CptS 355- Programming Language Design

Functional Programming

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Discussion:

Consider everything we learned so far in CptS 355 about functional programming and Haskell.

- What was your biggest takeaway?
- What did you struggle the most?
- Do you plan to expand your knowledge in functional programming?

Functional Programming

Why spend 40% of course using functional languages?

- Rely heavily on recursion;
- Functions are treated as first class objects;
- Higher-order functions are very convenient;
- One-of-a-kind types via constructs like data types.

Because:

- 1. These features help to write correct, elegant, efficient software
- Functional languages have always been ahead of their time
- Functional languages well-suited to where computing is going

Ahead of their time

- Garbage collection (Java didn't exist in 1995)
- Generics (List<T> in Java, C#), much more like
 ML / Haskell than C++
- XML for universal data representation (like Racket/Scheme/LISP/...)
- Higher-order functions (Javascript, C#, Python, Ruby, now Java, ...)
- Type inference (C#, Scala, ...)
- Recursion (a big fight in 1960 about this)
- ...

The future may resemble the past

Maybe pattern-matching, currying, etc. will be next

What is happening recently

Other popular functional programming languages (alphabetized)

- Clojure http://clojure.org
- Erlang http://www.erlang.org
- F# <u>http://tryfsharp.org</u>
- Haskell http://www.haskell.org
- OCaml http://ocaml.org
- Scala http://www.scala-lang.org

Some "industry users" lists (surely more exist):

- http://www.haskell.org/haskellwiki/Haskell_in_industry
- http://www.ocaml.org/learn/companies.html
- In general, see http://cufp.org

What is happening recently?

Popular adoption of concepts:

- C# (function closures, type inference, ...)
- Java 8 (closures)
- MapReduce / Hadoop

The Languages Together

 Haskell, Python, Java, and Postscript are a useful combination for us

	dynamically typed	statically typed
functional	-	Haskell
object-oriented	Python	Java

- Haskell: static type checking, polymorphic types, pattern-matching, user-defined datatypes
- Python: dynamic type checking, generators/streams
- Java: classes, pure OOP

Is this real programming?

 The way we use Haskell can make them seem almost "silly" precisely because lecture and homework focus on language constructs

- "Real" programming needs file I/O, string operations, floating-point, graphics, project managers, testing frameworks, threads, build systems, ...
 - Many elegant languages have all that and more

A note on reality

Reasonable questions when deciding to use/learn a language:

- What libraries are available for reuse?
- What tools are available?
- What can get me a job?
- What does my boss tell me to do?
- What is the de facto industry standard?
- What do I already know?