# Functional programming with JavaScript





## What is Functional Programming?



Functional programming is not a new concept, but in the past few years, it has seen a sharp growth in usage and general interest.

Functions are **self contained** modules of code that accomplish a specific task. Functions usually **take in** data, process it, and **return** a result. Once a function is written, it can be used over and over again.



#### **Pure Functions**

Pure functions are one of the most important concepts in functional programming and they are functions that, given a specific input, will always return the same output.

```
const greeting = (person) => `How are you ${person}`;
greeting("Bob") // "How are you Bob"

with same input result will

always be same

const increaseCount = (value) => count += value;
increaseCount(1);
increaseCount(1);
increaseCount(1);

returns different value

returns different value

with same input
```





## **High-Order Functions**

A high-order function is a function that receives another **function as a parameter** or returns a **function as a return value**.

```
const persons = [
    {firstname : "Malcom", lastname : "Reynolds"},
    {firstname : "Kaylee", lastname : "Fyre"},
    {firstname : "Jayne", lastname : "Cobb"}
];
persons.map((item) => [item.firstname, item.lastname].join(" "));
```



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## Composition

Composition can also be expressed as combination—it's a process of combining multiple functions in a hierarchy to produce a new function or perform a computation.

```
const stichName = (name) => name.split(' ').join('_');
const lowerName = (name) => name.toLowerCase();
console.log(lowerName(stichName('Bob Gaj'))); // bob_gaj
```



## **Immutability**

Immutability is a concept where you can't change the object once it's created. When you want to change something or add you should create a new object.

```
const dog = {
  breed: 'poodle',
};

const newDog = Object.assign({}, dog, {
  breed: 'dobermann'
});
```

```
const dog = {
  breed: 'poodle',
};

const newDog = dog;
newDog.breed = 'dobermann';
```



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