

Haskell Cheatsheet

Tooling & Project Basics GHC / REPL

- Compile: `ghc Main.hs`
- Run: `runghc Main.hs`
- REPL: `ghci` (reload: `:r`, quit: `:q`)
- Type of expr: `:t expr` Info: `:i Name`

Cabal / Stack

- Cabal init/build: `cabal init`, `cabal build`, `cabal run`
- Stack: `stack new`, `stack build`, `stack run`, `stack ghci`

Basics: Values, Types, Bindings

```
Hello main :: IO () main = putStrLn "Hello"
```

Bindings

- Immutable by default: `x = 42`
- Local: `let x = 1 in x + 2`
- Where: `f x = y + 1 where y = x * 2`

Type annotations

- `x :: Int`
- Functions: `add :: Int -> Int -> Int`
- Polymorphic: `id :: a -> a`

Common types

- `Int`, Integer, Float, Double
- `Bool`, `Char`, `String` (`String = [Char]`)
- Lists: `[a]` Tuples: `(a,b)`
- `Maybe a`, `Either e a`

Operators & precedence

- Function application has high precedence: `f x y`
- `()` *lowers precedence* :
- Compose: `(.) :: (f . g) x == f (g x)`

Lists & Strings

- `xs = [1,2,3]`
- Cons: `1 : [2,3]` (`:` prepends)
- Concat: `xs ++ ys`
- Ranges: `[1..10]`, `[0,2..10]`

Common list funcs (Prelude)

- `head`, `tail`, `init`, `last` (partial; can crash)
- `length`, `null`, `reverse`, `take`, `drop`
- `map`, `filter`, `foldr`, `foldl'`
- `zip`, `unzip`, `any`, `all`, `elem`

List comprehension `[x*x | x <- [1..10], even x]`

Strings

- `String` is `[Char]`: list ops work
- Better perf: `Text` (package `text`), `ByteString` (`bytestring`)

Functions & Pattern Matching Definitions

- `add x y = x + y`
- Guards:

```
abs' x | x >= 0 = x | otherwise = -x
```

Pattern matching

- On args:

```
len [] = 0 len (_:xs) = 1 + len xs
```

Case `case xs of [] -> 0; (y:_) -> y`

Lambda

- `\x -> x + 1`
- Sections: `(+1)`, `(1+)`

Let / where

- `let a = 1; b = 2 in a + b`
- `f x = g x where g y = y + 1`

Algebraic Data Types (ADT)

```
Data data Color =
```

```
Red | Green | Blue
```

Parametric types `data Box a = Box a`

Record syntax `data User = User { userId :: Int, name :: String }`

Type synonyms vs newtypes

- Alias: `type UserId = Int` (no runtime distinction)
- Newtype: `newtype UserId = UserId Int` (distinct type, zero-cost)

Deriving

- deriving (`Eq`, `Ord`, `Show`, `Read`)

Typeclasses & Instances

- "Interface" of functions with laws (informal but important)
- Examples: `Eq`, `Ord`, `Show`, `Functor`, `Monad`

Define a typeclass `class Pretty a where pretty :: a -> String`

Instance `instance Pretty Color where pretty Red = "red"`

Common typeclasses

- Semigroup (`<>`), Monoid (`mempty`)
- Functor (`fmap`), Applicative (`<*>`), Monad (`>=`)
- Foldable, Traversable

Maybe, Either, Error-ish Patterns

`Maybe`, `Either`, `Error-ish` Patterns

- `data Maybe a = Nothing | Just a`
- Safe lookup: `lookup k xs :: Maybe v`

Either

- `data Either e a = Left e | Right a`
- Great for error messages: `Either String a`

Working with them

- `maybe def f mx`
- `either fe fa ex`
- `fmap` maps inside `Maybe/Either`

Do-Notation & Monads IO basics

- `getLine :: IO String`
- `putStrLn :: String -> IO ()`

Do-notation (sequence) `main = do s <- getLine
putStrLn ("You: " ++ s)`

Maybe in do

- `do` works with any Monad: `Maybe`, `Either e`, lists, etc.

Bind vs fmap

- `fmap :: (a->b) -> m a -> m b`
- `(>=) :: m a -> (a -> m b) -> m b`

Higher-Order Patterns Pointfree-ish

- `sumSquares = sum . map (^2)`
- Use sparingly; readability matters

Folds

- `foldr` good for lists / laziness
- `foldl'` (from `Data.List`) strict left fold (avoid space leaks)

Strictness (practical)

- Haskell is lazy; can build thunks (memory)
- Use `foldl'` / strict fields / `seq` when needed

Modules & Imports Module header module `My.Mod`

`(foo, Bar(..)) where`

Imports

- `import Data.List (sort, nub)`
- Qualified: `import qualified Data.Map as M`
- Hide: `import Prelude hiding (lookup)`

Common Libraries (Ecosystem)

- Text: `text` (`Data.Text`)
- Bytes: `bytestring`
- Maps/Sets: `containers` (`Data.Map`, `Data.Set`)
- JSON: `aeson`
- Parsing: `megaparsec` / `attoparsec`
- Testing: `hspec`, `tasty`, property tests: `QuickCheck`

Mini Reference

- `::` "has type" `->` function type `=>` constraints
- `()` unit `[]` empty list `(:)` cons `(++)` concat
- `<>` *isfmap*; `<*>` *applicativeapply*; `>=` *monadicbind*
- Prefer total functions; avoid `head/!!` unless you prove safety