

Introduction & Scala Basics



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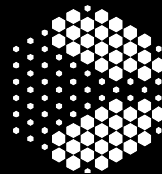
Lecture: 2020-09-22

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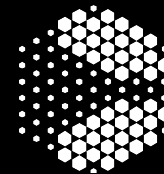
Evolution Gaming
Engineering
Bootcamp [Scala]

Introduction



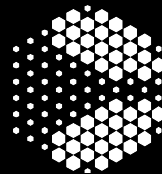
- A course focused on code, not presentations
 - This introduction will be very brief
 - ... and we move on to Scala syntax
- Goal
 - Teach you practical skills in functional programming in Scala
- You cannot teach a person to program, only help them teach themselves
 - Write code!

Participants



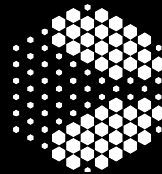
- We had a bootcamp in Minsk, Belarus in 2020 Q1-Q2
 - The results were great
 - Thus this English-speaking one in 2020 Q3-Q4
- More applications & homeworks than we expected
 - More great candidates than we expected, with diverse backgrounds
 - Motivated & qualified
- Instead of choosing to reject great candidates because of lack of space...
 - ... here you are!
- But we will have to learn how to work & communicate efficiently

Tooling & Communication



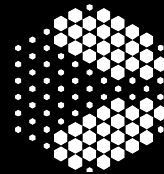
- <https://github.com/evolution-gaming/scala-bootcamp>
 - Test-driven exercises + homework
- MS Teams - video
 - Jitsi Meet as Backup
- Slack
 - Use threaded mode
- Ask questions!

The 3 worlds of Scala



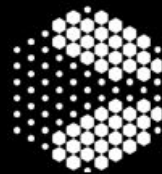
- Scala as “a better Java”
 - OK, but so is Kotlin
- Scala for Data Science
 - Primarily, Spark
- Functional Scala
 - ... *à la* Haskell
- We will be focusing on the latter throughout this course

Why Scala ?



- Write high quality, maintainable code
 - Supports the Functional Programming paradigm
 - “If it compiles, it works” more likely
 - Easier refactoring
 - Catch defects at compilation...
 - ... instead of debugging overnight in production ...
 - ... not that it never happens
- Deploy on JVM, interoperate with Java libraries and code
- Good frameworks for concurrent, parallel systems
- Used at Evolution Gaming and we're hiring :)

Lectors & Mentors



Experienced developers working at Evolution Gaming



Andrejs Pavlovics



Ivan Petrov



Mikhail Sokolov



Arturs Sengilejevs



Nikita Bovenko



Ruslans Tarasovs



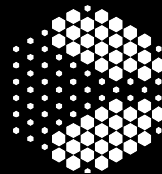
Rafael Saraiva Figueiredo



Mareks Rampans

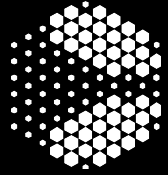
eng.evolutiongaming.com

Programme Overview



- Lessons twice a week + homework
 - Syntax & Basics
 - Functional Programming patterns & approaches
 - Libraries
- Work on course project
 - With mentors
 - Presentation at the end
- More details at <https://github.com/evolution-gaming/scala-bootcamp>

Ask questions!



- In Slack chat or use “Raise Hand” feature in Teams
- You may think it's a silly question
 - Probably dozens of other people are wondering the same thing
 - You're doing them a favour :)
- Presenters get feedback and an understanding of where people are
- Vote in the polls after the lectures
- If something is not clear after lecture, please ask
 - We can give additional learning materials or repeat some topics