

* MIXING IT UP *
with

* ELIXIR *



Level 1

Citizens of the Unknown

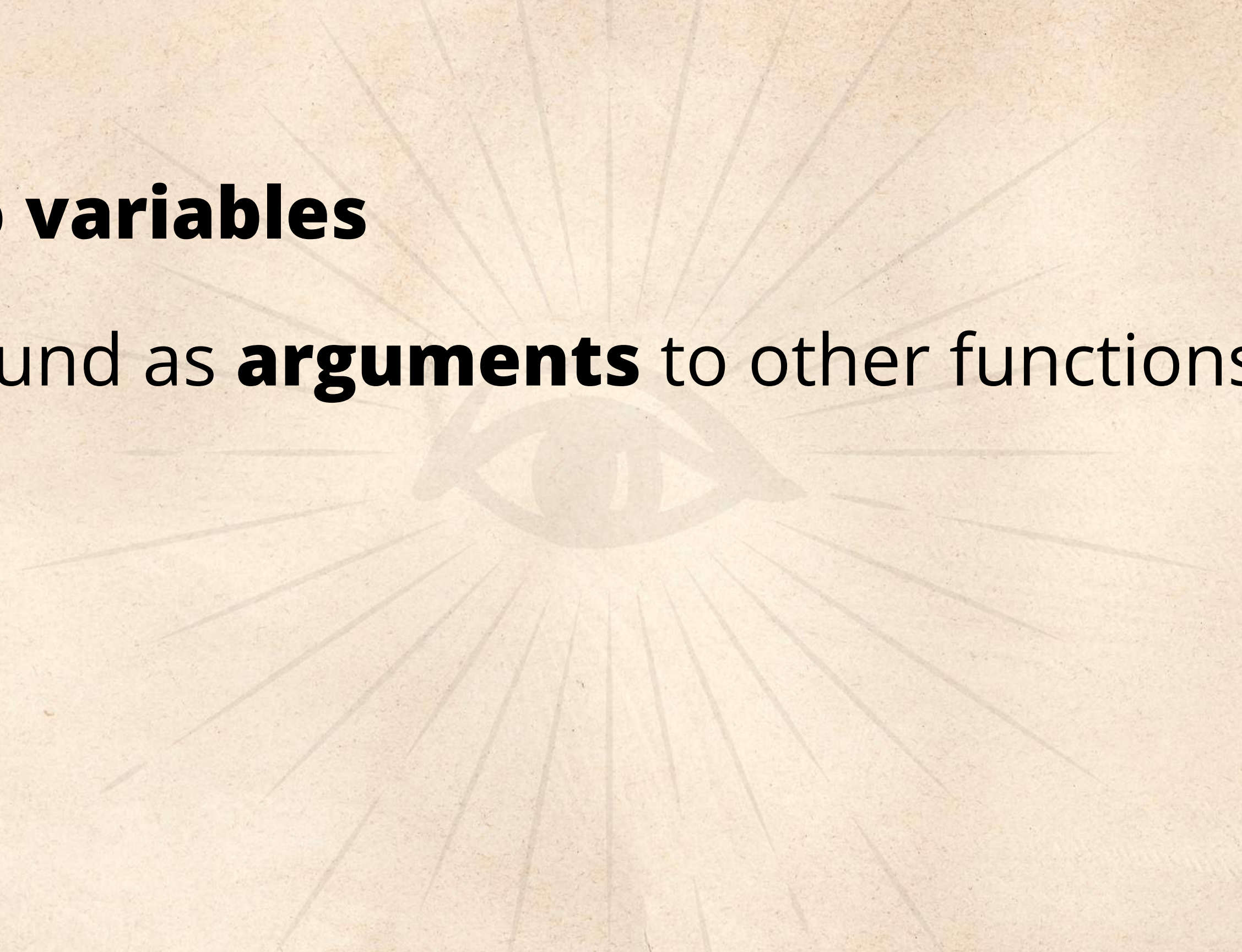
Anonymous Functions



Functions Are First-class Citizens

What does this mean? It means that in Elixir, functions can:

- Be assigned to **variables**
- Be passed around as **arguments** to other functions





What We Know About Named Functions



The functions we've worked with so far have a name and belong to a module.

Enclosing module →

```
defmodule Account do
  def max_balance(amount) do
    "Max: #{amount}"
  end
end
```

Function name

Enclosing module

Account.max_balance(500)

Function name



Max: 500



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No Names, No Modules

Anonymous functions have **no name** and **no modules**. We create them with the `fn ->` syntax.

Single argument

```
max_balance = fn(amount) -> "Max: #{amount}" end
```

Stored in a variable

In order to invoke anonymous functions, we must use the `.()` syntax.

```
max_balance.(500)
```

Max: 500

Must use a dot before the parenthesis

```
max_balance.( )
```

Must pass argument

```
** (BadArityError) #Function<...> with  
arity 1 called with no arguments
```


Decoupling With Anonymous Functions

Named functions can take anonymous functions as arguments. This helps promote **decoupling**.

These can be functions too!

```
Account.run_transaction(100, 20, deposit)
Account.run_transaction(100, 20, withdrawal)
```

Logic for performing the transaction...

...is decoupled from logic for each individual transaction.

How can we implement this?

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Anonymous Functions as Arguments

The function signature is unchanged, but we must use `.()` from inside the function body.

```
defmodule Account do
  def run_transaction(balance, amount, transaction) do
    if balance <= 0 do
      "Cannot perform any transaction"
    else
      transaction.(balance, amount)
    end
  end
end
```

The diagram illustrates how the transaction logic is decoupled from the transaction function call. An orange arrow points from the `transaction` argument in the function signature to the `transaction.(balance, amount)` call inside the `else` branch. Another orange arrow points from the `if` statement to the same call, indicating that the `if` statement represents the logic for performing the transaction.

Just like any other argument

The if statement represents logic for performing the transaction...

...and is decoupled from logic for each individual transaction.

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Passing Anonymous Functions as Arguments

We can pass anonymous functions as arguments, just like with other data types.

```
deposit = fn(balance, amount) -> balance + amount end  
withdrawal = fn(balance, amount) -> balance - amount end
```

```
Account.run_transaction(1000, 20, withdrawal)  
Account.run_transaction(1000, 20, deposit)
```

980

1020

```
Account.run_transaction(0, 20, deposit)
```

Cannot perform any transaction

*Returns immediately when
the balance is 0 — remember?*

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Pattern Matching in Anonymous Functions

Similar to named functions, anonymous functions can also be split into **multiple clauses** using pattern matching.

The -> follows the argument list.

Clauses are broken into multiple lines.

```
account_transaction = fn
  (balance, amount, :deposit) -> balance + amount
  (balance, amount, :withdrawal) -> balance - amount
end
```

```
account_transaction.(100, 40, :deposit)
account_transaction.(100, 40, :withdrawal)
```

140

60

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Anonymous Function Shorthand Syntax

The `&` operator is used to create helper functions in a short and concise way.

```
deposit = fn(balance, amount) -> balance + amount end
```

Turns the expression into a function

Same thing

```
deposit = &(&1 + &2)
```

Numbers represent each argument.

```
Account.run_transaction(1000, 20, deposit)
```

1020

The shorthand can be stored in a variable and passed as argument to a function, just like before!

Using the Shorthand Inline

The shorthand version of anonymous functions is often found used inline as arguments to other functions.

```
Account.run_transaction(1000, 20, &(&1 + &2))
```

*Can be defined
inline too!*

1020

`Enum.map` is part of Elixir's standard library. It returns a list where each item is the result of invoking a function on each corresponding item of enumerable.

```
Enum.map([1, 2, 3, 4], &(&1 * 2))
```

[2, 4, 6, 8]

*Shorthand function that
multiplies its argument by 2*