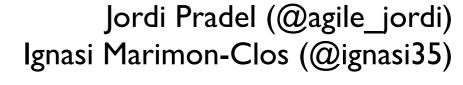
# Introduction to Scala Programming Language

Barcelona Developers Conference 2013 (#bcd13)
Scala Developers Barcelona (#scalabcn)













### about me

- n./iŋ'nazi/ @ignasi35
- I) problem solver, Garbage Collector, mostly java, learning scala, some agile
- 2) kayaker
- 3) under construction
- 4) wears glasses

### about me

- jordi pradel @agile\_jordi
- I) agile software developer
- 2) agile punk
- 3) scala practitioner
- 4) glasses, braid

## about you



### Some Context

## What they say

"If I were to pick a language today other than Java it would be Scala" James Gosling (created Java)

"I can honestly say if someone had shown me the Programming Scala book by Martin Odersky, Lex Spoon & Bill Venners back in 2003 I'd probably nave never created Groovy" James Strachan (created Groovy)

## What they say



"What's next?
LISP"

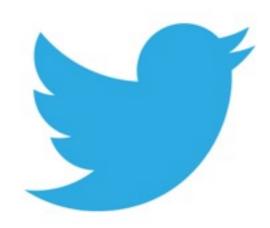
Paolo Perrotta at Baruco 2013

http://www.youtube.com/watch?v=ahh-QkttjuM&t=115









NETFLIX

foursquare author





theguardian 35



Scale: Absolute - Relative

what: job title, keywords or company

Job Trends

#### Job Trends

Job Postings Per Capita

Job Market Competition

Industry Employment Trends

#### scala, ruby, python Job Trends



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- Hadoop
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- 9. PaaS
- 10. Social Media

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http://www.indeed.com/jobtrends?q=scala%2C+ruby%2C+python&l=&relative=1





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### Scala Jobs Home Find IT Jobs Directory About



The first table below looks at the demand for Scala skills in IT jobs advertised across the UK. Included is a guide to the average salaries offered in IT jobs that have cited Scala over the 3 months to 1 November 2013 with a comparison to the same period in the previous 2 years. The second table is for comparison and provides aggregates for all of the Programming Languages category.

3 months to

Same period

Same period

0,000



http://www.itjobswatch.co.uk/jobs/uk/scala.do

#### Software Eng

TH

Slough, Thame

Telefonica

Salary: Compe

Posted: 3 days

#### Senior Javas London/Berli

London

bridgenoble

Salary: 55000 + benefits

+ benefits

Posted: 3 days

#### Java Develop

Docklands, Lo

harringtonstarr

Salary: £60000 Benefits + Bonu

Posted: 5 days

#### Java Develop Javascript

Warwickshire,

Hudson

Salary: £30000 Bonus + Benefi

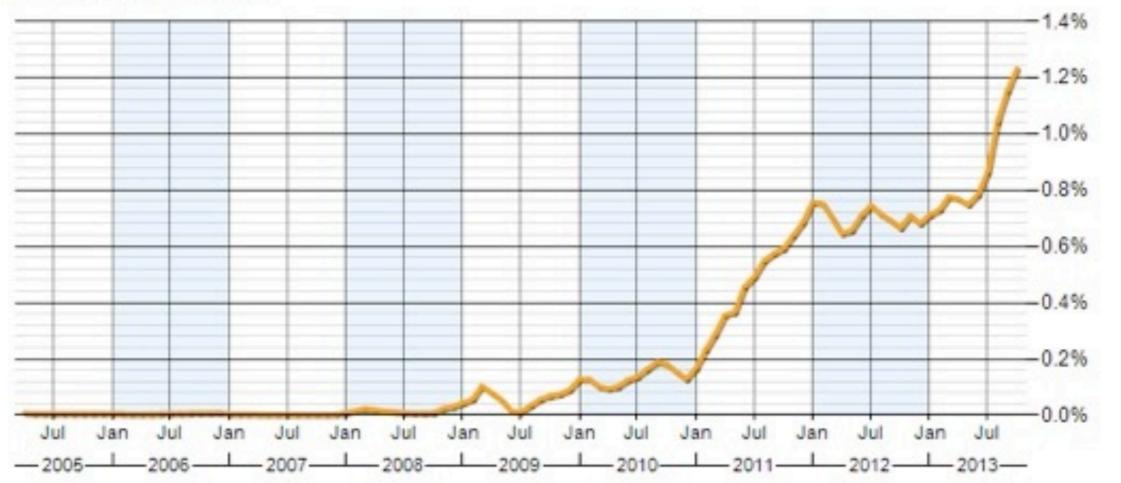
Posted: 16 day

Java Team Le

As % of all permanent IT jobs located in the UK	53.59%	53.79%	53.33%
Number of salaries quoted	50360	52927	59941
Average salary	£42,500	£42,000	£42,000
Average salary % change year-on-year	+1.19% -		
90% offered a salary of more than	£28,000	£27,500	£27,500
10% offered a salary of more than	£65,000	£67,500	£65,000
UK excluding London average salary	£37,500	£37,500	£37,500

#### Scala Jobs Demand Trend

This chart provides the 3-month moving total of permanent IT jobs citing Scala within the UK as a proportion of the total demand within the Programming Languages category.



#### http://www.itjobswatch.co.uk/jobs/uk/scala.do

open s £50k + Cambri

ECM S

Salary: Posted:

Senior

London LShift

Salary: Posted:

JAVA I

City of Hays S Salary: annum

Posted:

Java D Agile City of

Hays S Salary: Posted:

Java S City of Huxley

Salary:

Posted:



## Start with why

### A Problem:

- A service to process a Basket Purchase
  - buy items online

- Pay via VISA
- Pay via PayPal

## This is your (jee) life

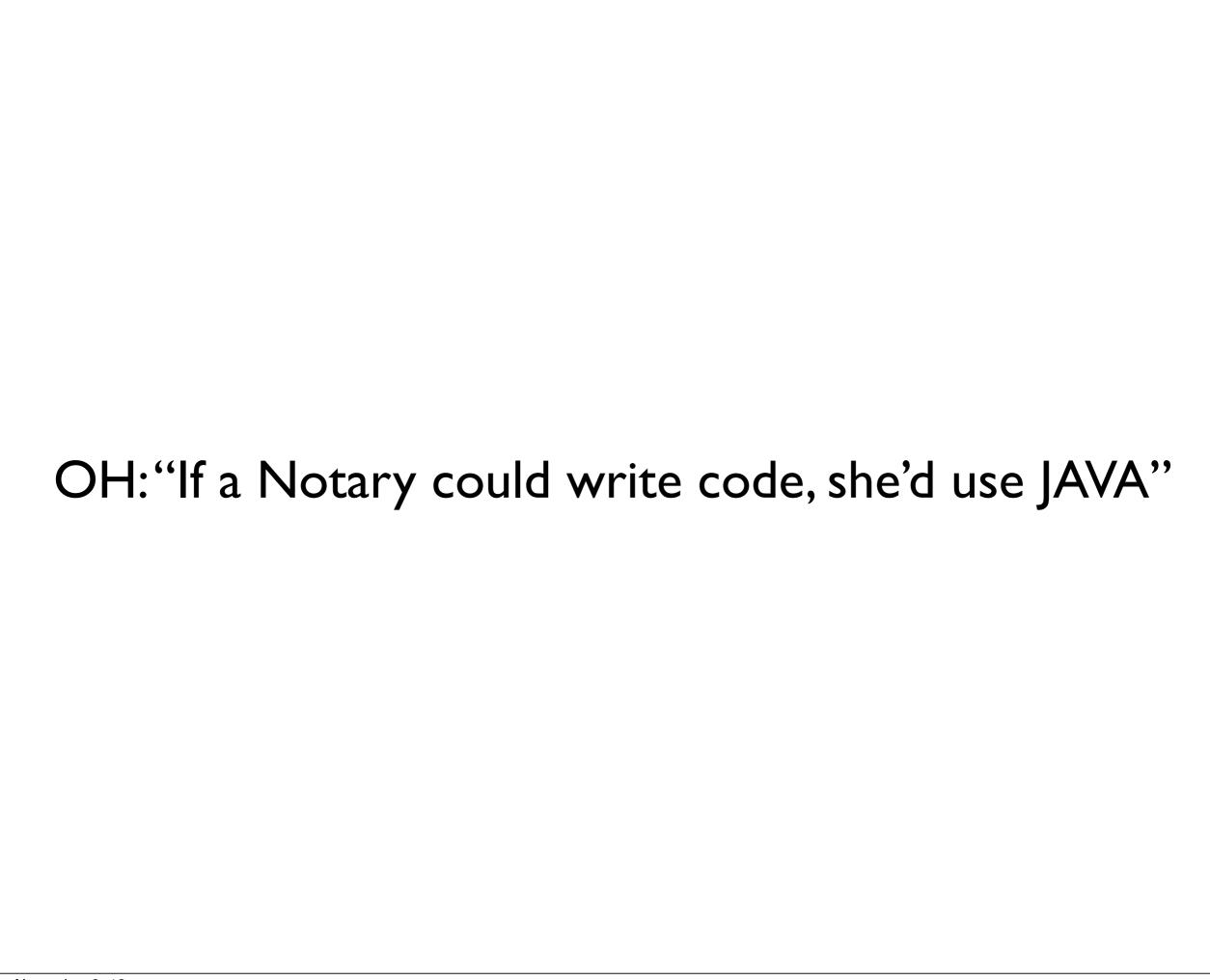
```
public class PurchaseProcessorFactory {
  public PurchaseProcessor forPayPal() {
     return new PurchaseProcessor() {
        @Override
        public void process(Purchase t) {
           // process t using PayPal system
     };
  public PurchaseProcessor forVisa() {
     return new PurchaseProcessor() {
        @Override
        public void process(Purchase t) {
           // process t using Visa
     };
```

## This is your (jee) life

```
package com.meetup.java;
                                                                       package com.meetup.java;
public class Item {
                                                                       import java.util.Collections;
                                                                                    til.List;
     private final String _productId;
     private final int _rupees;
                                                                                    Purchase {
                                                                            private final List<Item> _items;
     public Item(String _productId, int _rupees) {
           super();
                                                                            public Purchase(List<Item> items) {
           this._productId = _productId;
                                                                                  super();
           this._rupees = _rupees;
                                                                                  _items = items;
     }
                                                                            }
     @Override
                                                                            public List<Item> getItems() {
     public String toString() {
           return "Item [_productId=" + _productId + ", _rupees=" + _rupees + "]"return Collections.unmodifiableList(_items);
     }
                                                                            @Override
     @Override
     public int hashCode() {
                                                                            public String toString() {
                                                                                  return "Purchase [_items=" + _items + "]";
           final int prime = 31;
           int result = 1;
                                                                            }
           result = prime * result
                      + ((_productId == null) ? 0 : _productId.hashCode()); @Override
           result = prime * result + _rupees;
                                                                            public int hashCode() {
                                                                                  final int prime = 31;
           return result;
     }
                                                                                  int result = 1;
                                                                                  result = prime * result + ((_items == null) ? 0 : _items.hashCode());
                                                                                  return result;
     @Override
     public boolean equals(Object obj) {
                                                                            }
           if (this == obj)
                                                                            @Override
                return true;
                                                                            public boolean equals(Object obj) {
           if (obj == null)
                return false;
                                                                                 if (this == obj)
                                                                                       return true;
           if (getClass() != obj.getClass())
                                                                                 if (obj == null)
                return false;
           Item other = (Item) obj;
                                                                                       return false:
                                                                                  if (getClass() != obj.getClass())
           if (_productId == null) {
                if (other._productId != null)
                      return false;
           I else if (I productId equals(other productId))
```

## What's wrong there?

- class per file (sort of)
- unnecessary redefinition of stuff
- duplicate intent
  - (DRY is not only about copy/paste)
- unmaintainability
- JAVA



### Let's redo that

```
package com.meetup.scala
case class Item(productId : String, rupees : Int)
case class Purchase(items : List[Item])
trait Processor[T] {
  def process(t : T) : Unit
trait PurchaseProcessor extends Processor[Purchase]
object PurchaseProcessor {
  val forPayPal = new PurchaseProcessor {
    def process(p : Purchase) = println(p) // do real stuff here
  val forVisa = new PurchaseProcessor {
    def process(p : Purchase) = println(p) // do real stuff here
```

fits in one slide (and fixes one bug!)

}

## Entering decompiler

Users.ignasi.git.personal
 com.meetup
 java
 J Item
 Processor
 Purchase
 PurchaseProcessor
 PurchaseProcessorFactory
 scala
 J Item\$
 J Item\$
 Processor
 Purchase\$
 Purchase\$
 Purchase\$
 Purchase
 Purchase

PurchaseProcessor

```
PurchaseProcessor$.class
Item.class PurchaseProcessor.class
                                                                    Item.class 🙉
  package com.meetup.scala;
 import scala.Function1;
  @ScalaSignature(bytes="\006\001\005Eb\001B\001\003\001&\021A!\023;f[*\0211\001B\001\006g\016\fr
  public class Item
    implements Product, Serializable
    private final String productId;
    private final int rupees;
    public static Function1<Tuple2<String, Object>, Item> tupled()
      return Item.. MODULE$.tupled();
    public static Function1<String, Function1<Object, Item>> curried()
      return Item.. MODULE$.curried();
    public String productId()
      return this.productId; }
    public int rupees() { return this.rupees; }
    public Item copy(String productId, int rupees) { return new Item(productId, rupees); }
    public String copy$default$1() { return productId(); }
    public int copy$default$2() { return rupees(); }
    public String productPrefix() { return "Item"; }
    public int productArity() { return 2; }
    public Object productElement(int x$1) { int i = x$1; switch (i) { default:
        throw new IndexOutOfBoundsException(BoxesRunTime.boxToInteger(x$1).toString());
      case 1:
```

#### case classes

```
case class Item(productId : String, rupees : Int)
case class Purchase(items : List[Item])
```

- all boilerplate gone
- no equals/hashCode/toString maintenance
- immutable
- named params
- optional params (not shown)
- pattern matching

## pater-WAT ??

### Pattern Matching

```
def run(input : Any) = {
 input match {
    case s : String => println(s)
    case i : Int if(i<0) => println("A negative int: " + i)
    case i : Int => println("A number: " + i)
                     => println("something else") // aka default:
    case _
                                           > run: (input: Any)Unit
run("A long time ago in a galaxy far far away...")
                                                  > A long time ago
                                                  > in a gala...
run(234)
                                                  > A number: 234
run(() \Rightarrow 42)
                                                  > something else
```

Worksheet rocks! REPL rocks!

### Functions!

- Functions as first class citizens
  - Functional Progamming! Bitches!
- parens + arrow + statements
- 'return' keyword is optional
- SOLUTION: A function with no params that simply returns '42'

## Functional Programming

- referential transparency
- immutability (see case classes)
- no side effects
- separate data from behavior
- monads \*

\* We don't know what monads are but a talk about FP requires using the word monad

## Back to coding!

## Syntactic Sugar

- Dot is replaceable with whitespace
- Parens are optional and usually replaceable with curly braces
- Functions can be declared inline
- return and semicolon are optional

```
• _
l map { twice andThen thrice }
l.map((i:Int) => twice.andThen(thrice)(i))
```

### so far

- conciseness
- case classes
- traits
- multi-hierarchy
- pattern matching

- Functions
- immutability
- monads \*
- spaces/parens/dots
- return keyword



### conclusions

- A lot of syntactic sugar
- Many small features but all related
- functional!
- object oriented (unlike clojure/erlang/...)
- typesafe without the pain
- Classes, Objects, Companions, Traits...

## Yak shaving

 Any seemingly pointless activity which is actually necessary to solve a problem which solves a problem which, several levels of recursion later, solves the real problem you're working on.

http://www.urbandictionary.com/define.php?term=yak%20shaving

#### other stuff

- Macros
- Currying, partially applied functions, ...
- Structural Typing (see? we \_do\_ have duck typing!)
- implicits
- Value classes
- Lazy evaluation
- Tail recursion

• ...

#### want more?

- Intro to scala: <a href="http://scalacamp.pl/intro/#/start">http://scalacamp.pl/intro/#/start</a>
- Twitter's Scala School: <a href="http://twitter.github.io/scala\_school/">http://twitter.github.io/scala\_school/</a>
- 99 problems in scala: <a href="http://aperiodic.net/phil/scala/s-99/">http://aperiodic.net/phil/scala/s-99/</a>
- Scala Puzzles: <a href="http://scalapuzzlers.com/">http://scalapuzzlers.com/</a>
- "Programming in Scala" (1st ed free online: <a href="http://www.artima.com/pinsled/">http://www.artima.com/pinsled/</a>)

Scala Developers Barcelona Meetup
 http://www.meetup.com/Scala-Developers-Barcelona/





