get; init; }
```

### Property Value

T

## Operators

### implicit operator Something<T>(T)

Implicitly converts a value of type T into a [Something<T>](#).

```
public static implicit operator Something<T>(T value)
```

## Parameters

**value** T

The value to wrap.

## Returns

[Something<T>](#)

A [Something<T>](#) containing the provided value.

# Namespace NullaryThunk.Funky.Core. Tests.Options

## Classes

[OptionGenerators](#)

[OptionTests](#)

[SomethingOrTests](#)

# Class OptionGenerators

Namespace: [NullaryThunk.Funky.Core.Tests.Options](#)








Assembly: NullaryThunk.Funky.Core.Tests.dll

```
public static class OptionGenerators
```

## Inheritance

[object](#)  ← OptionGenerators

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Properties

### Integers

```
public static Gen<int> Integers { get; }
```

### Property Value

Gen<[int](#)  >

## Methods

### OptionOfInt()

```
public static Arbitrary<(int Value, Option<int> Option)> OptionOfInt()
```

### Returns

Arbitrary<(int [Value](#)  , [Option](#)  <int  > [Option](#)  >

# OptionsOfInt()

```
public static Arbitrary<Option<int>[]> OptionsOfInt()
```

Returns

Arbitrary<[Option](#)<[int](#)>[]>




# Class OptionTests

Namespace: [NullaryThunk.Funky.Core.Tests.Options](#)








Assembly: NullaryThunk.Funky.Core.Tests.dll

```
[TestFixture]  
public class OptionTests
```

## Inheritance

[object](#)  ← OptionTests

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Extension Methods

[O.ToSomething<T>\(T\)](#)

## Methods

### ArbitraryOptionIntTest()

```
[Test]  
public static void ArbitraryOptionIntTest()
```

### CastingIntToSomethingHasSameValueAsOriginalInt()

```
[Test]  
public static void CastingIntToSomethingHasSameValueAsOriginalInt()
```

### SomethingsHasAllSomethingsFromOriginal()

```
[Test]
```

```
public static void SomethingsHasAllSomethingsFromOriginal()
```


# Class SomethingOrTests

Namespace: [NullaryThunk.Funky.Core.Tests.Options](#)








Assembly: NullaryThunk.Funky.Core.Tests.dll

```
[TestFixture]
public class SomethingOrTests
```

## Inheritance

[object](#)  ← SomethingOrTests

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Extension Methods

[O.ToSomething<T>\(T\)](#)

## Methods

### Nothing\_Yields\_Value\_Of\_IfNone(int, int)

```
[Test]
public static void Nothing_Yields_Value_Of_IfNone(int value, int ifNone)
```

## Parameters

value [int](#) 

ifNone [int](#) 

### Something\_Yields\_Value\_Of\_Something(int, int)

```
[Test]
public static void Something_Yields_Value_Of_Something(int value, int ifNone)
```

## Parameters

value [int](#)

ifNone [int](#)

## With\_Nothing\_Nullary\_Yields\_Same\_As\_Without(int, int)

[Test]

```
public static void With_Nothing_Nullary_Yields_Same_As_Without(int value,  
int ifNone)
```

## Parameters

value [int](#)

ifNone [int](#)

## With\_Something\_Nullary\_Yields\_Same\_As\_Without(int, int)

[Test]

```
public static void With_Something_Nullary_Yields_Same_As_Without(int value,  
int ifNone)
```

## Parameters

value [int](#)

ifNone [int](#)