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This cheat sheet originated from the #progfun forum, credits to Laurent Poulain. We copied it and changed or added a few things. There are certainly a lot of things that can be improved! If you would like to contribute, you have two options:

- Click the "Edit" button on this file on GitHub:<https://github.com/lrytz/progfun-wiki/blob/gh-pages/CheatSheet.md> You can submit a pull request directly from there without checking out the git repository to your local machine.
- Fork the repository <https://github.com/lrytz/progfun-wiki> and check it out locally. To preview your changes, you need jekyll. Navigate to your checkout and invoke `jekyll --auto --server`, then open the page <http://localhost:4000/CheatSheet.html>.

Evaluation Rules

- **Call by value:** evaluates the function arguments before calling the function
- **Call by name:** evaluates the function first, and then evaluates the arguments if need be

```
1 def example = 2      // evaluated when called
2 val example = 2      // evaluated immediately
3 lazy val example = 2 // evaluated once when needed
4
5 def square(x: Double) // call by value
6 def square(x: => Double) // call by name
7 def myFct(bindings: Int*) = { ... } // bindings is a sequence of int, containing
   a varying # of arguments
```

Higher order functions

These are functions that take a function as a parameter or return functions.

```

1 // sum() returns a function that takes two integers and returns an integer
2 def sum(f: Int => Int): (Int, Int) => Int = {
3   def sumf(a: Int, b: Int): Int = {...}
4   sumf
5 }
6
7 // same as above. Its type is (Int => Int) => (Int, Int) => Int
8 def sum(f: Int => Int)(a: Int, b: Int): Int = { ... }
9
10 // Called like this
11 sum((x: Int) => x * x * x) // Anonymous function, i.e. does not have a
   name
12 sum(x => x * x * x) // Same anonymous function with type
   inferred
13
14 def cube(x: Int) = x * x * x
15 sum(x => x * x * x)(1, 10) // sum of cubes from 1 to 10
16 sum(cube)(1, 10) // same as above

```

Currying

Converting a function with multiple arguments into a function with a single argument that returns another function.

```

1 def f(a: Int, b: Int): Int // uncurried version (type is (Int, Int) => Int)
2 def f(a: Int)(b: Int): Int // curried version (type is Int => Int => Int)

```

Classes

```

1 class MyClass(x: Int, y: Int) { // Defines a new type MyClass with a
   constructor
2   require(y > 0, "y must be positive") // precondition, triggering an
   IllegalArgumentException if not met
3   def this(x: Int) = { ... } // auxiliary constructor
4   def nb1 = x // public method computed every time
   it is called
5   def nb2 = y
6   private def test(a: Int): Int = { ... } // private method
7   val nb3 = x + y // computed only once
8   override def toString = // overridden method
   member1 + ", " + member2
9 }
10
11
12 new MyClass(1, 2) // creates a new object of type

```

this references the current object, assert(<condition>) issues AssertionError if condition is not met. See scala.Predef for require, assume and assert.

Operators

`myObject.myMethod 1` is the same as calling `myObject.myMethod(1)`

Operator (i.e. function) names can be alphanumeric, symbolic (e.g. x1, *, +?%&, vector_++, counter_=)

The precedence of an operator is determined by its first character, with the following increasing order of priority:

```

1 (all letters)
2 |
3 ^
4 &
5 < >
6 = !
7 :
8 + -
9 * / %
10 (all other special characters)

```

The associativity of an operator is determined by its last character: Right-associative if ending with ;, Left-associative otherwise.

Note that assignment operators have lowest precedence. (Read Scala Language Specification 2.9 sections 6.12.3, 6.12.4 for more info)

Class hierarchies

```

1 abstract class TopLevel {    // abstract class
2   def method1(x: Int): Int  // abstract method
3   def method2(x: Int): Int = { ... }
4 }
5
6 class Level1 extends TopLevel {
7   def method1(x: Int): Int = { ... }
8   override def method2(x: Int): Int = { ... } // TopLevel's method2 needs to be
      explicitly overridden
9 }
10
11 object MyObject extends TopLevel { ... } // defines a singleton object. No other
      instance can be created

```

To create a runnable application in Scala:

```

1 object Hello {
2   def main(args: Array[String]) = println("Hello world")
3 }

```

or

```

1 object Hello extends App {
2   println("Hello World")
3 }

```

Class Organization

- Classes and objects are organized in packages (package myPackage).
- They can be referenced through import statements (import myPackage.MyClass, import myPackage._, import myPackage.{MyClass1, MyClass2}, import myPackage.{MyClass1 => A})
- They can also be directly referenced in the code with the fully qualified name (new myPackage.MyClass1)
- All members of packages scala and java.lang as well as all members of the object scala.Predef are automatically imported.

- Traits are similar to Java interfaces, except they can have non-abstract members: trait Planar { ... }
class Square extends Shape with Planar
- General object hierarchy:

- **scala.Any** base type of all types. Has methods **hashCode** and **toString** that can be overridden

- **scala.AnyVal** base type of all primitive types. (**scala.Double**, **scala.Float**, etc.)

- **scala.AnyRef** base type of all reference types. (alias of **java.lang.Object**, supertype of **java.lang.String**, **scala.List**, any user-defined class)

- **scala.Null** is a subtype of any **scala.AnyRef** (null is the only instance of type **Null**), and **scala.Nothing** is a subtype of any other type without any instance.

Type Parameters

Similar to C++ templates or Java generics. These can apply to classes, traits or functions.

```
1 class MyClass[T](arg1: T) { ... }
2 new MyClass[Int](1)
3 new MyClass(1) // the type is being inferred, i.e. determined based on the
   value arguments
```

It is possible to restrict the type being used, e.g.

```
1 def myFct[T <: TopLevel](arg: T): T = { ... } // T must derive from TopLevel or
   be TopLevel
2 def myFct[T >: Level1](arg: T): T = { ... } // T must be a supertype of Level1
3 def myFct[T >: Level1 <: Top Level](arg: T): T = { ... }
```

Variance

Given $A <: B$

If $C[A] <: C[B]$, C is covariant

If $C[A] >: C[B]$, C is contravariant

Otherwise C is nonvariant

```
1 class C[+A] { ... } // C is covariant
2 class C[-A] { ... } // C is contravariant
3 class C[A] { ... } // C is nonvariant
```

For a function, if $A2 <: A1$ and $B1 <: B2$, then $A1 \Rightarrow B1 <: A2 \Rightarrow B2$.

Functions must be contravariant in their argument types and covariant in their result types, e.g.

```

1 trait Function1[-T, +U] {
2   def apply(x: T): U
3 } // Variance check is OK because T is contravariant and U is covariant
4
5 class Array[+T] {
6   def update(x: T)
7 } // variance checks fails

```

Find out more about variance in lecture 4.4.

Pattern Matching

Pattern matching is used for decomposing data structures:

```

1 unknownObject match {
2   case MyClass(n) => ...
3   case MyClass2(a, b) => ...
4 }

```

Here are a few example patterns

```

1 (someList: List[T]) match {
2   case Nil => ...           // empty list
3   case x :: Nil => ...      // list with only one element
4   case List(x) => ...       // same as above
5   case x :: xs => ...       // a list with at least one element. x is bound to
6                               the head,
6                               // xs to the tail. xs could be Nil or some other list
7
7   case 1 :: 2 :: cs => ...  // lists that starts with 1 and then 2
8   case (x, y) :: ps => ...  // a list where the head element is a pair
9   case _ => ...             // default case if none of the above matches
10 }

```

The last example shows that every pattern consists of sub-patterns: it only matches lists with at least one element, where that element is a pair. *x* and *y* are again patterns that could match only specific types.

Options

Pattern matching can also be used for Option values. Some functions (like `Map.get`) return a value of type `Option[T]` which is either a value of type `Some[T]` or the value `None`:

```

1 val myMap = Map("a" -> 42, "b" -> 43)
2 def getMapValue(s: String): String = {
3   myMap get s match {
4     case Some(nb) => "Value found: " + nb
5     case None => "No value found"
6   }
7 }
8 getMapValue("a") // "Value found: 42"
9 getMapValue("c") // "No value found"

```

Most of the times when you write a pattern match on an option value, the same expression can be written more concisely using combinator methods of the `Option` class. For example, the function `getMapValue` can be written as follows:

```
1 def getMapValue(s: String): String =  
2   myMap.get(s).map("Value found: " + _).getOrElse("No value found")
```

Pattern Matching in Anonymous Functions

Pattern matches are also used quite often in anonymous functions:

```
1 val pairs: List[(Char, Int)] = ('a', 2) :: ('b', 3) :: Nil  
2 val chars: List[Char] = pairs.map(p => p match {  
3   case (ch, num) => ch  
4 })
```

Instead of `p => p match { case ... }`, you can simply write `{case ...}`, so the above example becomes more concise:

```
1 val chars: List[Char] = pairs map {  
2   case (ch, num) => ch  
3 }
```

Collections

Scala defines several collection classes:

Base Classes

- Iterable (collections you can iterate on)
- Seq (ordered sequences)
- Set
- Map (lookup data structure)

Immutable Collections

- List (linked list, provides fast sequential access)
- Stream (same as List, except that the tail is evaluated only on demand)
- Vector (array-like type, implemented as tree of blocks, provides fast random access)
- Range (ordered sequence of integers with equal spacing)
- String (Java type, implicitly converted to a character sequence, so you can treat every string like a `Seq[Char]`)
- Map (collection that maps keys to values)
- Set (collection without duplicate elements)

Mutable Collections

- Array (Scala arrays are native JVM arrays at runtime, therefore they are very performant)
- Scala also has mutable maps and sets; these should only be used if there are performance issues

with immutable types

Examples

```

1 val fruitList = List("apples", "oranges", "pears")
2 // Alternative syntax for lists
3 val fruit = "apples" :: ("oranges" :: ("pears" :: Nil)) // parens optional, ::
  is right-associative
4 fruit.head // "apples"
5 fruit.tail // List("oranges", "pears")
6 val empty = List()
7 val empty = Nil
8
9 val nums = Vector("louis", "frank", "hiromi")
10 nums(1) // element at index 1, returns "frank", complexity O
  (log(n))
11 nums.updated(2, "helena") // new vector with a different string at index 2,
  complexity O(log(n))
12
13 val fruitSet = Set("apple", "banana", "pear", "banana")
14 fruitSet.size // returns 3: there are no duplicates, only one banana
15
16 val r: Range = 1 until 5 // 1, 2, 3, 4
17 val s: Range = 1 to 5 // 1, 2, 3, 4, 5
18 1 to 10 by 3 // 1, 4, 7, 10
19 6 to 1 by -2 // 6, 4, 2
20
21 val s = (1 to 6).toSet
22 s map (_ + 2) // adds 2 to each element of the set
23
24 val s = "Hello World"
25 s filter (c => c.isUpper) // returns "HW"; strings can be treated as Seq[Char]
26
27 // Operations on sequences
28 val xs = List(...)
29 xs.length // number of elements, complexity O(n)
30 xs.last // last element (exception if xs is empty), complexity O(n)
31 xs.init // all elements of xs but the last (exception if xs is empty),
  complexity O(n)
32 xs take n // first n elements of xs
33 xs drop n // the rest of the collection after taking n elements
34 xs(n) // the nth element of xs, complexity O(n)
35 xs ++ ys // concatenation, complexity O(n)
36 xs.reverse // reverse the order, complexity O(n)
37 xs updated(n, x) // same list than xs, except at index n where it contains x,
  complexity O(n)
38 xs indexOf x // the index of the first element equal to x (-1 otherwise)
39 xs contains x // same as xs indexOf x >= 0
40 xs filter p // returns a list of the elements that satisfy the predicate p
41 xs filterNot p // filter with negated p
42 xs partition p // same as (xs filter p, xs filterNot p)
43 xs takeWhile p // the longest prefix consisting of elements that satisfy p
44 xs dropWhile p // the remainder of the list after any leading element
  satisfying p have been removed
45 xs span p // same as (xs takeWhile p, xs dropWhile p)
46
47 List(x1, ..., xn) reduceLeft op // (...(x1 op x2) op x3) op ... op xn
48 List(x1, ..., xn).foldLeft(z)(op) // (... ( z op x1) op x2) op ... op xn
49 List(x1, ..., xn) reduceRight op // x1 op (... (x_{n-1} op xn) ...)
50 List(x1, ..., xn).foldRight(z)(op) // x1 op (... ( xn op z) ...)
51
52 xs exists p // true if there is at least one element for which predicate p is
  true
53 xs forall p // true if p(x) is true for all elements
54 xs zip ys // returns a list of pairs which groups elements with same index

```

```

55  xs.unzip           // opposite of zip: returns a pair of two lists
56  xs.flatMap f      // applies the function to all elements and concatenates the
    result
57  xs.sum             // sum of elements of the numeric collection
58  xs.product         // product of elements of the numeric collection
59  xs.max             // maximum of collection
60  xs.min             // minimum of collection
61  xs.flatten        // flattens a collection of collection into a single-level
    collection
62  xs.groupBy f       // returns a map which points to a list of elements
63  xs.distinct        // sequence of distinct entries (removes duplicates)
64
65  x +: xs            // creates a new collection with leading element x
66  xs :+ x            // creates a new collection with trailing element x
67
68  // Operations on maps
69  val myMap = Map("I" -> 1, "V" -> 5, "X" -> 10) // create a map
70  myMap("I")         // => 1
71  myMap("A")         // => java.util.NoSuchElementException
72  myMap.get "A"       // => None
73  myMap.get "I"       // => Some(1)
74  myMap.updated("V", 15) // returns a new map where "V" maps to 15 (entry is
    updated)
75                      // if the key ("V" here) does not exist, a new entry is
                        added
76
77  // Operations on Streams
78  val xs = Stream(1, 2, 3)
79  val xs = Stream.cons(1, Stream.cons(2, Stream.cons(3, Stream.empty))) // same as
    above
80  (1 to 1000).toStream // => Stream(1, ?)
81  x #:: xs // Same as Stream.cons(x, xs)
82          // In the Stream's cons operator, the second parameter (the tail)
83          // is defined as a "call by name" parameter.
84          // Note that x::xs always produces a List

```

Pairs (similar for larger Tuples)

```

1  val pair = ("answer", 42) // type: (String, Int)
2  val (label, value) = pair // label = "answer", value = 42
3  pair._1 // "answer"
4  pair._2 // 42

```

Ordering

There is already a class in the standard library that represents orderings: `scala.math.Ordering[T]` which contains comparison functions such as `lt()` and `gt()` for standard types. Types with a single natural ordering should inherit from the trait `scala.math.Ordered[T]`.

```

1  import math.Ordering
2
3  def msort[T](xs: List[T])(implicit ord: Ordering) = { ... }
4  msort(fruits)(Ordering.String)
5  msort(fruits) // the compiler figures out the right ordering

```

For-Comprehensions

A for-comprehension is syntactic sugar for `map`, `flatMap` and `filter` operations on collections.

The general form is for (s) yield e

- s is a sequence of generators and filters
- p <- e is a generator
- if f is a filter
- If there are several generators (equivalent of a nested loop), the last generator varies faster than the first
- You can use { s } instead of (s) if you want to use multiple lines without requiring semicolons
- e is an element of the resulting collection

Example 1

```
1 // list all combinations of numbers x and y where x is drawn from
2 // 1 to M and y is drawn from 1 to N
3 for (x <- 1 to M; y <- 1 to N)
4   yield (x,y)
```

is equivalent to

```
1 (1 to M) flatMap (x => (1 to N) map (y => (x, y)))
```

Translation Rules

A for-expression looks like a traditional for loop but works differently internally

for (x <- e1) yield e2 is translated to e1.map(x => e2)

for (x <- e1 if f) yield e2 is translated to for (x <- e1.filter(x => f)) yield e2

for (x <- e1; y <- e2) yield e3 is translated to e1.flatMap(x => for (y <- e2) yield e3)

This means you can use a for-comprehension for your own type, as long as you define map, flatMap and filter.

Example 2

```
1 for {
2   i <- 1 until n
3   j <- 1 until i
4   if isPrime(i + j)
5 } yield (i, j)
```

is equivalent to

```
1 for (i <- 1 until n; j <- 1 until i if isPrime(i + j))
2   yield (i, j)
```

is equivalent to

```
1 (1 until n).flatMap(i => (1 until i).filter(j => isPrime(i + j)).map(j => (i, j  
  )))
```

[Mark as completed](#)