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# Urls

## General tutorials

<https://www.javatpoint.com/scala-tutorial>

<https://www.tutorialspoint.com/scala>

# General

In Scala everything is object. File extension is .sc or .scala. Using play framework, you can build web applications rapidly. No type is required to be given to variables or functions. There are no static variables or methods. By default, all variables are immutable but you can create mutable variables also. You can define lazy variables which are computed only when required. Scala can use java classes. Before you start using scala you must have JDK 1.8+ in your machine. Basically, a Scala program is collection of objects who execute one another’s methods.

There are no primitive types. All types are objects and you can call methods on them.

Scala uses Akka framework to maintain concurrency by actors.

# Environment setup and Hello World

* Installed the scala 2.14.2.msi. It installs the scala in program files(86) folder
* Created a Hello.scala file in Visual Studio code after activating the scala plugin.
* Scalac hello.scala
* Scala HelloWorld. Gives output Hello World.

# Language

## Variables

The variables can be mutable or immutable.

var myVar:String = “foo” // is mutable

val myVar: String = “foo” // is immutable

## Classes

You can define class and inherit from it to create a subclass. You can instantiate a class. You can directly create an object without a class. This is called singleton object. A singleton object can be called globally.

## Trait

Traits can have methods and field definitions. A class can be mixed with a number of traits. Traits are used for those behaviors which are to be used in multiple classes.