

# Summary

## Legend

- **Yellow coloured** words or sentences are key words;
- **Green coloured** words are jargon terms;
- **Blue coloured** words are copy and paste and is unknown what it means;
- **Red coloured** words may be wrong \*.
- **Function composition** is saying that a part of the lecture has not be made a summary of, as it isn't yet understood.

\* everything may be wrong... XD?

# Lesson 1

## Theory

The computational model is essentially based on types (primitives (int, float, string)) and functions. The basic on

$$f : a \rightarrow b$$

F is the name of the function, a is the input type and the return value.

```
let incr = Fun<number,number>(x => x + 1)
```

The function above should be read as:

```
Let name = Fun<input,output>(body)
```

Primitive types can be combined (or used) to get a new outcome. I.e.  $5 + 2 = 10$ .

Function composition is combining two functions together. I.e. function F and G could be combined. This is often done by creating a new function which feeds its input to F and gives the output of F to G. The output of G becomes the output of the new function that combined the two. Note: that the functions do need to be compatible.

**Function composition** is having fun 'f' that takes 'a' and turns it into 'b'. Fun 'g' will take it the outcome of fun 'f' which is 'b' and will produce 'c'.

**Identity function** takes an input a give it back right away.

**Referential transparency** is to ensure that a function works on every value. I.e. doesn't matter if a 4 or 5 is given the function will work. If a function has a counter that only runs after the function is called 1000 times, then the function is not referential transparent as conditions depend the outcome of the test.

# Code

```
let Fun = function<a,b>(f:(_:a)=>b) : Fun<a,b> {  
  return {  
    f:f,  
    then:function<c>(this:Fun<a,b>, g:Fun<b,c>) : Fun<a,c> {  
      return then(this,g) }  
    }  
}  
  
type Fun<a,b> = { f:(i:a) => b, then:<c>(g:Fun<b,c>) => Fun<a,c> }
```

Simple version of 'Fun' (without then):

```
//note that Fun is made and not a built in function of typescript  
type Fun<a,b> = { f:(i:a) => b }  
let Fun = function<a,b>(f:(_:a)=>b) : Fun<a,b> { return { f:f } }
```

```
//example of a function that combines two functions  
let then = function<a,b,c>(f:Fun<a,b>, g:Fun<b,c>) : Fun<a,c> {  
  return Fun<a,c>(a => g.f(f.f(a)))  
}
```

Variable 'a' (i.e. 5) is given and run through fun 'f' that returns 'b' (may be the same type or different). 'b' is given and run through g that will return type 'c'.

```
let plusOneAndCheck = incr.then(isPositive)
```

Then functions return a 'Fun', hence doesn't have to receive A (variable) and not be executed.

## Questions/observation

- Can I see 'type' like a kind of an interface?
- The return type 'b' just gets randomly generated?

# Lesson 2

## Lesson

This lecture is about **structure preserving transformation**.

In statically typed programming like TypeScript ensures that nothing else exists outside the given data types, hence data type structured the application.

A **container** is a strictly defined predetermined structure that cannot be altered. There is **generic structure** which the type of a value (i.e. number or string) isn't yet defined.

Transforming containers can transform a value of a container. If a container has a value named A (generic in this example) and another value named B, then changing the value A into another value will mean creating a new container. Important is to keep the other data, meaning keeping the value named B.

**Composition of functors** is creating something new that is based entirely on the two original functors.

**Pipeline** is **using the 'then' function**.

**Distribution and other aspects** are not (yet) covered within this document.

## Code

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## Questions/observation

- ...

# Lesson 3

**Lesson**

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**Code**

...

**Questions/observation**

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# Lesson 4

**Lesson**

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**Code**

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**Questions/observation**

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# Lesson 5

**Lesson**

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**Code**

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**Questions/observation**

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# Lesson 6

**Lesson**

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**Code**

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**Questions/observation**

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# Lesson 7

**Lesson**

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**Code**

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**Questions/observation**

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# Lesson 8

**Lesson**

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**Code**

...

**Questions/observation**

...

# TypeScript

Create new NPM project:

Run: `Npm init`

Run: `Npm install typescript`

Make a typescript file

Run: `.\node_modules\.bin\tsc .\main.ts -w`

Run another NPM: `node .\main.js`