



# Idiomatic Clojure

## A Beginner's Tour of `clojure.core`

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# Introduction

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“People seldom improve when they have no other model but themselves to copy after.”

OLIVER GOLDSMITH

- Examples presented are subjective.
- No claims are made on universality: exceptions prove the rule, yada yada yada...
- Most of the examples aim to reduce nesting of expressions, arguably aiding readability.
- Further improvements or alternative approaches are welcome!

“Example has more followers than reason.”

CHRISTIAN NESTELL BOVEE

# Conditions

---

Bad:

```
(if (...)
  (do
    ...))
```

# do & if

Bad:

```
(if (...)
  (do
    ...))
```

Better:

```
(when (...)
  ...)
```

# do & if

Bad:

```
(if (...)
  (do
    ...))
```

Better:

```
(when (...)
  ...)
```

Fine:

```
(if (...)
  (do
    ...)
  (do
    ...))
```

# Say no to not

Bad:

```
(not (= ...))
```



# Say no to not

Bad:

```
(not (= ...))
```

Better:

```
(not= ...)
```

# Say no to not

Bad:

```
(not (= ...))
```

Better:

```
(not= ...)
```

Bad:

```
(if (not (...))  
    ...)
```

# Say no to not

Bad:

```
(not (= ...))
```

Better:

```
(not= ...)
```

Bad:

```
(if (not (...))  
    ...)
```

Better:

```
(if-not (...)  
    ...)
```

# Say no to not

Bad:

```
(not (= ...))
```

Better:

```
(not= ...)
```

Bad:

```
(if (not (...))  
    ...)
```

Bad:

```
(when (not (...))  
    ...)
```

Better:

```
(if-not (...)  
    ...)
```

# Say no to not

Bad:

```
(not (= ...))
```

Better:

```
(not= ...)
```

Bad:

```
(if (not (...))  
    ...)
```

Better:

```
(if-not (...)  
    ...)
```

Bad:

```
(when (not (...))  
    ...)
```

Better:

```
(when-not (...)  
    ...)
```

# if, if, if...

Bad:

```
(if expr-1
  (...)
  (if expr-2
    (...)
    (if expr-3
      (...)
      (...))))
```

# if, if, if...

## Bad:

```
(if expr-1
  (...)
  (if expr-2
    (...)
    (if expr-3
      (...)
      (...))))
```

## Better:

```
(cond
  expr-1 (...)
  expr-2 (...)
  expr-3 (...)
  :else (...))
```

## condp for avoiding repetition

Bad:

```
(cond  
  (= x :a) (...)  
  (= x :b) (...)  
  :else (...))
```



# condp for avoiding repetition

Bad:

```
(cond  
  (= x :a) (...)  
  (= x :b) (...)  
  :else (...))
```

Better:

```
(condp = x  
  :a (...)  
  :b (...)  
  (...))
```

# condp for avoiding repetition

Bad:

```
(cond  
  (= x :a) (...)  
  (= x :b) (...)  
  :else (...))
```

Better:

```
(condp = x  
  :a (...)  
  :b (...)  
  (...))
```

Best?

```
(case x  
  :a (...)  
  :b (...)  
  (...))
```

# let around if & when

Bad:

```
(let [x (...)]  
  (if x  
    (+ x 8)  
    (...)))
```

# let around if & when

Bad:

```
(let [x (...)]  
  (if x  
    (+ x 8)  
    (...)))
```

Better:

```
(if-let [x (...)]  
  (+ x 8)  
  (...))
```

# let around if & when

Bad:

```
(let [x (...)]  
  (if x  
    (+ x 8)  
    (...)))
```

Better:

```
(if-let [x (...)]  
  (+ x 8)  
  (...))
```

Bad:

```
(let [x (...)]  
  (when x  
    (+ x 8)))
```

# let around if & when

Bad:

```
(let [x (...)]  
  (if x  
    (+ x 8)  
    (...)))
```

Better:

```
(if-let [x (...)]  
  (+ x 8)  
  (...))
```

Bad:

```
(let [x (...)]  
  (when x  
    (+ x 8)))
```

Better:

```
(when-let [x (...)]  
  (+ x 8))
```

*Sine:*

```
(every? #(not (predicate? %)) (...))
```

Fine:

```
(every? #(not (predicate? %)) (...))
```

Better:

```
(every? (complement predicate?) (...))
```



# “Loops”

---

Bad:

```
(defn scheme-on-you  
  [s]  
  (when-not (empty? s)  
    (...)  
    (recur (rest s))))
```

## Bad:

```
(defn scheme-on-you
  [s]
  (when-not (empty? s)
    (...
      (recur (rest s)))))
```

## Better:

```
(defn the-clj-way
  [s]
  (when (seq s)
    (...
      (recur (rest s)))))
```

# Iterate with side effects

Bad:

```
(doall (map (fn [x]  
             (prn x))  
            (range 10)))
```

# Iterate with side effects

Bad:

```
(doall (map (fn [x]
              (prn x))
            (range 10))))
```

Better:

```
(mapv (fn [x]
        (prn x))
      (range 10))
```

# Iterate with side effects

Bad:

```
(doall (map (fn [x]
              (prn x))
            (range 10)))
```

Better:

```
(mapv (fn [x]
        (prn x))
      (range 10))
```

Best?

```
(doseq [x (range 10)]
  (prn x))
```

## for is not just like a map

Bad:

```
(filter even?  
  (map (fn [x]  
        (let [y (* x 11)]  
          (inc y)))  
    (range 10)))
```

# for is not just like a map

Bad:

```
(filter even?  
  (map (fn [x]  
        (let [y (* x 11)]  
          (inc y)))  
    (range 10)))
```

Better:

```
(filter even?  
  (for [x (range 10)]  
    :let [y (* x 11)]  
    (inc y)))
```



# for is not just like a map

Bad:

```
(filter even?  
  (map (fn [x]  
        (let [y (* x 11)]  
          (inc y)))  
    (range 10)))
```

Better:

```
(filter even?  
  (for [x (range 10)]  
    :let [y (* x 11)]  
    (inc y)))
```

Best?

```
(for [x (range 10)]  
  :let [y (* x 11)]  
  :when (odd? y)] ; check before increment  
(inc y))
```

## There's more to `for`: Nesting

Bad:

```
(apply concat (map (fn [x]
                     (map (fn [y]
                           (+ x y))
                           (range x)))
                     (range 5)))
```

## There's more to `for`: Nesting

Bad:

```
(apply concat (map (fn [x]
                     (map (fn [y]
                           (+ x y))
                           (range x)))
                     (range 5)))
```

Better:

```
(mapcat (fn [x]
          (map (fn [y]
                (+ x y))
                (range x)))
        (range 5))
```

# There's more to for: Nesting

Bad:

```
(apply concat (map (fn [x]
                    (map (fn [y]
                          (+ x y))
                        (range x)))
                  (range 5)))
```

Better:

```
(mapcat (fn [x]
         (map (fn [y]
               (+ x y))
              (range x)))
       (range 5))
```

Best?

```
(for [x (range 5)
      y (range x)]
  (+ x y))
```

## There's even more to `for`: Terminating

Fine:

```
(map #(* % 2) (take-while #(< % 10) (range 20)))
```

## There's even more to `for`: Terminating

Fine:

```
(map #(* % 2) (take-while #(< % 10) (range 20)))
```

Better:

```
(for [x (range 20)  
      :while (< x 10)]  
  (* x 2))
```

# Higher order fns

---

Fine:

```
(map #(clojure.string/join " " %)  
     [ ["Ketchup" "is" "a" "Vegetable"]  
       ["Get" "out" "of" "my" "yard"] ])
```



# Be partial

Fine:

```
(map #(clojure.string/join " " %)  
  [["Ketchup" "is" "a" "Vegetable"]  
   ["Get" "out" "of" "my" "yard"]])
```

Better:

```
(map (partial clojure.string/join " ")  
  [["ITS" "TERRIBLE" "SECRETS" "BLIGHT" "YOUR" "MIND"]  
   ["SEEK" "THE" "TOTALITY" "OF" "FOUR" "RUNES!"]])
```

## compose like it's 1748–49

Bad:

```
(map (fn [x] (even? (* (val x) 3))) (...))
```

## compose like it's 1748–49

Bad:

```
(map (fn [x] (even? (* (val x) 3))) (...))
```

Better:

```
(map (comp even? (partial * 3) val) (...))
```

Bad:

```
(reduce (fn [acc entry]
  (assoc acc (:key entry) (:value entry)))
  {}
  [{:key :hu :value "Sajt"}
   {:key :de :value "Käse"}
   {:key :en :value "Cheese"}])
```

## Bad:

```
(reduce (fn [acc entry]
  (assoc acc (:key entry) (:value entry)))
  {}
  [{:key :hu :value "Sajt"}
   {:key :de :value "Käse"}
   {:key :en :value "Cheese"}]))
```

## Better:

```
(into {}
  (map (juxt :key :value)
    [{:key :hu :value "Sajt"}
     {:key :de :value "Käse"}
     {:key :en :value "Cheese"}])))
```

# Threading

---

# Don't thread lightly

Bad:

```
(char (* (Integer/parseInt (str \2)) 6))
```

# Don't thread lightly

Bad:

```
(char (* (Integer/parseInt (str \2)) 6))
```

Better:

```
(-> \2 str Integer/parseInt (* 6) char)
```



# Don't thread lightly

Bad:

```
(reduce (...)
  (filter (...)
    (map (...) (range 10))))
```

# Don't thread lightly

Bad:

```
(reduce (...)
  (filter (...)
    (map (...) (range 10))))
```

Better:

```
(->> (range 10)
  (map (...))
  (filter (...))
  (reduce (...)))
```

## do things to thing (then use it)

Bad:

```
(let [pants (management.FancyPantsFactory/getTrousersInstance)]  
  (.setColor pants "Khaki")  
  (.setStyle pants "smart-casual")  
  (.setMaterial pants "cotton")  
  (.putOn (...) pants))
```

## do things to thing (then use it)

### Bad:

```
(let [pants (management.FancyPantsFactory/getTrousersInstance)]  
  (.setColor pants "Khaki")  
  (.setStyle pants "smart-casual")  
  (.setMaterial pants "cotton")  
  (.putOn (...) pants))
```

### Better:

```
(->> (doto (management.FancyPantsFactory/getTrousersInstance)  
      (.setColor "Khaki")  
      (.setStyle "smart-casual")  
      (.setMaterial "cotton"))  
  (.putOn (...)))
```

# Destructuring

---

# getting things

Bad:

```
(defn remaining-vacation-days [person]
  (let [age (get person :age)
        days-on-vacation (get person :days-on-vacation)]
    (- (+ 20 (* age 0.2))
       (count days-on-vacation))))
```

# getting things

## Bad:

```
(defn remaining-vacation-days [person]
  (let [age (get person :age)
        days-on-vacation (get person :days-on-vacation)]
    (- (+ 20 (* age 0.2))
       (count days-on-vacation))))
```

## Better:

```
(defn remaining-vacation-days
  [{age :age
    days-on-vacation :days-on-vacation}]
  (- (+ 20 (* age 0.2))
     (count days-on-vacation)))
```

# getting things

## Bad:

```
(defn remaining-vacation-days [person]
  (let [age (get person :age)
        days-on-vacation (get person :days-on-vacation)]
    (- (+ 20 (* age 0.2))
       (count days-on-vacation))))
```

## Better:

```
(defn remaining-vacation-days
  [{age :age
    days-on-vacation :days-on-vacation}]
  (- (+ 20 (* age 0.2))
     (count days-on-vacation)))
```

## Best?

```
(defn remaining-vacation-days [{:keys [age days-on-vacation]}]
  (- (+ 20 (* age 0.2))
     (count days-on-vacation)))
```



Bad:

```
(defn add-length-to-first-two-numbers
  [numbers]
  (let [a (first numbers)
        b (second numbers)]
    (+ a b (count numbers))))
```

Bad:

```
(defn add-length-to-first-two-numbers
  [numbers]
  (let [a (first numbers)
        b (second numbers)]
    (+ a b (count numbers))))
```

Better:

```
(defn add-length-to-first-two-numbers
  [[a b
    :as numbers]]
  (+ a b (count numbers)))
```

# Addendum

---

# A Short Ballad Dedicated to the Growth of Programs

This is a tale of a sorry quest  
To master pure code at the T guru's behest  
I enrolled in a class that appealing did seem  
For it promised to teach fine things like T3 and Scheme

The first day went fine; we learned of cells  
And symbols and lists and functions as well  
Lisp I had mastered and excited was I  
For to master T3 my hackstincts did cry

I sailed through the first week with no problems at all  
And I even said "closure" instead of "function call"  
Then said the master that ready were we  
To start real hacking instead of simple theory

## A Short Ballad Dedicated to the Growth of Programs

Will you, said he, write me a function please  
That in lists would associate values with keys  
I went home and turned on my trusty Apollo  
And wrote a function whose definition follows:

```
(cdr (assq key a-list))
```

A one-liner I thought, fool that I was  
Just two simple calls without a **COND** clause  
But when I tried this function to run  
CDR didn't think that **NIL** was much fun

So I tried again like the good King of yore  
And of code I easily generated some more:

```
(cond ((assq key a-list) => cdr))
```

## A Short Ballad Dedicated to the Growth of Programs

It got longer but purer, and it wasn't too bad  
But then `COND` ran out and that was quite sad

Well, that isn't hard to fix, I was told  
Just write some more code, my son, be bold  
Being young, not even a moment did I pause  
I stifled my instincts and added a clause

```
(cond ((assq key a-list) => cdr)  
      (else nil)))
```

Sometimes this worked and sometimes it broke  
I debugged and prayed and even had a stroke  
Many a guru tried valiantly to help  
But undefined datums their efforts did squelch.

## A Short Ballad Dedicated to the Growth of Programs

I returneth once more to the great sage of T  
For no way out of the dilemma I could see  
He said it was easy – more lines must I fill  
with code, for FALSE was no longer NIL.

```
(let ((val (assq key a-list)))  
      (cond (val (cdr val))  
            (else nil)))
```

You'd think by now I might be nearing the end  
Of my ballad which seems bad things to portend  
You'd think that we could all go home scot-free  
But COND eschewed VAL; it wanted #T

## A Short Ballad Dedicated to the Growth of Programs

So I went back to the master and appealed once again  
I said, pardon me, but now I'm really insane  
He said, no you're not really going out of your head  
Instead of just VAL, you must use NOT NULL instead

```
(let ((val (assq key a-list)))  
      (cond ((not (null? val)) (cdr val))  
            (else nil)))
```



# A Short Ballad Dedicated to the Growth of Programs

My song is over and I'm going home to bed  
With this ineffable feeling that I've been misled  
And just in case my point you have missed  
Somehow I preferred

`(CDR (ASSQ KEY A-LIST))`

by Ashwin Ram