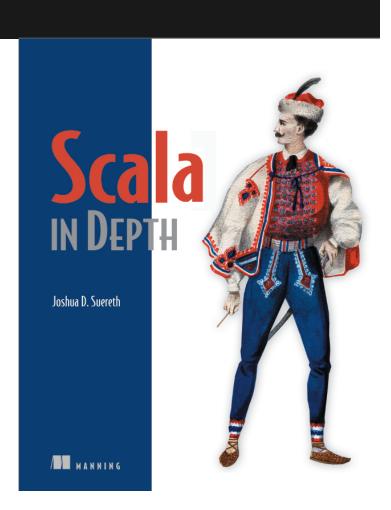
# **Effective Scala**

J. Suereth

## Who am I?

- Software Engineer
- Blogger
- Author
- Big Nerd

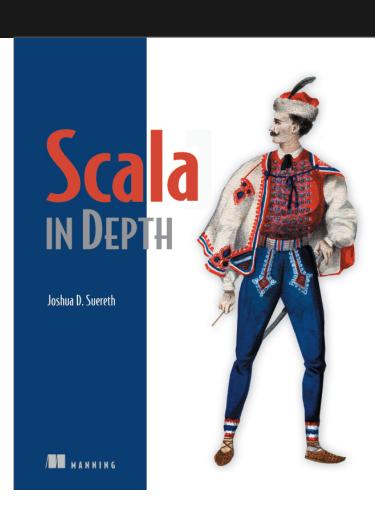


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- Software Engineer
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Unicorn Expert (Klout)





### What is Effective Scala?

Optimising your use of the Scala programming language to solve real world problems without explosions, broken thumbs or bullet wounds.



### The Basics

# Write expressions, not statements

#### **Statements**

```
def errMsg(errorCode: Int): String = {
    var result: String = _
    errorCode match {
        case 1 => result = "Network Failure"
        case 2 => result = "I/O Failure"
        case _ => result = "Unknown Error"
    }
    return result;
}
```

# State

```
def errMs
   var re
   error(
      case
      case
      case
   }
   return
}
```

```
ilure"
:e"
ror"
```

## **Expression!**

```
def errMsg(errorCode: Int): String =
  errorCode match {
    case 1 => "Network Failure"
    case 2 => "I/O Failure"
    case _ => "Unknown Error"
  }
```

## Be expressive

```
def findPeopleIn(city: String,
    people: Seq[People]): Set[People] =
  val found = new mutable.HashSet[People]
  for (person <- people) {</pre>
    for (address <- person.addresses) {</pre>
      if (address.city == city)
        found.put(person)
  return found
```

## Be ex

```
def findl
    peop:
  val for
  for (per
    for (a
       if
  return found
```

```
[e] =
People]
```

## Be Expressive

```
def findPeopleIn(city: String,
    people: Seq[People]): Set[People] =
  for {
    person <- people.toSet[People]
    address <- person.addresses
    if address.city == city
  } yield person</pre>
```

## The Basics

## Use the REPL

## The Basics

# Stay Immutable

## **Immutability**

- Safe to share across threads
  - No locking
- Safe to hash on attributes
- Easier equality
- Safe to share internal state with other objects
- Co/Contra-variance

# **Using Immutability**

Doesn't mean lack of mutation.

```
def foo: Seq[A] = {
  val a = new ArrayBuffer[Int]
  fillArray(a)
  a.toSeq
}
```

## The Basics

## Use Option

## **Option**

```
def authenticateSession (
   session: HttpSession,
   username: Option[String],
   password: Option[Array[Char]]) =
  for {
    u <- username
    p <- password
    if canAuthenticate(u, p)
    privileges <- privilegesFor.get(u)</pre>
  } injectPrivs(session, privileges)
```

#### def authen session: Opt\_ username: password: Option for { u <- username p <- password if canAuthenticate(u, p) privileges <- privilegesFor.get (</pre> } injectPrivs(session, privileges)

## Style

# You know it when you got it

Scala ain't Java Scala ain't Ruby Scala ain't Haskell

## **Object Orientation**

Use def for abstract members

### abstract defs

```
trait Foo {
  def bar: String
}

class NewFoo extends Foo {
  override val bar = "ZOMG"
}
```

#### $\mathbf{OO}$

# Annotate non-trivial return types for public methods.

## **Annotate Return Types**

```
object Foo {
  def name: Option[String] = ...
}
```

#### $\mathbf{OO}$

# Composition can use Inheritance

## Composition + Inheritance

```
trait Logger {
trait HasLogger {
  def logger: Logger
trait HasAwesomeLogger {
  lazy val logger = new AwesomeLogger
```

# Implicits

Limit the scope of implicits

## What are implicits?

```
implicit val pool: Executor =
  Executors.newCachedThreadPool()
def determinant (m: Matrix) (implicit ctx:
Executor): Double = \dots
                determinant(m)
                     VS.
            determinant(m)(pool)
```

## Implicit Scope

- First look in current scope
   Implicits defined in current scope (1)
   Explicit imports (2)
   wildcard imports (3)
- Parts of the type of implicit value being looked up and their companion objects
   Companion objects of the type
   Companion objects of type arguments of types
   Outer objects for nested types
   Other dimensions

# Implicit Scope (Parts)

```
trait Logger { ... }
object Logger {
  implicit object DefaultLogger
    extends Logger { ... }
  def log(msg: String)(implicit l: Logger) =
    1.\log(msg)
Logger.log("Foo")
```

# **Imp**



# IMPLICIT CAT

DISAPPROVES OF YOUR VIEWS

## Implicits

# Use for type constraints and type traits

## Implicit type constraints

```
import java.nio.ByteBuffer

class Buffer[T] {
  def toJByteBuffer(
    implicit ev: T <:< Byte): ByteBuffer
}</pre>
```

## Type traits

```
trait Encodable[T] {
  def encode(t: T): Array[Byte]
 def decode (buf: ByteBuffer): T
object Encodable {
  def encode[T: Encodable](t: T) =
    implicitly[Encodable[T]].encode(t)
```

# Type traits, default implementation

```
object Encodable {
  implicit object IntEncodable
    extends Encodable[Int] { ... }
  implicit def tupleEncodable[A,B](
     implicit ea: Encodable[A],
     eb: Encodable[B]
  ): Encodable[(A,B)] = ...
```

# **Type Traits - external impls**

```
trait TehAwesome { /* ucanthandlethis */ }

object TehAwesome {
  implicit object encoder
    extends Encodable[TehAwesome] {
    ...
  }
}
```

## Type traits - Benefits

- External to class hierarchy
  - monkey patch on existing classes you don't control
- Overridable at call site
- Separate Abstractions
  - One class can have two implementations
  - Similar type-traits don't fight for method names.
- Can separate method arguments into roles

```
def synchronize[
   F: Source, T: Sink](
   from: F, to: T): (F,T) = ...
```

# **Type System**

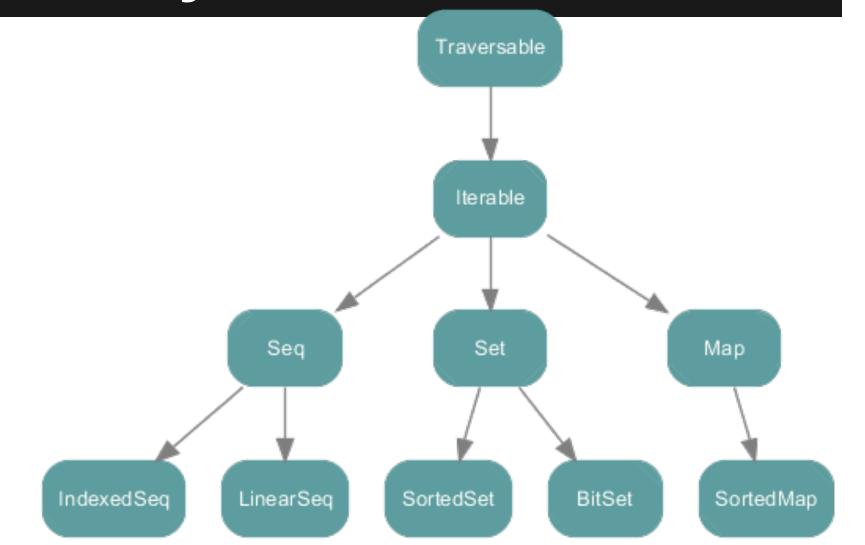
Preserve specific types

## Preserve Specific Types

## Collections

## Know your collections

# Know your collections



# Know your collection API

seq, companion, seq, flatten, transpose, toString, isEmpty, map, exists, find, init, last, head, filter, slice, tail, ++, ++, headOption, drop, filterNot, flatMap, takeWhile, repr, newBuilder, forall, foreach, thisCollection, toCollection, parCombiner, view, view, copyToArray, hasDefiniteSize, ++:, ++:, collect, partition, groupBy, scan, scanLeft, scanRight, lastOption, sliceWithKnownDelta, sliceWithKnownBound, tails, inits, toTraversable, toIterator, withFilter, take, splitAt, dropWhile, span, stringPrefix, toStream, min, max, count, size, toArray, seq, sum, toList, mkString, mkString, mkString, toSet, foldLeft, foldRight, reduceLeft, reduceRight, toSeq, toIterable, copyToArray, copyToArray, reversed, nonEmpty, collectFirst, /:, :\, reduceLeftOption, reduceRightOption, reduce, reduceOption, fold, aggregate, product, maxBy, minBy, copyToBuffer, toIndexedSeq, toBuffer, toMap, addString, addString, addString, toSet, toSeq, toIterable, toTraversable, isTraversableAgain, toMap, /: \, size, groupBy, isTraversableAgain, min, max, count, toArray, seq, sum, toList, mkString, mkString, mkString, foldLeft, foldRight, reduceRight, copyToArray, copyToArray, nonEmpty, /:, :\, reduceLeftOption, reduceRightOption, reduce, reduceOption, fold, aggregate, product, maxBy, minBy, toIndexedSeq, toBuffer, seq, par, map, head, filter, slice, tail, ++, drop, filterNot, flatMap, takeWhile, repr, foreach, collect, partition, scan, scanLeft, scanRight, take, splitAt, dropWhile, span, stringPrefix, isEmpty, exists, find, forall, copyToArray, hasDefiniteSize, toIterator, toStream, parCombiner, size, foreach, isEmpty, head, flatten, newBuilder, foreach, transpose, genericBuilder, unzip, unzip3, isEmpty, exists, find, forall, foreach, copyToArray, hasDefiniteSize, toTraversable, isEmpty, iterator, zip, head, sameElements, zipAll, zipWithIndex, seq, isEmpty, first, iterator, exists, find, zip, zip, elements, head, slice, drop, takeWhile, forall, foreach, canEqual, sameElements, sameElements, foldRight, reduceRight, dropRight, thisCollection, toCollection, view, view, projection, toIterable, grouped, sliding, sliding, copyToArray, zipAll, zipWithIndex, firstOption, take, takeRight, toStream, equals

## Collections

## Use Vector

## **Questions?**

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