Beginning Haskell

```
f(a, b)
             fab
sqrt 2 + sqrt 3
map sqrt [1..5]
filter odd [1..5]
              [1, 3, 5]
```

```
map (*2) [1..5]
         [2, 4, 6, 8, 10]
filter (>3) [1..5]
         [4,5]
map (^2) [1..5]
         [1,4,9,16,25]
map (2^{\circ}) [1..5]
         [2,4,8,16,32]
```

number | (*)
number | number

(*2) number —— number

```
map (^2)
     (filter odd [1..5])
sum
  (map (^2)
    (filter odd [1..5]))
```

```
sin (cos (tan (sqrt 2)))
sin cos tan sqrt 2
sin (some stuff)
sin $ some stuff
sin $ cos (tan (sqrt 2))
sin $ cos $ tan $ sqrt 2
```

```
map (^2) (filter odd [1..5])
map (^2) $ filter odd [1..5]
                [1, 9, 25]
sum $
  map (^2) $
    filter odd [1..5]
                          [1, 3, 5]
  The sum of
    the squares of
      some odd numbers
```

```
[1..]
```

Demo

```
takeWhile (<100) $
map (2^) [1..]
[2,4,8,16,32,64]
```

Defining Functions

$$sq x = x^2$$
 $sq = \x -> x^2$
 $sq = (^2)$

$$h x y = x + 2 * y$$

Factorial

```
f 0 = 1
f n = n * f (n-1)
  4! = 4 * 3!
f 2
2 * f 1
2 * (1 * f 0)
2 * (1 * 1)
```

```
[2,3] ++ [4,5,6]
            [2,3,4,5,6]
[5,6,7] !! 2
4: [5,6]
      [4,5,6]
```

```
[2,4]
2: [4]
2: (4:[])
2:4:[]
          ['h', 'i']
"hi"
"hello" !! 1
                 'e
```

Writing our own sum function

```
sum [] = 0

sum [2, 3, 4] = 2 + sum [3, 4]

sum (x:xs) = x + sum xs
```

Types

```
Int
                   Int
                   [Integer]
Integer
Float
                   [Float]
Double
                   [Double]
        'a'
Char
                   [Char]
        "hi"
String
                   [String]
Bool
        True
                   Bool
        False
                   [[Int]]
```

```
Int
                   Int
                   [Integer]
Integer
Float
         (Int, String) (3, "hi")
Double
         (Char, Bool, [Int])
Char
String
             Set Int
Bool
             Set Integer
```

```
odd :: Int -> Bool
length :: [a] -> Int
take :: Int -> [a] -> [a]
```

sum :: Num a => [a] -> a

```
map sqrt [1..5]
```

map :: some function -> a list -> another list

```
map :: (a \rightarrow b) \rightarrow [a] \rightarrow [b]
```

```
map(*2)[1,2,3]
zipWith (*) [1,2,3] [4,5,6]
     [4,10,18]
foldr (+) 0 [1,2,3]
fold! (+) 0 [1,2,3]
map (sqrt . sqrt) [1,2,3]
```

1/0

```
f :: String -> String
 g:: String -> IO String
readFile :: String -> IO String
getChar :: IO Char
putStr :: String -> IO ()
    main :: IO ()
```

```
readFile :: String -> IO String
main = do
  str <- readFile "foo.txt"
  let str' = take 100 str
  writeFile "a.txt" str'
writeFile :: String -> String -> IO ()
```

```
main = do
  str <- getContents
  let str' = f str
  putStr str'
f = take 100
```

```
main = interact $ take 100
```

```
interact :: (String -> String) -> IO ()
```

Laziness

Defining our own map function

```
map :: (a \rightarrow b) \rightarrow [a] \rightarrow [b]
map [] = []
  map \ f \ [1,2,3] = [f \ 1, f \ 2, f \ 3]
                  = f 1 : [f 2, f 3]
                  = f 1 : map f [2,3]
map f (x:xs) = f x : map f xs
```