

# Essential Scala

## Six Core Concepts for Learning Scala

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# Introduction

# Overview

# Essential Scala

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underscore

1. Expressions, types, & values
2. Objects and classes
3. Algebraic data types
4. Structural recursion
5. Sequencing computation
6. Type classes

1. Expressions, types, & values
2. Objects and classes
3. Algebraic data types
4. Structural recursion
5. Sequencing computation
6. Type classes

# Motivation

There are simple patterns  
in effective use of Scala



# Improve the teaching of Scala

Huge thanks to the PLT team  
[http://racket-lang.org/  
people.html](http://racket-lang.org/people.html)



# Expressions, Types, and Values

Goal: model of  
evaluation

$1 + 1$  Expression

Int

Type

1 + 1

Expression

Int

Type

1 + 1

Expression

2

Value



Types exist at compile-time, values at run-time

# Basic language features, syntax

# Objects and Classes

Goal: familiarity with  
syntax

# Objects and classes!

# Case classes and pattern matching

Largely practicing  
syntax

# Algebraic Data Types



Goal: translate data  
descriptions into code

Model data with logical  
*ors* and logical *ands*

A website visitor is:

- logged in; *or*
- anonymous

A logged in user has:

- an ID; *and*
- an email address

Structure of the code  
follows the structure of  
the data

Two patterns:

- product types (*and*)
- sum types (*or*)

Product type:  
*A* has a *B* *and* *C*

```
final case class A(b: B, c: C)
```

A has a *B* *and* C



```
final case class A(b: B, c: C)
```

*A* has a *B and C*

```
final case class A(b: B, c: C)
```

A has a *B and C*

```
final case class A(b: B, c: C)
```

A has a *B* and *C*

Sum type:  
*A is a B or C*

```
sealed trait A
```

```
final case class B() extends A
```

```
final case class C() extends A
```

*A* is a *B* *or* *C*

sealed trait *A*

final case class B() extends *A*

final case class C() extends *A*

*A* is a *B* or *C*

```
sealed trait A
```

```
final case class B() extends A
```

```
final case class C() extends A
```

*A is a **B** or C*

sealed trait A

final case class B() extends A

final case class C() extends A

*A is a B or C*



Sum and product together  
make algebraic data types

# Examples

A website visitor is:

- logged in; *or*
- anonymous

```
sealed trait Visitor  
final case class Anonymous()  
  extends Visitor  
final case class User()  
  extends Visitor
```

A logged in user has:

- an ID; *and*
- an email address

An anonymous has:

- an ID

```
sealed trait Visitor {  
  id: Id  
}  
final case class Anonymous(id: Id)  
  extends Visitor  
final case class User(id: Id, email: Email)  
  extends Visitor
```

A calculation is a  
success *or* failure

```
sealed trait Calculation
final case class Success()
    extends Calculation
final case class Failure()
    extends Calculation
```



A success has an value.  
A failure has an error  
message

```
sealed trait Calculation
final case class Success(value: Int)
  extends Calculation
final case class Failure(msg: String)
  extends Calculation
```

# Summary

- Structure data with logical ands and ors
- These are called algebraic data types
- Code follows immediately from structure of the data

# Structural Recursion

Goal: transform  
algebraic data types

```
sealed trait Calculation
final case class Success(value: Int)
  extends Calculation
final case class Failure(msg: String)
  extends Calculation
```

# Implement on Calculation

```
def add(value: Int): Calculation = ???
```

Structure of the code  
follows structure of the  
data



Two (sub-)patterns:  
pattern matching and  
polymorphism

A is a *B or C*

B has a *D and E*

C has a *F and G*

```
sealed trait A  
final case class B(d: D, e: E) extends A  
final case class C(f: F, g: G) extends A
```

# Pattern matching

```
sealed trait A {  
  def doSomething: H = {  
    this match {  
      case B(d, e) => doB(d, e)  
      case C(f, g) => doC(f, g)  
    }  
  }  
}  
  
final case class B(d: D, e: E) extends A  
final case class C(f: F, g: G) extends A
```

# Polymorphism

```
sealed trait A {  
  def doSomething: H  
}  
final case class B(d: D, e: E) extends A {  
  def doSomething: H =  
    doB(d, e)  
}  
final case class C(f: F, g: G) extends A {  
  def doSomething: H =  
    doC(f, g)  
}
```

Example



```
sealed trait Calculation
final case class Success(value: Int)
  extends Calculation
final case class Failure(msg: String)
  extends Calculation
```

Add an Int to a  
Calculation

```
sealed trait Calculation {  
  def add(value: Int): Calculation = ???  
}
```

```
final case class Success(value: Int)  
  extends Calculation
```

```
final case class Failure(msg: String)  
  extends Calculation
```

```
sealed trait Calculation {  
  def add(value: Int): Calculation =  
    this match {  
      case Success(v) => ???  
      case Failure(msg) => ???  
    }  
}
```

```
final case class Success(value: Int)  
  extends Calculation
```

```
final case class Failure(msg: String)  
  extends Calculation
```

```
sealed trait Calculation {  
  def add(value: Int): Calculation =  
    this match {  
      case Success(v) =>  
        Success(v + value)  
      case Failure(msg) =>  
        Failure(msg)  
    }  
}
```

```
final case class Success(value: Int)  
  extends Calculation
```

```
final case class Failure(msg: String)  
  extends Calculation
```

# Summary

- Processing algebraic data types immediately follows from the structure of the data
- Can choose between pattern matching and polymorphism
- Pattern matching (within the base trait) is usually preferred

# Sequencing Computation

Goal: patterns for  
sequencing computations



Functional programming is  
about transforming values

That is all you can do  
without introducing side-  
effects

$A \Rightarrow B \Rightarrow C$

This is sequencing  
computations

Three patterns: fold,  
map, and flatMap

# Fold



A



$\Rightarrow$



B

# Abstraction over structural recursion

```
sealed trait A {  
  def doSomething: H = {  
    this match {  
      case B(d, e) => doB(d, e)  
      case C(f, g) => doC(f, g)  
    }  
  }  
}  
  
final case class B(d: D, e: E) extends A  
final case class C(f: F, g: G) extends A
```



```
sealed trait A {  
  def doSomething: H = {  
    this match {  
      case B(d, e) => doB(d, e)  
      case C(f, g) => doC(f, g)  
    }  
  }  
}  
  
final case class B(d: D, e: E) extends A  
final case class C(f: F, g: G) extends A
```

```
sealed trait A {  
  def fold(doB: (D, E) => H, doC: (F, G)  
=> H): H = {  
    this match {  
      case B(d, e) => doB(d, e)  
      case C(f, g) => doC(f, g)  
    }  
  }  
}  
final case class B(d: D, e: E) extends A  
final case class C(f: F, g: G) extends A
```

Example

A Result is a Success or  
Failure

```
sealed trait Result  
final case class Success() extends Result  
final case class Failure() extends Result
```

Success contains a  
value of type A

```
sealed trait Result[A]
```

```
final case class Success[A](value: A)  
  extends Result[A]
```

```
final case class Failure[A]()  
  extends Result[A]
```

(This just an invariant  
Option)



# Implement fold

Start with structural  
recursion pattern

```
sealed trait Result[A] {  
  def fold[B]: B =  
    this match {  
      Success(v) => ???  
      Failure()  => ???  
    }  
}  
  
final case class Success[A](value: A)  
  extends Result[A]  
final case class Failure[A]()  
  extends Result[A]
```

Abstract out  
arguments

```
sealed trait Result[A] {  
  def fold[B](s: A => B, f: B): B =  
    this match {  
      Success(v) => s(v)  
      Failure()  => f  
    }  
}  
  
final case class Success[A](value: A)  
  extends Result[A]  
final case class Failure[A]()  
  extends Result[A]
```

Fold is a generic transform  
for any algebraic data type

Fold is not always the  
best choice

Not all data is an  
algebraic data type



Sometimes other  
methods are easier to use



Result[A]



Get user from database  
(might not be a user)



Result[User]



Convert user to JSON



Result[User]

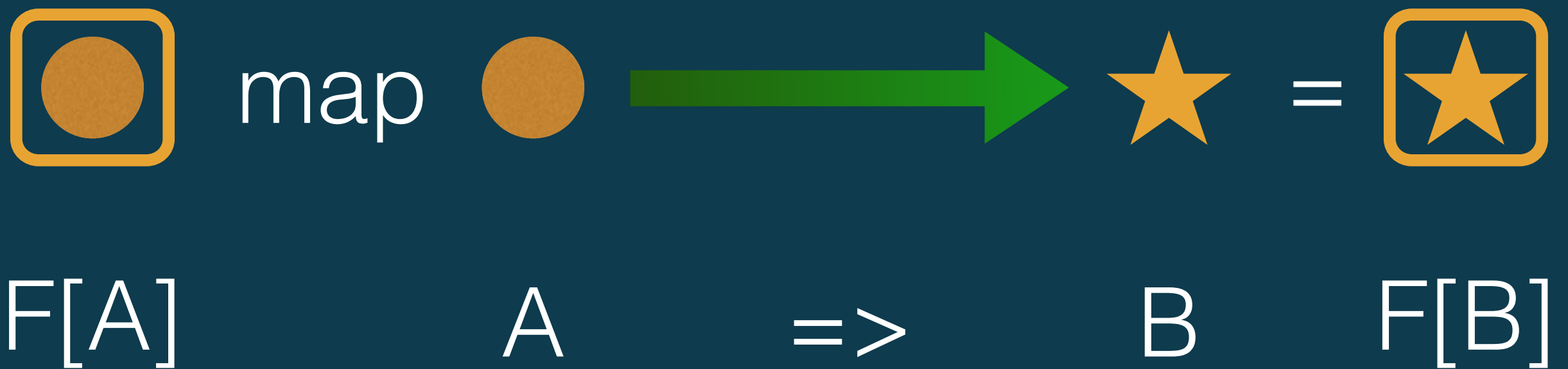


User => Json



Result[Json]

# Map





Get user from database  
(might not be a user)



Result[User]



Get order for user (might  
not be an order)





Result[User]



User =>

Result[Order]



Result[Order]

# FlatMap



Example

```
getOrder(id: UserId):  
    HttpResponse
```



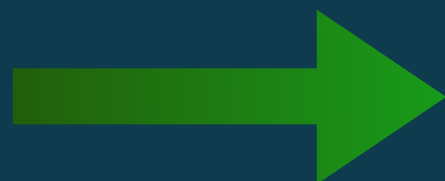
UserId



UserId => Result[User]



User => Result[Order]



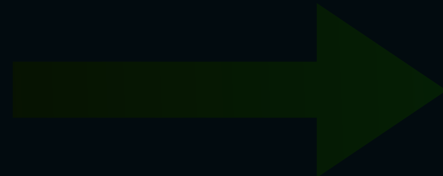
Order => Json



Result[Json] =>  
HttpResponse



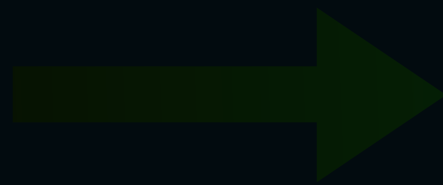
UserId



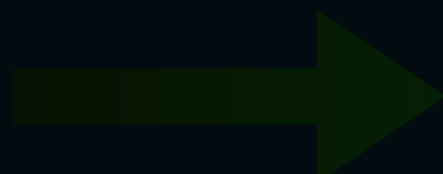
UserId => Result[User]



User => Result[Order]

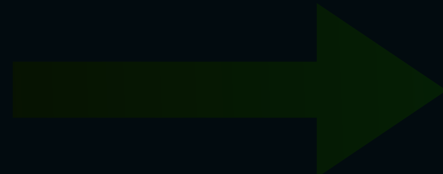


Order => Json



Result[Json] =>  
HttpResponse

UserId



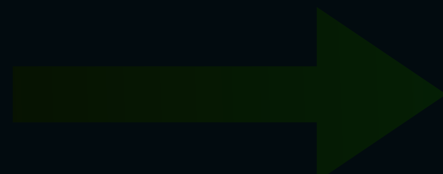
UserId => Result[User]



User => Result[Order]

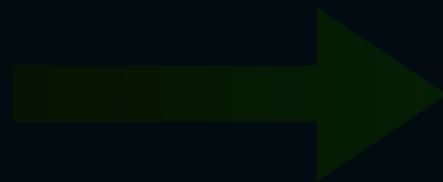


Order => Json



Result[Json] =>  
HttpResponse

UserId



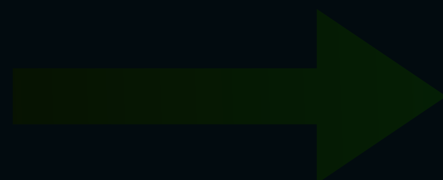
UserId => Result[User]



User => Result[Order]



flatMap

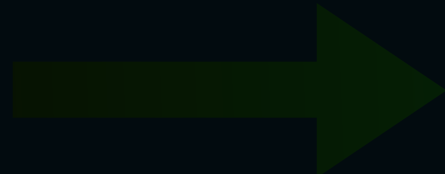


Result[Json] =>  
HttpResponse

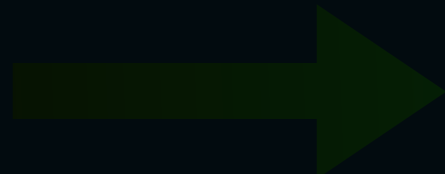




UserId



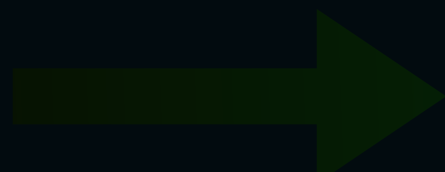
UserId => Result[User]



User => Result[Order]



Order => Json

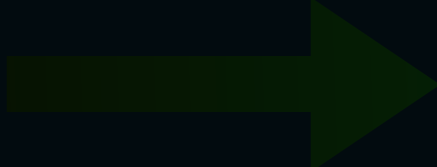


Result[Json] =>  
HttpResponse

UserId



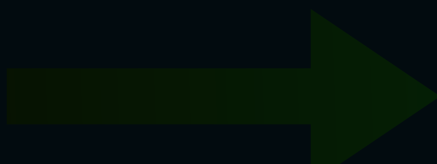
userId => Result[User]



User => Result[Order]



Order => Json



Result[Json] =>  
HttpResponse

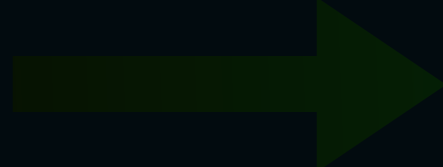
UserId



map



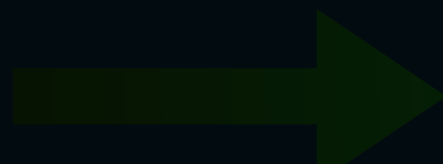
userId => Result[User]



User => Result[Order]



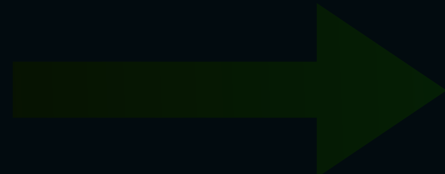
Order => Json



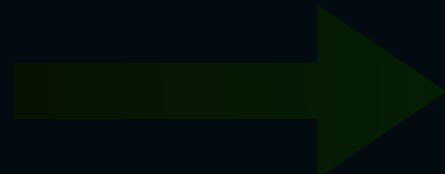
Result[Json] =>  
HttpResponse



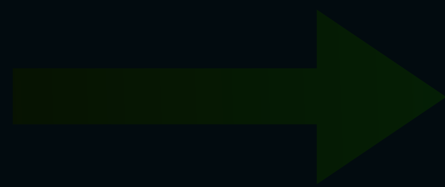
UserId



UserId => Result[User]



User => Result[Order]



Order => Json



Result[Json] =>  
HttpResponse

UserId

???

UserId => Result[User]

User => Result[Order]

Order => Json

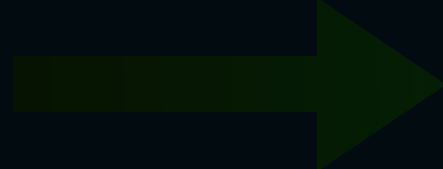
Result[Json] =>  
HttpResponse

UserId

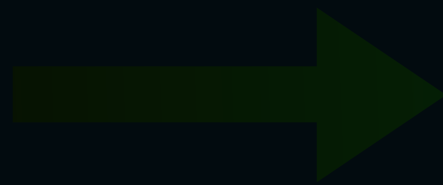
fold



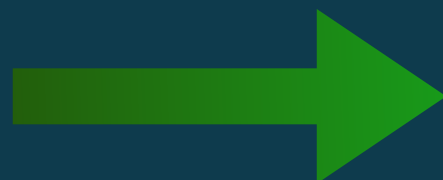
UserId => Result[User]



User => Result[Order]



Order => Json



Result[Json] =>  
HttpResponse

# Summary

- Standard patterns for sequencing computations
- $F[A] \text{ map } (A \Rightarrow B) = F[B]$
- $F[A] \text{ flatMap } (A \Rightarrow F[B]) = F[B]$
- **fold** is general transformation for algebraic data types
- You can teach monads in an introductory course!

# Type Classes



Ad-hoc polymorphism

Break free from your  
class oppressors!

# Conclusions

Scala is simple

3 patterns are 90% of  
code

4 patterns are 99% of  
code

Program design in  
Scala is *systematic*

Be like keyboard cat!



# Essential Scala



underscore

[underscore.io/training/  
courses/essential-  
scala/](https://underscore.io/training/courses/essential-scala/)