Statements v Expressions

Statements v Expressions

Let's draw a distinction between these two -Scala will make a lot more sense once we do

Statements

```
Iscala> val radius = 10
radius: Int = 10
```

Statements

```
scala> println("hello world")
hello world
```

Statements v Expressions

are units of code that return a value

unit of code

scala> "hello world"
res51: String = hello world

are units of code that return a value

```
scala> "hello world"
res51: String = hello world
```

return value

```
scala> val radius = 10 expression radius: Int = 10
```

```
scala> val area = { val PI = 3.14; PI * radius * radius} area: Double = 314.0
```

```
scala> val radius = 10
radius: Int = 10
```

```
scala> val area = { val PI = 3.14; PI * radius * radius} area: Double = 314.0
```

```
scala> val radius = 10
radius: Int = 10

scala> val area = { val PI = 3.14; PI * radius * radius}
area: Double = 314.0

unit of code
```

```
scala> val radius = 10
radius: Int = 10
scala> val area = { val PI = 3.14; PI * radius * radius}
area: Double = 314.0
return value
```

are units of code that return a value

```
scala> val radius = 10
radius: Int = 10

scala> val area = { val PI = 3.14; PI * radius * radius}
```

area: Double = 314.0

statement

are units of code that return a value

```
scala> val radius = 10
radius: Int = 10
```

```
scala> val area = { val PI = 3.14; PI * radius * radius} area: Double = 314.0
```

"expression block"

A bit of code enclosed in {}

are units of code that return a value

```
scala> val radius = 10 radius: Int = 10
```

The last expression in a block is the return value for the entire block

```
scala> val area = { val PI = 3.14; PI * radius * radius}
area: Double = 314.0
```

"expression block"
A bit of code enclosed in {}

"Expression block"

A bit of code enclosed in ()

"Expression block"

A bit of code enclosed in ()

are units of code that return a value

```
scala> val radius = 10 radius: Int = 10
```

The last expression in a block is the return value for the entire block

```
scala> val area = { val PI = 3.14; PI * radius * radius}
area: Double = 314.0
```

"expression block"
A bit of code enclosed in {}

are units of code that return a value

```
scala> val radius = 10 radius: Int = 10
```

```
scala> val area = { val PI = 3.14; PI * radius * radius} area: Double = 314.0
```

Statements

```
scala> println("hello world")
hello world
```

Statements v Expressions

Why does this matter?

Because many constructs that are statements in Java are expressions in Scala

Many constructs that are statements in Java are expressions in Scala

if/else

for loops
(But not while loops)

match

IThink Java case statement, but way more powerfull

Many constructs that are statements in Java are expressions in Scala

if/else

for loops
(But not while loops)

match

(Think Java case statement, but way more powerful)

By changing these to expressions (with return values) Scala makes functional programming far easier

By changing these to expressions (with return values) Scala makes functional programming far easier

Why? because expressions can be "composed" (chained to each other) - but statements can't!

"composition of functions"

Example 10 Pefining Values and Variables via Expressions

Petining Values and Variables via Expressions

An expression is a unit of code that returns a value

value defined using the expression

```
| scala> val area = {
| val PI = 3.14;
| PI * radius * radius
| reference to previously area: Double = 314.0 | defined value or variable
```

```
Iscala> val radius = 10;
radius: Int = 10
```

Petining Values and Variables via Expressions

An expression is a unit of code that returns a value

Petining Values and Variables via Expressions

An expression is a unit of code that Why does this matter?

Defining Values and Variables via Expressions

Why does this matter?

Expressions are "r-values" which mean that they can be assigned and composed (chained)

Statements are not "r-values" - they just sit there and do their thing

Why does this matter?

Expressions are "r-values" which mean that they can be assigned and composed (chained)

By expanding the possible r-values in code, Scala enables functional programming

Example 11 Nested Scopes in Expression Blocks

```
scala> val area = {
                 val PI = 3;
value being defined
                 println(s"Inside scope 1, PI = $PI");
  via function
   expression
                   val PI = 3.14;
                   println(s"Inside scope 2, PI = $PI");
                   PI*radius*radius
        Inside scope 1, PI = 3
        Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
function
               println(s"Inside scope 1, PI = $PI");
expression
                 val PI = 3.14;
                 println(s"Inside scope 2, PI = \$PI");
                 PI*radius*radius
       Inside scope 1, PI = 3
       Inside scope 2, PI = 3.14
       area: Double = 314.0
```

```
scala> val area = {
                val PI = 3;
nested function
                println(s"Inside scope 1, PI = $PI");
  expression
                  val PI = 3.14;
                  println(s"Inside scope 2, PI = $PI");
                  PI*radius*radius
        Inside scope 1, PI = 3
        Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
                println(s"Inside scope 1, PI = $PI");
outer scope
                  val PI = 3.14;
                  println(s"Inside scope 2, PI = $PI");
                  PI*radius*radius
        Inside scope 1, PI = 3
        Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
                val PI = 3;
                println(s"Inside scope 1, PI = $PI");
outer scope
                  val PI = 3.14;
                  println(s"Inside scope 2, PI = $PI");
                  PI*radius*radius
        Inside scope 1, PI = 3
        Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
                val PI = 3;
                println(s"Inside scope 1, PI = $PI");
inner scope
                  val PI = 3.14;
                  println(s"Inside scope 2, PI = \$PI");
                  PI*radius*radius
        Inside scope 1, PI = 3
        Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
                val PI = 3;
                println(s"Inside scope 1, PI = $PI");
inner scope
                  val PI = 3.14;
                  println(s"Inside scope 2, PI = $PI");
                  PI*radius*radius
        Inside scope 1, PI = 3
        Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
                 val PI = 3;
                 println(s"Inside scope 1, PI = $PI");
return value is from
 innermost scope
                   val PI = 3.14;
                   println(s"Inside scope 2, PI = $PI");
                   PI*radius*radius
        Inside scope 1, PI = 3
         Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area = {
                 val PI = 3;
                 println(s"Inside scope 1, PI = $PI");
return value is from
 innermost scope
                   val PI = 3.14;
                   println(s"Inside scope 2, PI = $PI");
                   PI*radius*radius
        Inside scope 1, PI = 3
         Inside scope 2, PI = 3.14
        area: Double = 314.0
```

```
scala> val area =
return statement
                    val PI = 3.1;
from outer scope
                    println(s"Inside scope 1, PI = $PI");
   is ignored!
                    PI * radius * radius;
                      val PI = 3.14;
                      println(s"Inside scope 2, PI = $PI");
                      PI * radius * radius
          Inside scope 1, PI = 3.1
          Inside scope 2, PI = 3.14
          area: Double = 314.0
```

```
scala> val area =
return statement
                    val PI = 3.1;
from outer scope
                    println(s"Inside scope 1, PI = $PI");
   is ignored!
                    PI * radius * radius;
                      val PI = 3.14;
                      println(s"Inside scope 2, PI = $PI");
                      PI * radius * radius
          Inside scope 1, PI = 3.1
          Inside scope 2, PI = 3.14
          area: Double = 314.0
```

```
scala> val area =
return statement
                    val PI = 3.1;
from outer scope
                    println(s"Inside scope 1, PI = $PI");
   is ignored!
                    PI * radius * radius;
                      val PI = 3.14;
                      println(s"Inside scope 2, PI = $PI");
                      PI * radius * radius
          Inside scope 1, PI = 3.1
          Inside scope 2, PI = 3.14
          area: Double = 314.0
```

Why does this matter?

Because functions in Scala are merely named, reusable expression blocks

if you can have nested expression blocks, you can have nested functions too..

Because functions in Scala are merely named, reusable expression blocks

Nested functions

"First Class Functions"

Closures

These crucial Scala language features depend on nested scopes in expression blocks!

Example 12 If/Else expression blocks

Java, C#, C, C++ have If/Else Statements

Scala has If/Else EXPRESSIONS (like Excel, btw)

```
if (boolean expression)
{ expression block #1}
else
{ expression block #2}
```

expression block!

```
if (boolean expression)
{ expression block #1}
else
{ expression block #2}
```

expression block!

```
if (boolean expression) true?
{ expression block #1}
else
{ expression block #2}
```

return value of entire block depends on the return value of the boolean expression

expression block!

```
if ( true ) return value of { expression block #1 } expression block #1 } else { expression block #2 }
```

expression block!

```
if (boolean expression) false?
{ expression block #1}
else
{ expression block #2}
```

return value of entire block depends on the return value of the boolean expression

expression block!

```
if (false) {expression block #1} else {expression block #2}
```

return value of expression block #2

expression block!

if (boolean expression) { expression block #1}

Btw, an if without an else will return Nothing if the boolean expression evaluates to false

```
if (boolean expression)
{ expression block #1}
else
{ expression block #2}
```

```
scala> val numer:Double = 22
numer: Double = 22.0
scala> val denom:Double = 7
denom: Double = 7.0
```

```
scala> val PI = if (denom != 0) {numer/denom} else {None} PI: Any = 3.142857142857143
```

```
numer: Double = 22.0
scala> val denom:Double = 7
denom: Double = 7.0
scala> val PI = if (denom != 0) {numer/denom} else {None}
PI: Any = 3.142857142857143
```

scala> val numer:Double = 22

```
scala> val numer:Double = 22
numer: Double = 22.0
```

```
scala> val denom:Double = 7
denom: Double = 7.0
```

```
scala> val PI = if (denom != 0) {numer/denom} else {None}
PI: Any = 3.142857142857143
```

```
scala> val numer:Double = 22
numer: Double = 22.0
scala> val denom:Double = 7
denom: Double = 7.0
```

scala> val PI = if (denom != 0) {numer/denom} else {None}
PI: Any = 3.142857142857143

```
scala> val numer:Double = 22
numer: Double = 22.0

scala> val denom:Double = 7
denom: Double = 7.0

scala> val PI = if (denom != 0) {numer/denom} else {None}
PI: Any = 3.142857142857143
```

Type inference at work!

```
scala> val numer:Double = 22
numer: Double = 22.0
```

```
scala> val denom:Double = 7
denom: Double = 7.0
```

```
scala> val PI = if (denom != 0) {numer/denom} else {0.0}
PI: Double = 3.142857142857143
```

scala> val numer:Double = 22

```
numer: Double = 22.0
scala> val denom:Double = 7
denom: Double = 7.0
scala> val PI = if (denom != 0) {numer/denom} else {0.0}
PI: Double = 3.142857142857143
```

Type inference at work!

```
|scala> val PI = if (denom != 0) {numer/denom} else {0.0}
PI: Double = 3.142857142857143
```

```
if (boolean expression)
{ expression block #1}
else
{ expression block #2}
```

Why does this matter? { expression block #1}

Iso

{expression block #2}

If/Else expression blocks Why does this matter?

Java, C#, C, C++ have If/Else Statements

Scala has If/Else EXPressions

Scala has If/Else EXPressions

Why does this matter?

Scala has cleverly transformed If/Else constructs into r-values..allowing them to be functionally composed!

```
scala> radius * radius * {if (denom != 0) {numer/denom} else {0}} res62: Double = 314.2857142857143
```

Scala has cleverly transformed If/Else constructs into r-values.. allowing them to be functionally composed!

Scala has cleverly transformed If/Else constructs into r-values.. allowing them to be functionally composed!

Scala has cleverly transformed If/Else constructs into r-values..allowing them to be functionally composed!

Example 13 match expressions

Java, C#, C, C++ have SWitch statements

Scala has Match expressions

these are actually more powerful, and more widely used than if/else expressions

Unlike in Java, only zero or one 'case' clauses will evaluate to true

No fall-through, no 'break'

there is a catch-all though

matches can be on value, but also on type and with additional conditions

Match expressions are expressions like any others -

use them to initialise values or variables

or "compose" them to create functional chains!

use them to initialise values or variables

A value, to be initialised via a match expression

use them to initialise values or variables

The match expression

use them to initialise values or variables

The identifier to be matched

use them to initialise values or variables

The identifier to be matched

```
scala> val typeOfDay = dayOfWeek match{
         case "Monday"=> "Manic Monday"
         case "Sunday"=> "Sleepy Sunday"
```

typeOfDay: String = Manic Monday (needs to be previously defined,

```
Somewhere scala val dayOfWeek = "Monday"
   dayOfWeek: String = Monday
```

use them to initialise values or variables

The match keyword

use them to initialise values or variables

A set of cases, none or one of which will be matched

use them to initialise values or variables

A set of cases, none or one of which will be matched

use them to initialise values or variables

The => is followed by an expression that will be returned if that case is satisfied

use them to initialise values or variables

expression that will be returned if that case is satisfied

use them to initialise values or variables

The value returned by the match expression

use them to initialise values or variables

What if no case matches? What value will be assigned?

use them to initialise values or variables

What if no case matches? What value will be assigned?

Match expressions are expressions like any others -

use them to initialise values or variables

or "compose" them to create functional chains!

Match expressions are expressions like any others -

use them to initialise values or variables

or "compose" them to create functional chains!

Match expressions used more widely than it/else statements in Scala - they are a very popular language construct!!

Match expressions are a very popular language construct

And that's why they matter a great deal in Scala!

lfar more than switch statements matter in Java)

Example 14 match expressions: Pattern guards & OR-ed expressions

match expressions: Pattern guards & OR-ed expressions

There are two ways to add conditions to individual case clauses in a match expression

Pattern guards

OR-ed expressions

The boolean expressions in a case statement can be OR-ed together

Ok-ed expressions

It just works!

match expressions: Pattern guards & OR-ed expressions

There are two ways to add conditions to individual case clauses in a match expression

Pattern guards



Pattern guards are a way to add an if expression into a case

A pattern guard starts with an placeholder variable called a value binding

A pattern guard starts with an placeholder variable called a value binding

Next is a rather unusual looking if expression

This if expression has a boolean expression as usual..

Followed by the => delimiter..(this is the unusual bit!)

Ending with the return value of the if-expression

Pattern guards allow multiple conditions on the same value binding

Pattern guards allow multiple conditions on the same value binding

match expressions: Pattern guards & OR-ed expressions

There are two ways to add conditions to individual case clauses in a match expression





match expressions: Pattern guards & OR-ed expressions

There are two ways to add conditions to individual case clauses in a match expression

Pattern guards

OR-ed expressions

Why do these matter?

Why do these matter?

match expressions: Pattern guards & OR-ed expressions

match expressions are really important in Scala, and these variants help extend their flexibility a great deal

Example 15 match expressions: catchall to match-all

match expressions: catch-all to match-all

Match expressions are expressions like any others -

use them to initialise values or variables

or "compose" them to create functional chains!

A value, to be initialised via a match expression

The match expression

The identifier to be matched

The identifier to be matched

```
scala> val typeOfDay = dayOfWeek match{
         case "Monday"=> "Manic Monday"
         case "Sunday"=> "Sleepy Sunday"
```

typeOfDay: String = Manic Monday (needs to be previously defined, Somewhere scala val dayOfWeek = "Monday"

dayOfWeek: String = Monday

The match keyword

A set of cases, none or one of which will be matched

A set of cases, none or one of which will be matched

The => is followed by an expression that will be returned if that case is satisfied

expression that will be returned if that case is satisfied

The value returned by the match expression

What if no case matches? What value will be assigned?

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The result is a Scala. Match Error

What if no case matches? What value will be assigned?

The result is a Scala. Match Error

match expressions: catch-all to match-all

use them to initialise values or variables

What if no case matches? What value will be assigned?

The result is a Scala. Match Error

match expressions: catch-all to match-all

We need something like the default case in a switch statement to prevent such errors

Scala.MatchError

Scala.MatchError

We need something like the default case in a switch statement to prevent such errors

match expressions: catch-all to match-all

Value Binding Patterns

(Wildcard Operator Patterns)

We have encountered value bindings before!

Use a variable to store the value of the match variable

This variable can then be used in the expression on the right side of the arrow

This variable can then be used in the expression on the right side of the arrow

This variable can then be used in the expression on the right side of the arrow

The result of the expression on the right will be returned - as it should be!

Scala.MatchError

We need something like the default case in a switch statement to prevent such errors

match expressions: catch-all to match-all



(Wildcard Operator Patterns)

The underscore character _ as a placeholder will be a common theme in Scala

case _ => expression

Here, _ is an unnamed wildcard for the input value. It will match anything

Operator Patterns) unnamed wildcard for

Here, _ is an unnamed wildcard for the input value. It will match anything

```
scala> val typeOfDay = dayOfWeek match{
         case "Monday" => "Manic Monday"
         case "Sunday" => "Sleepy Sunday"
            val errorString = s"Some other day - neither Sunday nor Monday, its
$day0fWeek"
            errorString
typeOfDay: String = Some other day - neither Sunday nor Monday, its Friday But this paceholder will not work
                    on the right of the => sign!
```

But this placeholder will not work on the right of the => sign!

```
scala> val typeOfDay = dayOfWeek match{
         case "Monday" => "Manic Monday"
         case "Sunday" => "Sleepy Sunday"
         case _ => {
            val errorString = s"Some other day - neither Sunday nor Monday, its
$day0fWeek"
            errorString
typeOfDay: String = Some other day - neither Sunday nor Monday, its Friday On the right, you can reference the
                      original match variable
```

But this placeholder will not work on the right of the => sign!

```
scala> val typeOfDay = dayOfWeek match{
         case "Monday" => "Manic Monday"
         case "Sunday" => "Sleepy Sunday"
         case _ => {
            val errorString = s"Some other day - neither Sunday nor Monday, its
$day0fWeek"
            errorString
typeOfDay: String = Some other day - neither Sunday nor Monday, its Friday On the right, you can reference the
                      original match variable
```

But this placeholder will not work on the right of the => sign!

Attempting to access _ on the right of the => will result in an error

Scala.MatchError

We need something like the default case in a switch statement to prevent such errors

match expressions: catch-all to match-all





Example 16

match expressions: down casting with Pattern Variables

In Java, a common use case of nested if statements is to downcast using instanceof

Btw, its a key failing of the Java switch statement that it can't predicate on type

Scala's match is carefully built to test on type of the match variable

match expressions: down casting with Pattern Variables There is a special type of case clause, which tests the case of a variable

```
case <identifier> : <Type> => <expression>
```

Here, someVar is an unnamed wildcard for the input value. It will match anything

```
scala> val radius:Any = 10
radius: Any = 10
                       Our value holds an Int
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
         case _ => "Any"
typeOfRadius: String = Integer
```

```
scala> val radius:Any = 10
radius: Any = 10
scala>
                   Our match statement returns "Integer"
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
       case _ => "Any"
typeOfRadius: String = Integer
```

```
scala> val radius:Any = 10
radius: Any = 10
scala>
                   Our match statement returns "Integer"
scala> val typeOfRadius = radius match{
         case radius: Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
       case _ => "Any"
typeOfRadius: String = Integer
```

```
scala> val radius:Any = 10
radius: Any = 10
scala>
                   Our match statement returns "Integer"
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
       case _ => "Any"
typeOfRadius: String = Integer
```

```
scala> val radius:Any = 10
radius: Any = 10
scala>
                   Our match statement returns "Integer"
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
       case _ => "Any"
typeOfRadius: String = Integer
```

```
scala> val radius:Any = "10.0"
radius: Any = 10.0
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
case _:AnyRef => "String"
case _ => "Any"
typeOfRadius: String = String
```

```
scala> val radius:Any = "10.0"
radius: Any = 10.0

Corvalue is a string
```

```
scala> val radius:Any = "10.0"
radius: Any = 10.0
                       Remember that string derives from AnyRef!
scala>
scala> val typeOfRadius = radius match{
          case radius:Int => "Integer"
case _:AnyRef => "String"
case _ => "Any"
typeOfRadius: String = String
```

```
scala> val radius:Any = "10.0"
radius: Any = 10.0
                    Remember that string derives
scala>
                             from AnyRef!
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
case _:AnyRef => "String"
         case _ => "Any"
typeOfRadius: String = String
```

```
scala> val radius:Any = "10.0"
radius: Any = 10.0
                  Remember that string derives
scala>
                          from AnyRef!
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case _:AnyRef => "String"
        case _ => "Any"
typeOfRadius: String = String
```

A catch-all/match-all will work as usual

You can use either a placeholder or a value binding to make sure that some case is always satisfied

Mini-example #3 A catch-all/match-all will work as usual

```
scala> val radius:Any = 10.0
radius: Any = 10.0
                   Here we use the _ placeholder
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
        case radius:String => "String"
case _ => "Any"
typeOfRadius: String = Any
```

Mini-example #3 A catch-all/match-all will work as usual

```
scala> val radius:Any = 10.0
radius: Any = 10.0
                   The value is a Pouble
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
        case radius:String => "String"
        case _ => "Any"
typeOfRadius: String = Any
```

Mini-example #3 A catch-all/match-all will work as usual

```
scala> val radius:Any = 10.0
radius: Any = 10.0
              No case matches this type
scala>
case radius:String => "String"
      case _ => "Any"
typeOfRadius: String = Any
```

```
scala> val radius:Any = 10.0
radius: Any = 10.0
                      No case matches this type
scala>
scala> val typeOfRadius = radius match{
          case radius:Int => "Integer"
case radius:String => "String"
case _ => "Any"
typeOfRadius: String = Any
```

```
scala> val radius:Any = 10.0
radius: Any = 10.0
                    So the catch-all case kicks in!
scala>
scala> val typeOfRadius = radius match{
          case radius:Int => "Integer"
         case radius:String => "String"
case _ => "Any"
typeOfRadius: String = Any
```

```
scala> val radius:Any = 10.0
radius: Any = 10.0
                    So the catch-all case kicks in!
scala>
scala> val typeOfRadius = radius match{
          case radius:Int => "Integer"
         case radius:String => "String"
case _ => "Any"
typeOfRadius: String = Any
```

```
scala> val radius:Any = 10.0
radius: Any = 10.0
                  So the catch-all case kicks in!
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
        case _ => "Any"
typeOfRadius: String = Any
```

The "scrutinee" (variable whose type is matched) must be a base type

Else an error will result

```
scala> val radius:String = "10"
radius: String = 10
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
        case _ => "Any"
<console>:13: error: scrutinee is incompatible with pattern type;
 found : Int
 required: String
         case radius:Int => "Integer"
```

```
scala> val radius:String = "10"
radius: String = 10
                               If we specify radius is String (rather than Any), an error results!
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
         case _ => "Any"
<console>:13: error: scrutinee is incompatible with pattern type;
 found
       : Int
 required: String
         case radius:Int => "Integer"
```

```
scala> val radius:String = "10"
radius: String = 10
                               If we specify radius is String (rather than Any), an error results!
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
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<console>:13: error: scrutinee is incompatible with pattern type;
 found
       : Int
 required: String
         case radius:Int => "Integer"
```

```
scala> val radius: Any = "10"
                        Just change the type to Any, and it will work!
radius: Any = 10
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
         case _ => "Any"
typeOfRadius: String = String
```

```
scala> val radius:Any = "10"
radius: Any = 10
                        Just change the type to Any, and it will work!
scala>
scala> val typeOfRadius = radius match{
         case radius:Int => "Integer"
         case radius:String => "String"
         case radius:Double => "Double"
         case _ => "Any"
typeOfRadius: String = String
```

match expressions: down casting with Pattern Variables

The placeholder _ can be used as the pattern variable

A catch-all/match-all will work as usual

match expressions: down casting with Pattern Variables

The placeholder _ can be used as the Why does this matter?

A catch-all/match-all will work as usual

Why does this matter? match expressions: down casting with Pattern Variables

In Java, a common use case of nested if statements is to downcast using instanceof

Its a key failing of the Java switch statement that it can't predicate on type

Scala's match is carefully built to test on type of the match variable

Example 17 for loops can be expressions OR statements

for loops can be expressions OR statements

Let's revisit the idea of

Statements v Expressions

Statements

```
Iscala> val radius = 10
radius: Int = 10
```

Statements

```
scala> println("hello world")
hello world
```

Statements v Expressions

Expressions

Expressions

are units of code that return a value

```
scala> val radius = 10 radius: Int = 10
```

```
scala> val area = { val PI = 3.14; PI * radius * radius} area: Double = 314.0
```

Statements

```
scala> println("hello world")
hello world
```

Statements v Expressions

Why does this matter?

Because many constructs that are statements in Java are expressions in Scala

Statements v Expressions

Many constructs that are statements in Java are expressions in Scala



for loops
(But not while loops)



for loops can be expressions OR statements

For loops can be set up as either statements or expressions by adding or removing just 1 word

yield

The presence of this word converts a forloop into an expression

For loops can be set up as either statements or expressions by adding or removing just 1 word yield

The presence of this word converts a forloop into an expression

A for-loop with yield will "yield" a collection of the return values of each iteration of the loop

A for-loop without yield will simply execute the iterations without saving their return values

(A Java-style, "old-school" for-loop)

A for-loop without yield will simply execute the iterations without saving their return values

```
scala> val daysOfWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
daysOfWeekList: List[String] = List(Mon, Tue, Wed, Thu, Fri, Sat, Sun)
```

Let's check out a simple example involving a List

This is our first encounter with a Scala collection!

A for-loop without yield will simply execute the iterations without saving their return values

```
scala> val days0fWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
days0fWeekList: List[String] = List(Mon, Tue, Wed, Thu, Fri, Sat, Sun)
```

Define a simple list of the days of the week

A for-loop without yield will simply execute the iterations without saving their return values

```
scala> val days0fWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
days0fWeekList: List[String] = List(Mon, Tue, Wed, Thu, Fri, Sat, Sun)
```

Define a simple list of the days of the week

A for-loop without yield will simply execute the iterations without saving their return values

```
scala> val daysOfWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
daysOfWeekList: List[String] = List(Mon, Tue, Wed, Thu, Fri, Sat, Sun)
```

Define a simple list of the days of the week

A for-loop without yield will simply execute the iterations without saving their return values

```
scala> val daysOfWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
daysOfWeekList: List[String] = List(Mon, Tue, Wed, Thu, Fri, Sat, Sun)
```

Define a simple list of the days of the week

List[String] in Scala is like List<String> in Java

A for-loop without yield will simply execute the iterations without saving their return values

```
scala> for(day <- days0fWeekList)</pre>
       day match {
           case "Mon" => println("Manic Monday")
           case otherDay => println(otherDay)
          Iterate over this list and
               print a message
```

A for-loop without yield will simply execute the iterations without saving their return values

Check out the loop variable this is like foreach in Java

A for-loop without yield will simply execute the iterations without saving their return values

Use a match expression

A for-loop without yield will simply execute the iterations without saving their return values

Each iteration merely prints a value, and does not return anything

A for-loop without yield will simply execute the iterations without saving their return values

Manic Monday Tue Wed Thu Fri Sat Sun

A for-loop without yield will simply execute the iterations without saving their return values

```
Manic Monday
Tue
Wed
Thu
Fri
Value, and does not return anything
Sat
```

Sun

This for-loop was a statement - nothing was returned

yield

A for-loop with yield will "yield" a collection of the return values of each iteration of the loop

A for-loop without yield will simply execute the iterations without saving their return values

(A Java-style, "old-school" for-loop)

We can convert our for-loop to a statement merely by adding the word yield

We have also changed the match expression to return something now

The results of this for-loop are saved in a value

yield

A for-loop with yield will "yield" a collection of the return values of each iteration of the loop

A for-loop without yield will simply execute the iterations without saving their return values

(A Java-style, "old-school" for-loop)

For loops can be set up as either statements or expressions by adding or removing just 1 word

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For loops can be set up as either statements or expressions by adding or removing just 1 word Why does this matter?

yield

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Why does this matter?

Think of how often, in Java, you have a bit of boilerplate to collect the results of a for-loop in a list

```
List<String> typesOfDays = new ArrayList<>();
for(String day: daysOfWeek) {
    if(day.equals("Mon")) {
       typesOfDays.add("Manic Monday");
    }
    else {
       typesOfDays.add(day);
    }
}
```

Why does this matter?

Think of how often, in Java, you have a bit of boilerplate to collect the results of a for-loop in a list

```
List<String> typesOfDays = new ArrayList<>();
for(String day: daysOfWeek) {
    if(day.equals("Mon")) {
       typesOfDays.add("Manic Monday");
    }
    else {
       typesOfDays.add(day);
    }
}
```

Yet another common Java "bloat-case" has been addressed in Scala

Why does this matter?

Think of how often, in Java, you have a bit of boilerplate to collect the results of a for-loop in a list

Yet another common Java "bloat-case" has been addressed in Scala

Example 18 for loops: 2 types of iterators

List<String> daysOfWeek = new ArrayList<String>();

In Java, there are 2 ways one could iterate over a list

```
List<String> daysOfWeek = new ArrayList<String>();
```

Scala has exact equivalents

```
val daysOfWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
```

Scala has exact equivalents

Nothing too complicated here, just notice the way the loops are set up

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Scala even has a way to eliminate the clunky "-1", source of so many off-by-1 errors

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```
val days0fWeekList = List("Mon","Tue","Wed","Thu","Fri","Sat","Sun")
```

Scala has exact equivalents

val daysOifs/tesstrisitng>Lidaty(s'OhbweekTue'neweakr,r'ayıliş'tssit'ringt'(,)'Sun')

So which of these is the best way to iterate over a collection?

```
scala> for(i <- 0 until days0fWeekList.size) {
    println(days0fWeekList.size) {
        println(days0fWeekList(i))
        | }
</pre>
```

So which of these is the best way to iterate over a collection?

Err..actually neither..

Scala has powerful aggregate functions such as foreach, map, flatmap

But you should know how to use for loops anyway

Example 19 for loops with if conditions: Pattern Guards

Here is how we would combine an if condition with a for loop in Java

```
for(String day: daysOfWeek) {
    if(day.equals("Monday"))
        System.out.println("Manic Monday!");
}
```

Here is how we would combine an if comdittion with a for loop im Saxla

Here is how we would combine an if condition with a for loop in Scala

Here is how we would combine an if condition with a for loop in Scala

```
scala> for(day <- daysOfWeekList if day == "Mon") {
         println(day)
              Merging the if condition into the for
```

loop makes the code more concise

Here is how we would combine an if condition with a for loop in Scala

Example 20 Nested for Loops: Nested Iterators

```
for(int i = 0; i < 10; i ++) {
    for(int j = 0; j < 10; j ++) {
        // Do something
    }
}
Here is how we would set up a nested
    loon in laya</pre>
```

Here is how we would set up a nested loop im Seata

Notice that there 2 ranges, without a comma separating them

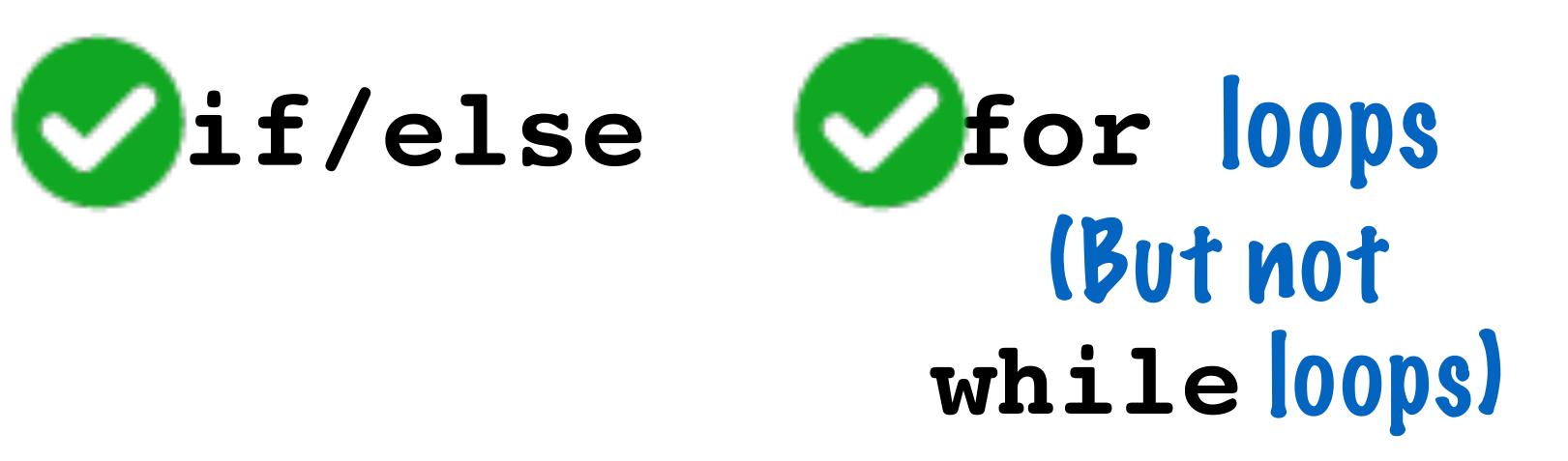
Notice that there 2 ranges, without a comma separating them

Its perfectly OK to combine different types of iterators

Example 21 while/do-while Loops: Pure Statements

Many constructs that are statements in Java are expressions in Scala







Many constructs that are statements in Java are expressions in Scala

for loops can be expressions OR statements

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while/do-while 1200ps: Pure Statements While loops can't return anything, they don't work with yield collection of

While loops can't return anything, they don't work with yield

Notice that we finally have a use for var!

The while loop condition looks pretty Java-like

Clumsy Syntax #1: The body of the while loop has to increment the loop variable

Clumsy Syntax #2: The corresponding value binding needs to be explicit

```
scala> var x = 0; while(x < days0fWeekList.size-1) {
       val day = days0fWeekList(x)
println(day)
```

Tue Wed Thu

Clumsy Syntax #3: The output can not be "composed" i.e. passed to a different function

Fri Sat Sun x: Int = 6

Clumsy Syntax #4: While loops often require mutable variables

Drawbacks: side-effects in code, problems in multithreaded applications etc

Clumsy Syntax

While loops have a lot of clumsy syntax..they are not used a whole lot in Scala