**Scala:**

Scala is an object-oriented and functional programming language.

Scala is a Scalable Language used to write Software for multiple platforms. Hence, it got the name “Scala”.

Like any other language scala also has Operators, data types, If-else, looping statements, switch cases, Several type of functions, classes, objects, Arrays, Strings etc.

Variables declared using val and var.

When declared using val – immutable variables

Var is for – mutable variables.

object Demo {

def main(args: Array[String]) {

var myVar :Int = 10;

val myVal :String = "Hello Scala with datatype declaration.";

var myVar1 = 20;

val myVal1 = "Hello Scala new without datatype declaration.";

println(myVar); println(myVal); println(myVar1);

println(myVal1);

}

}

object MainObject {

   def main(args: Array[String]) {

      val result = checkIt(-10)

      println (result)

   }

    def checkIt (a:Int)  =  if (a >= 0) 1 else -1    // Passing a if expression value to function

}

Scala Pattern Matching

Pattern matching is a feature of scala. It works same as switch case in other programming languages. It matches best case available in the pattern.

object MainObject {

   def main(args: Array[String]) {

        var a = 1

        a match{

            case 1 => println("One")

            case 2 => println("Two")

            case \_ => println("No")

        }

        }

}

object MainObject {

   def main(args: Array[String]) {

      var a = 10;                       // Initialization

      while( a<=20 ){                // Condition

         println(a);

         a = a+2                        // Incrementation

      }

   }

}

object MainObject {

   def main(args: Array[String]) {

        var a = 10;         // Initialization

        do {

            println( a );

            a = a + 2;      // Increment

        }

        while( a <= 20 )     // Condition

   }

}