

Understanding Patterns



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Syntactic elements that can test
that a value has a certain “shape”

The image consists of three solid-colored squares arranged horizontally. The leftmost square is blue, the middle square is orange, and the rightmost square is yellow. Each square contains a text label in its center.

Constant Patterns

Type Patterns

Var Patterns

Patterns

Enhancing two existing constructs:

- **Is expressions** can have a pattern on the right hand side, not just types
- **case clauses** in switch statements can now match on patterns, not just constants

The image consists of three solid-colored squares arranged horizontally. The leftmost square is blue, the middle square is orange, and the rightmost square is yellow. Each square contains white text centered within it.

Switch on type

Patterns in
case clauses

Case clauses
with conditions

Demo



- Patterns

Summary



- Patterns establish the “shape” of an object
- You can test for a pattern using the *is* statement
- You can switch on a pattern in case statements
- You can now add conditionals to case statements for even finer grain distinctions