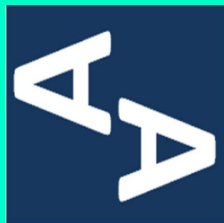


# FUNCTIONAL PROGRAMMING IN SCALA



**Javier Fuentes (@javifdev)**  
*Habla Computing*

# WHAT IS FUNCTIONAL PROGRAMMING?

- Functional programming is programming with pure functions
- A pure function is just a mapping from input values to output values, that does nothing else
- A pure function doesn't have side effects

# GOALS

- Know the design patterns that allow us to purify side-effectful programs
- Understand the reasoning behind functional structures
- Be able to build these patterns from scratch
- Use trending functional libraries that implements these patterns for us

# OUTLINE

- Purifying process walkthrough
- Sugaring process walkthrough
- Bonus track: Bundle up your library
- Functional libraries (Scalaz/Cats)
- Conclusions

# THE FUNCTIONAL WAY: INTERPRETER PATTERN

- Programs
  - Just pure immutable values
  - Describe our business logic
  - WHAT
- Interpreters
  - Give meaning to our programs
  - Execute effects
  - Multiple interpreters for same program
  - HOW

# PURIFYING PROCESS WALKTHROUGH

- **Step 1: Ad Hoc programs**
- Step 2: Parameterize your programs
- Step 3: Sequence programs
- Step 4: Sequence context-dependent programs
- Step 5: Add pure computations

# PURIFYING PROCESS WALKTHROUGH

- Step 1: Ad Hoc programs
- **Step 2: Parameterize your programs**
- Step 3: Sequence programs
- Step 4: Sequence context-dependent programs
- Step 5: Add pure computations

# PURIFYING PROCESS WALKTHROUGH

- Step 1: Ad Hoc programs
- Step 2: Parameterize your programs
- **Step 3: Sequence programs**
- Step 4: Sequence context-dependent programs
- Step 5: Add pure computations



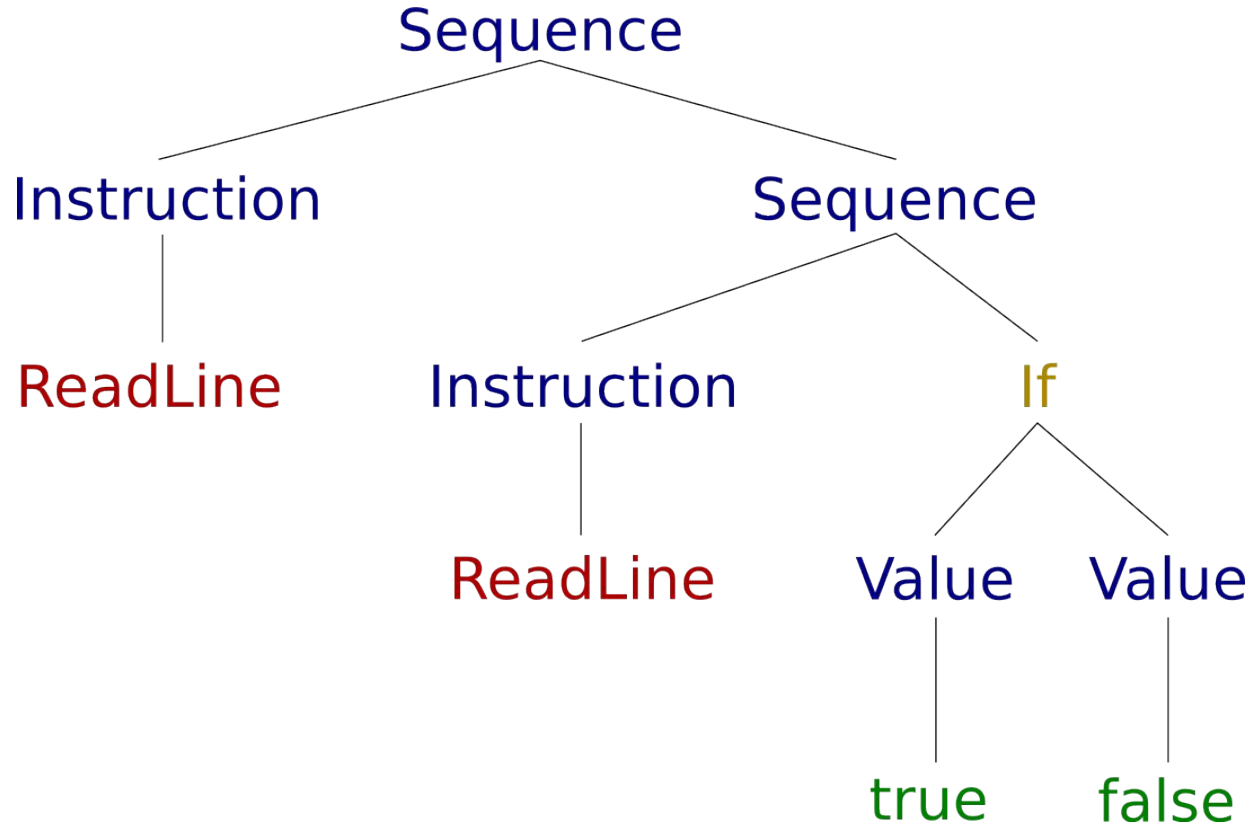
# PURIFYING PROCESS WALKTHROUGH

- Step 1: Ad Hoc programs
- Step 2: Parameterize your programs
- Step 3: Sequence programs
- **Step 4: Sequence context-dependent programs**
- Step 5: Add pure computations

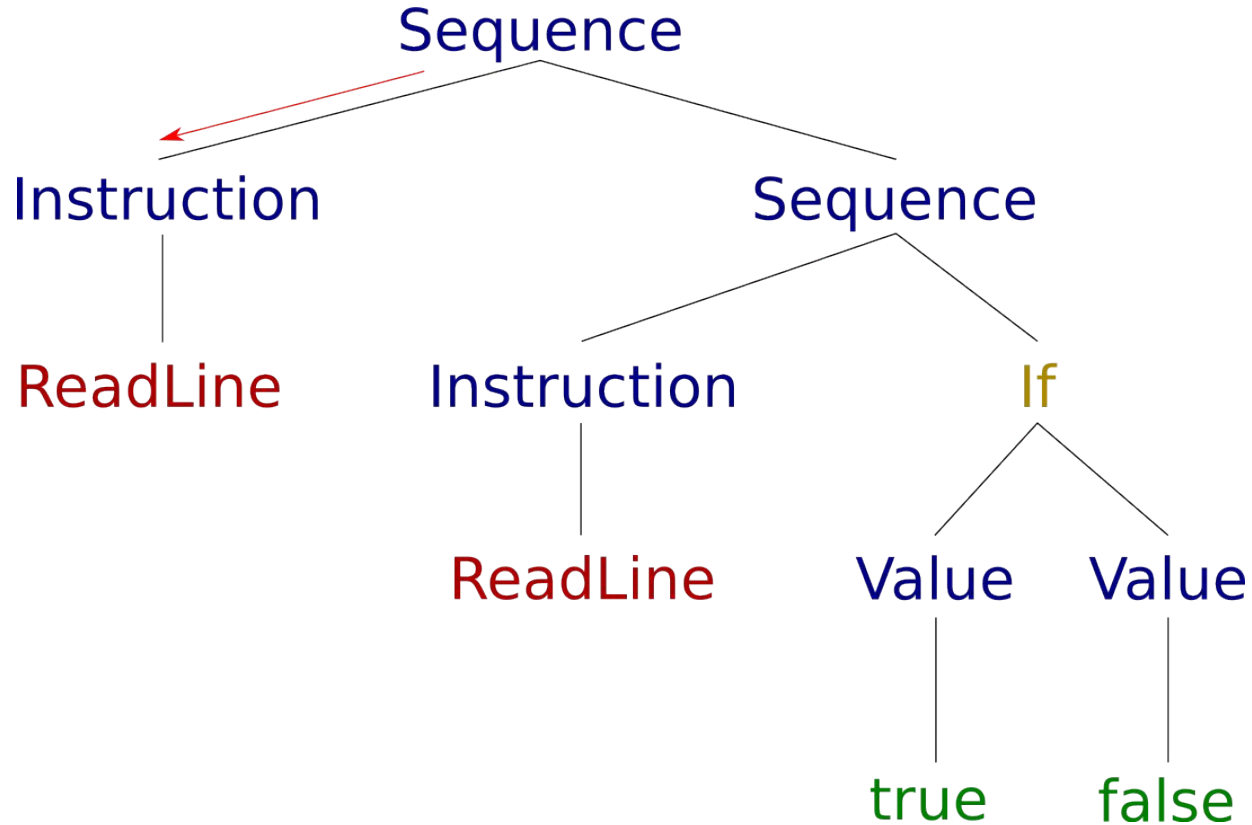
# PURIFYING PROCESS WALKTHROUGH

- Step 1: Ad Hoc programs
- Step 2: Parameterize your programs
- Step 3: Sequence programs
- Step 4: Sequence context-dependent programs
- **Step 5: Add pure computations**

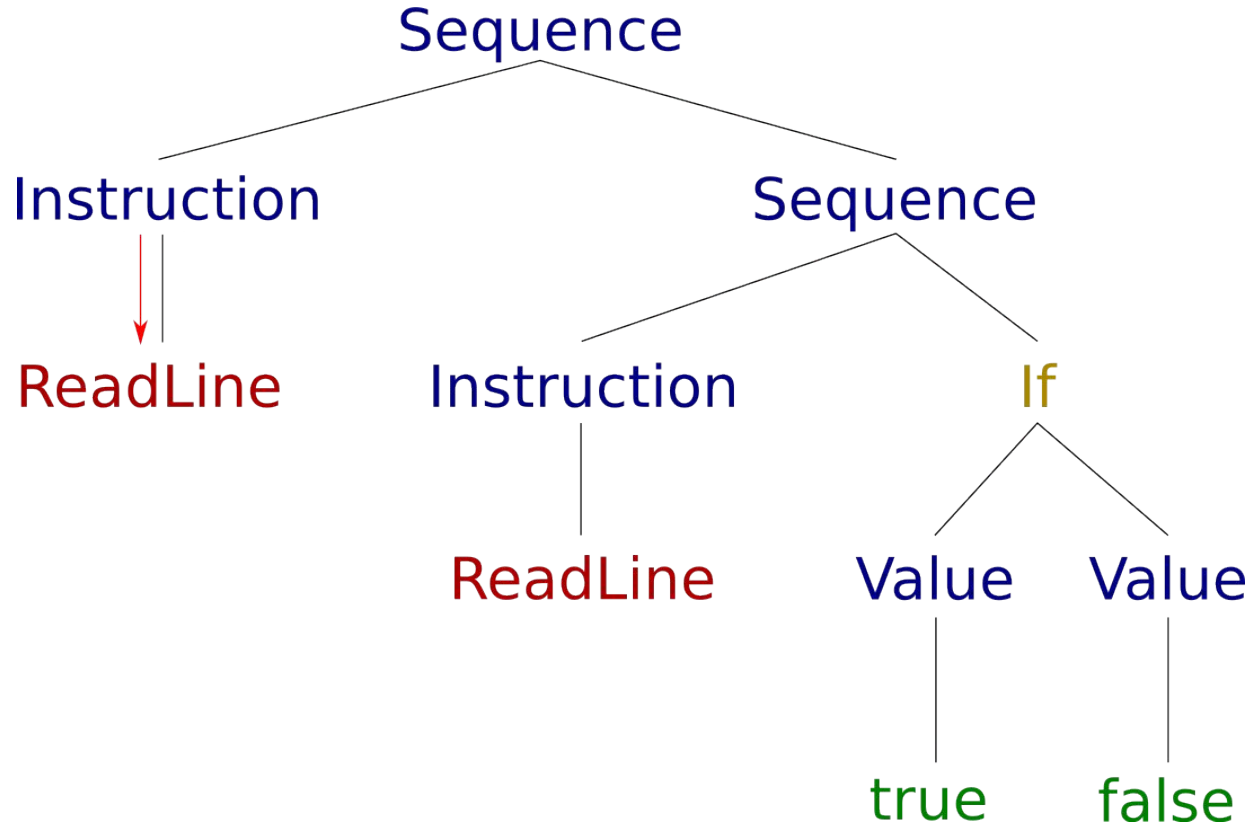
# INTERPRETING A PROGRAM



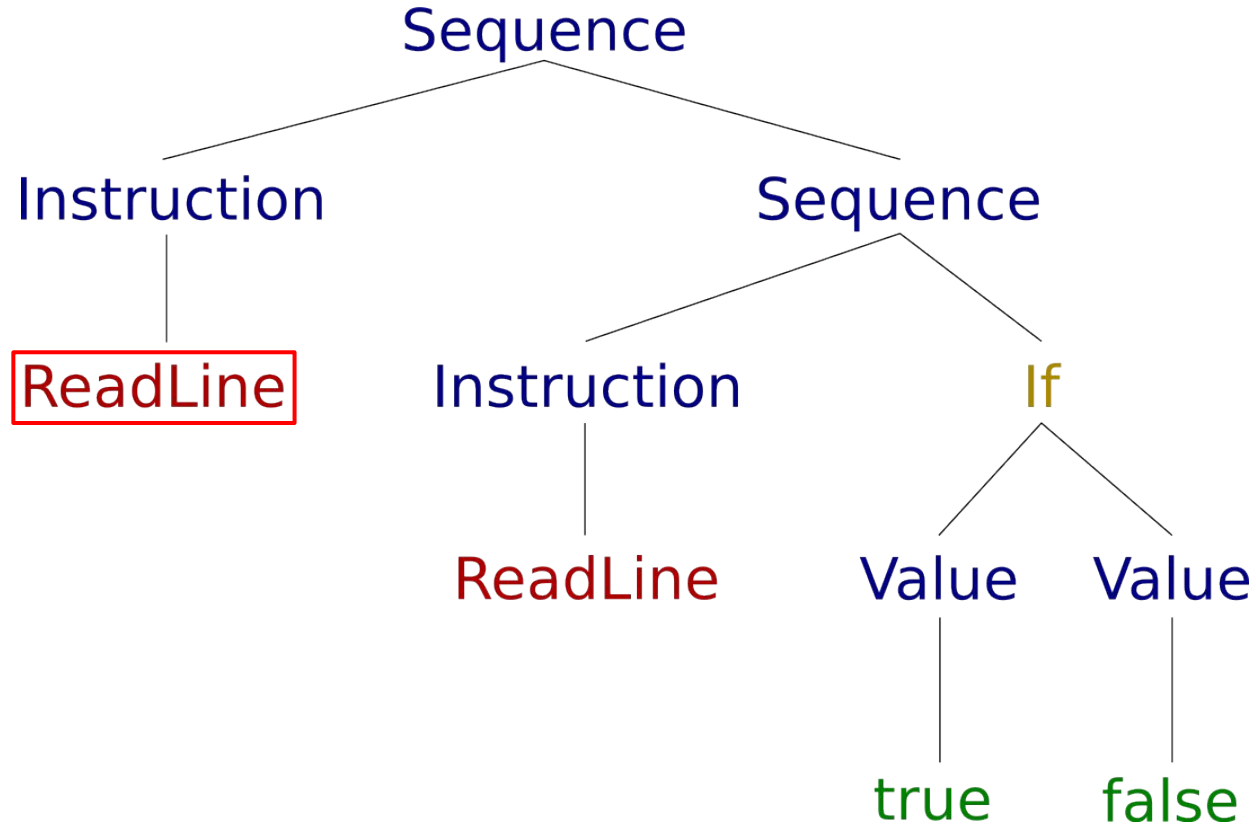
# INTERPRETING A PROGRAM



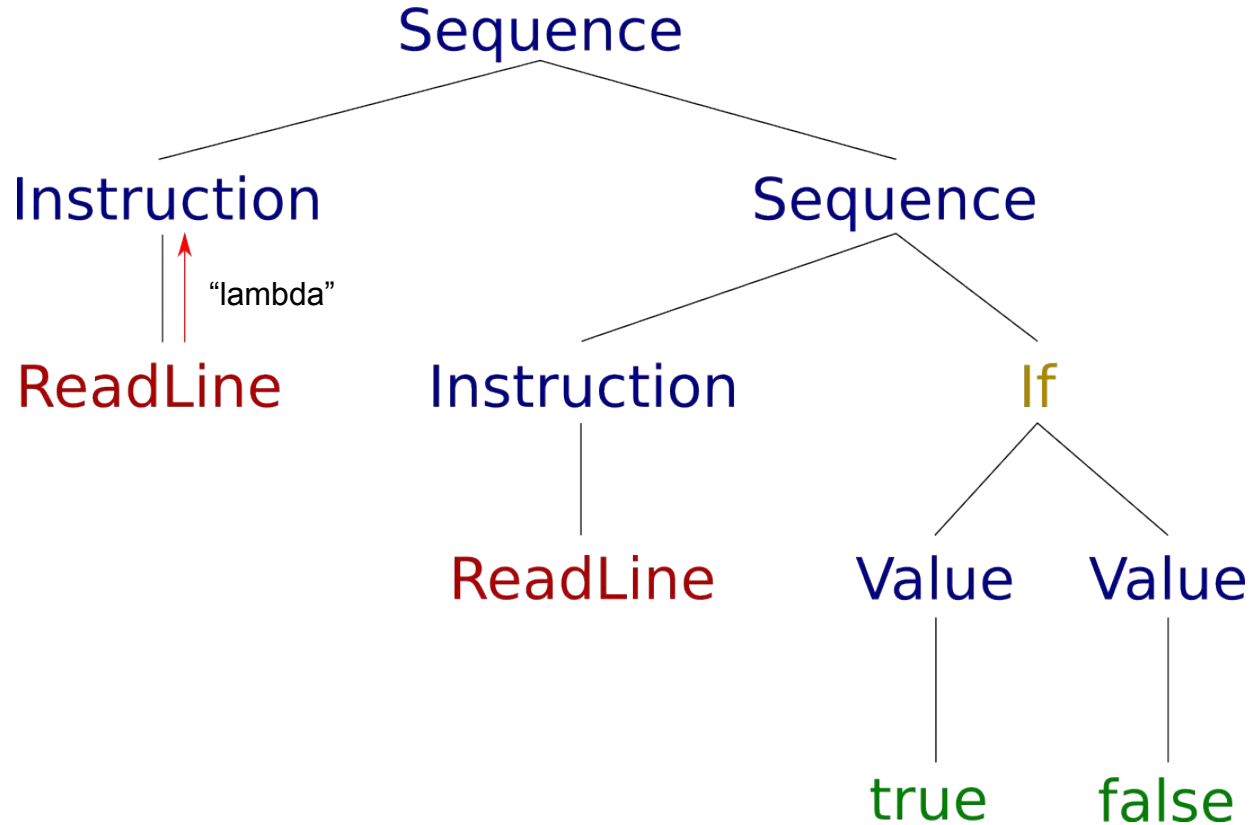
# INTERPRETING A PROGRAM



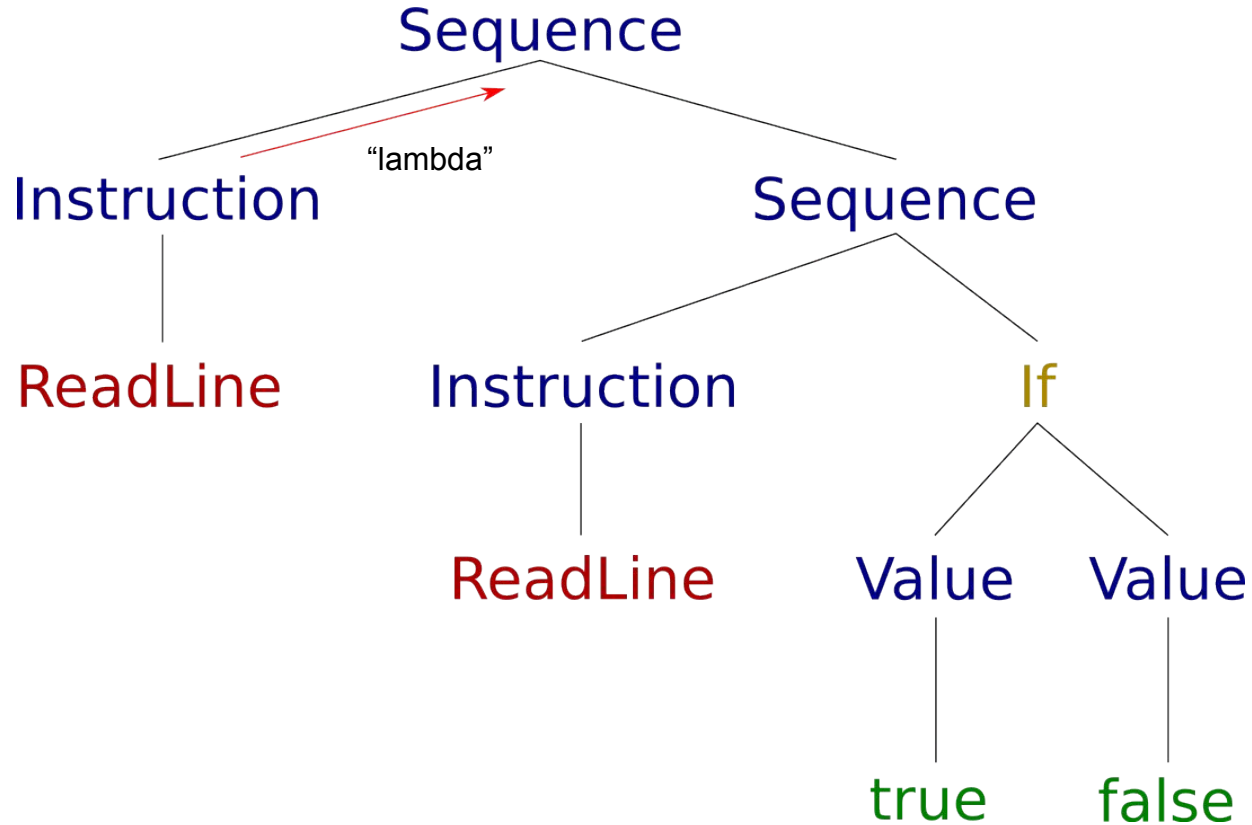
# INTERPRETING A PROGRAM



# INTERPRETING A PROGRAM

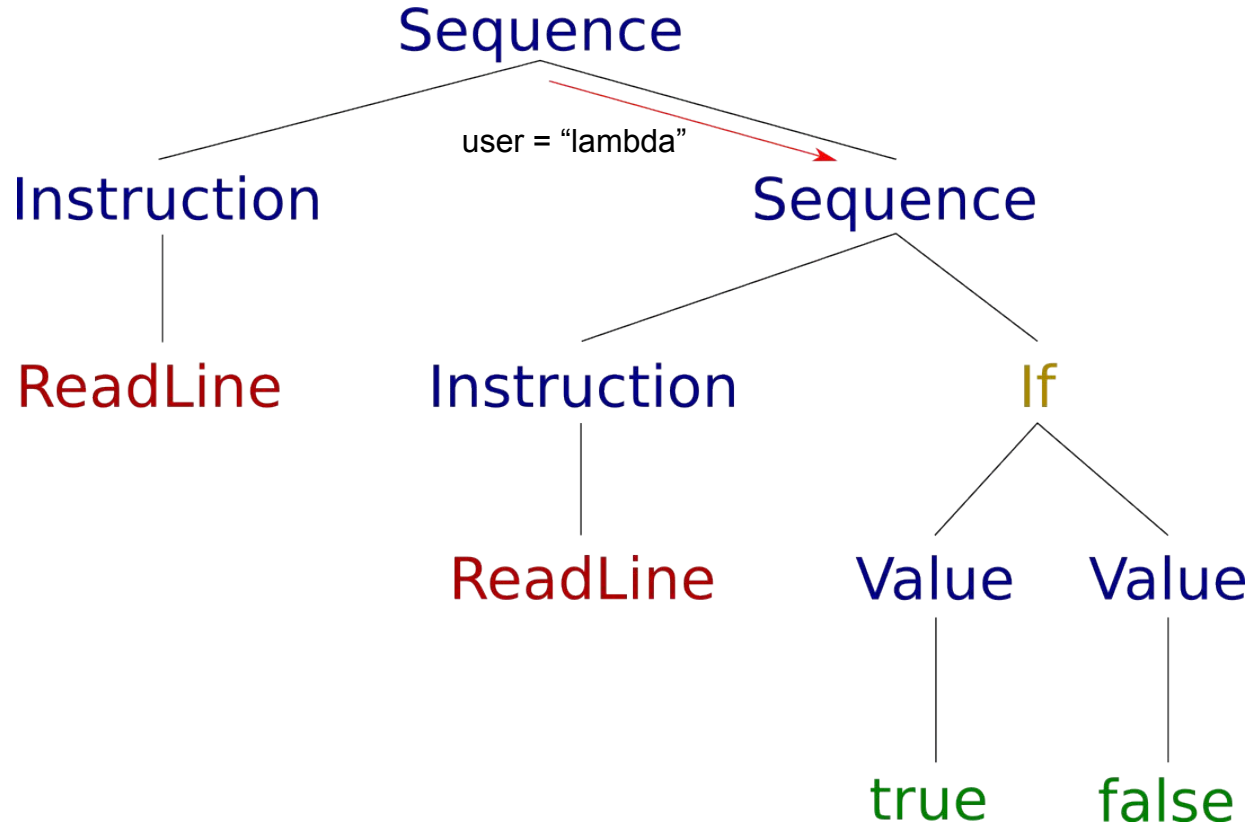


# INTERPRETING A PROGRAM

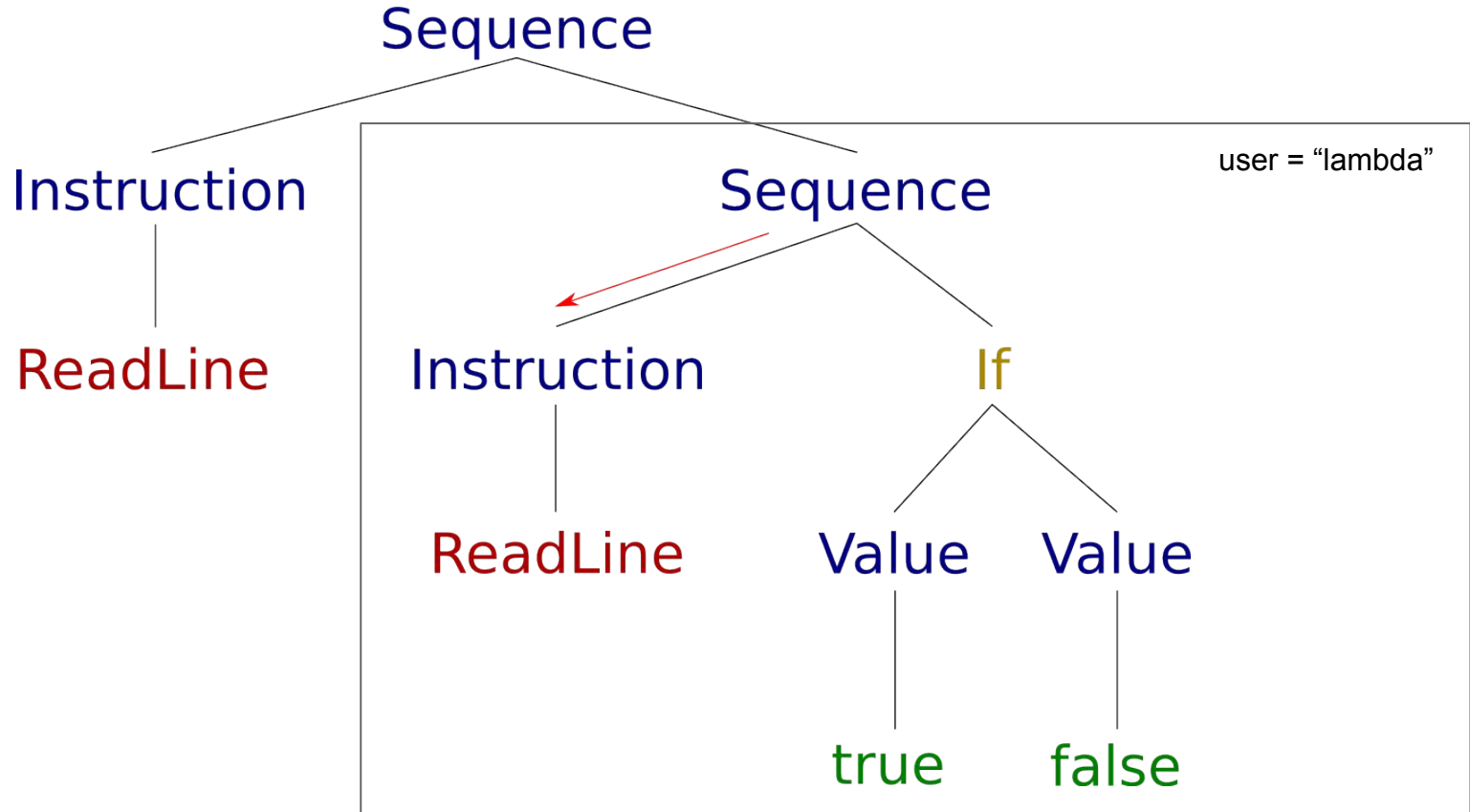




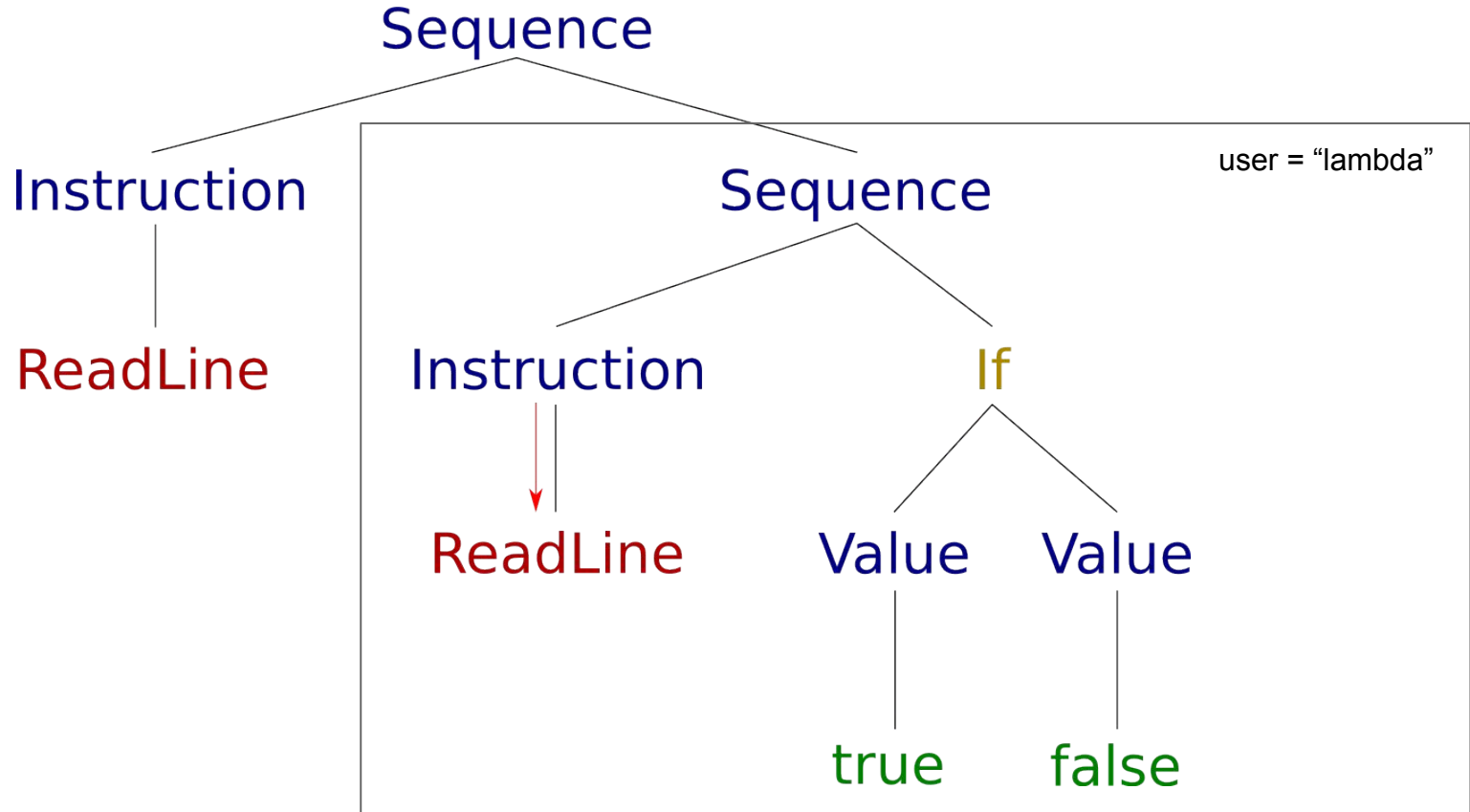
# INTERPRETING A PROGRAM



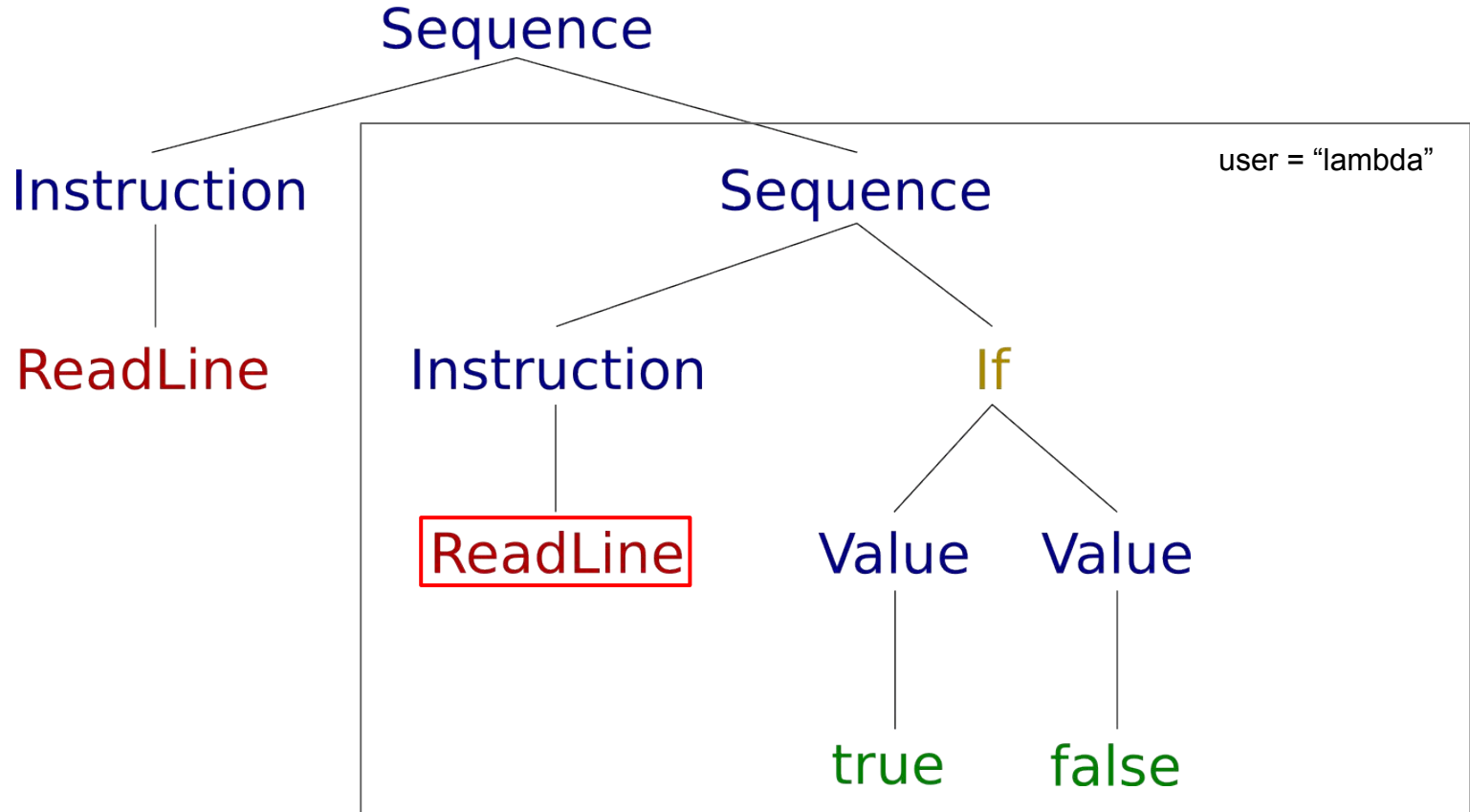
# INTERPRETING A PROGRAM



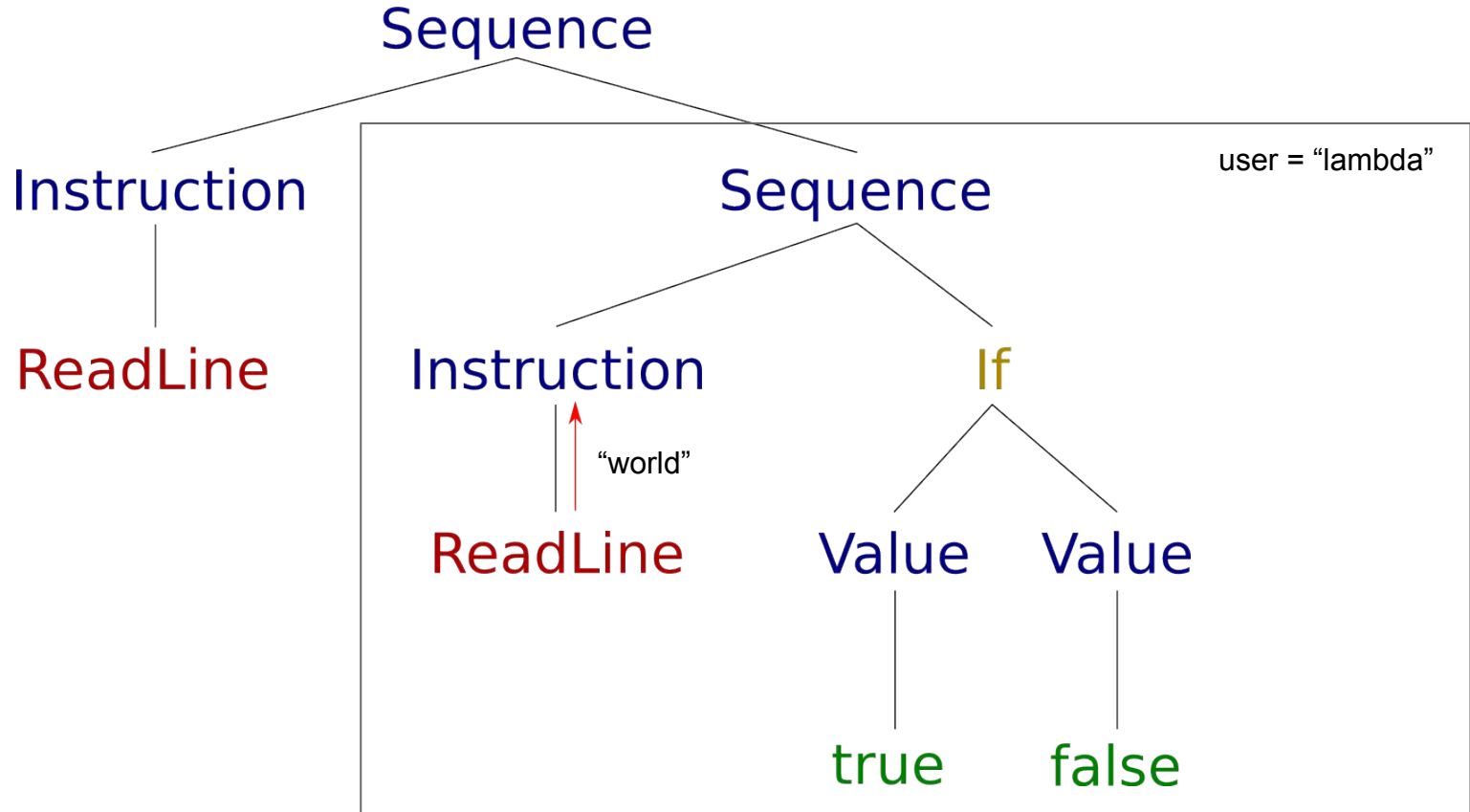
# INTERPRETING A PROGRAM



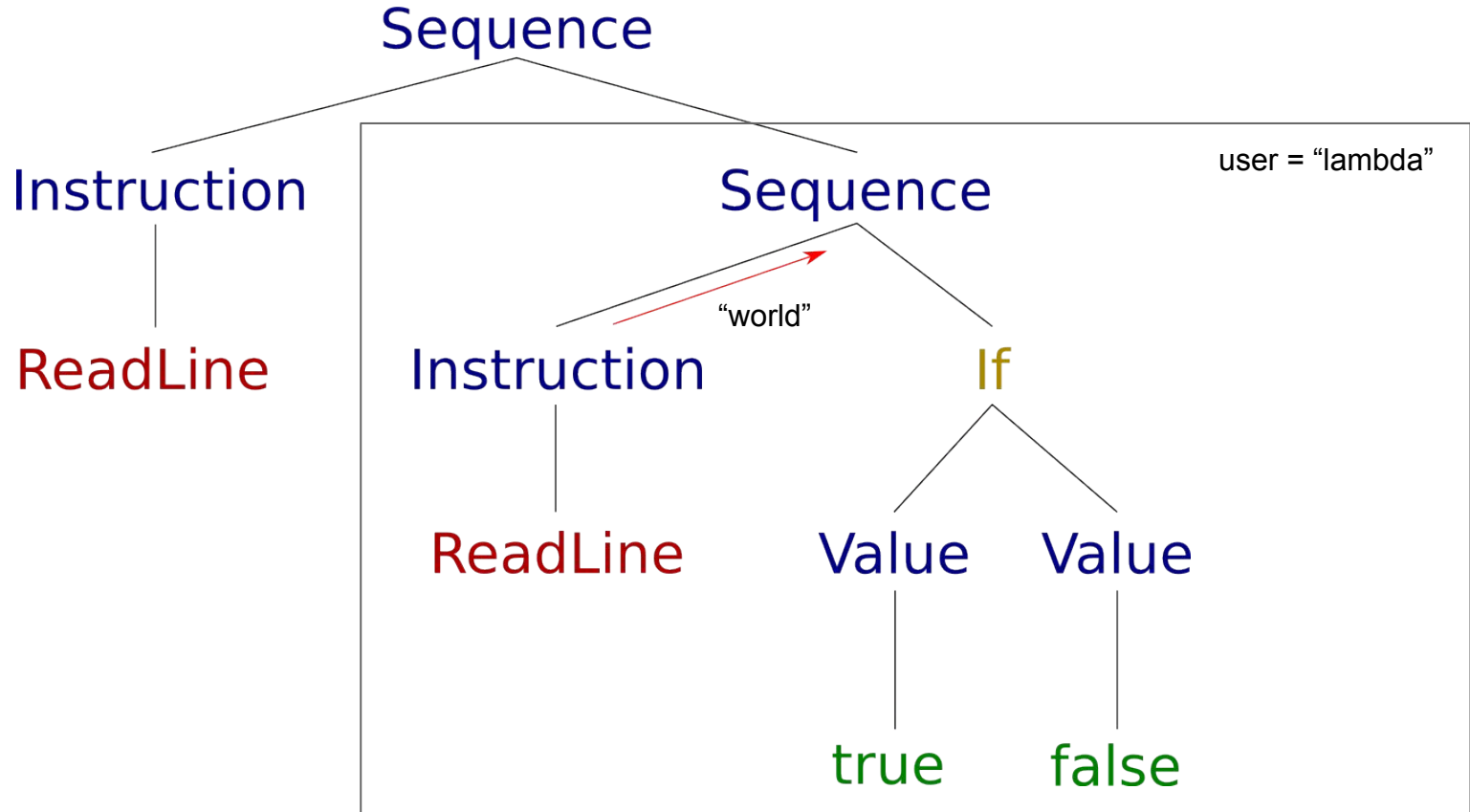
# INTERPRETING A PROGRAM



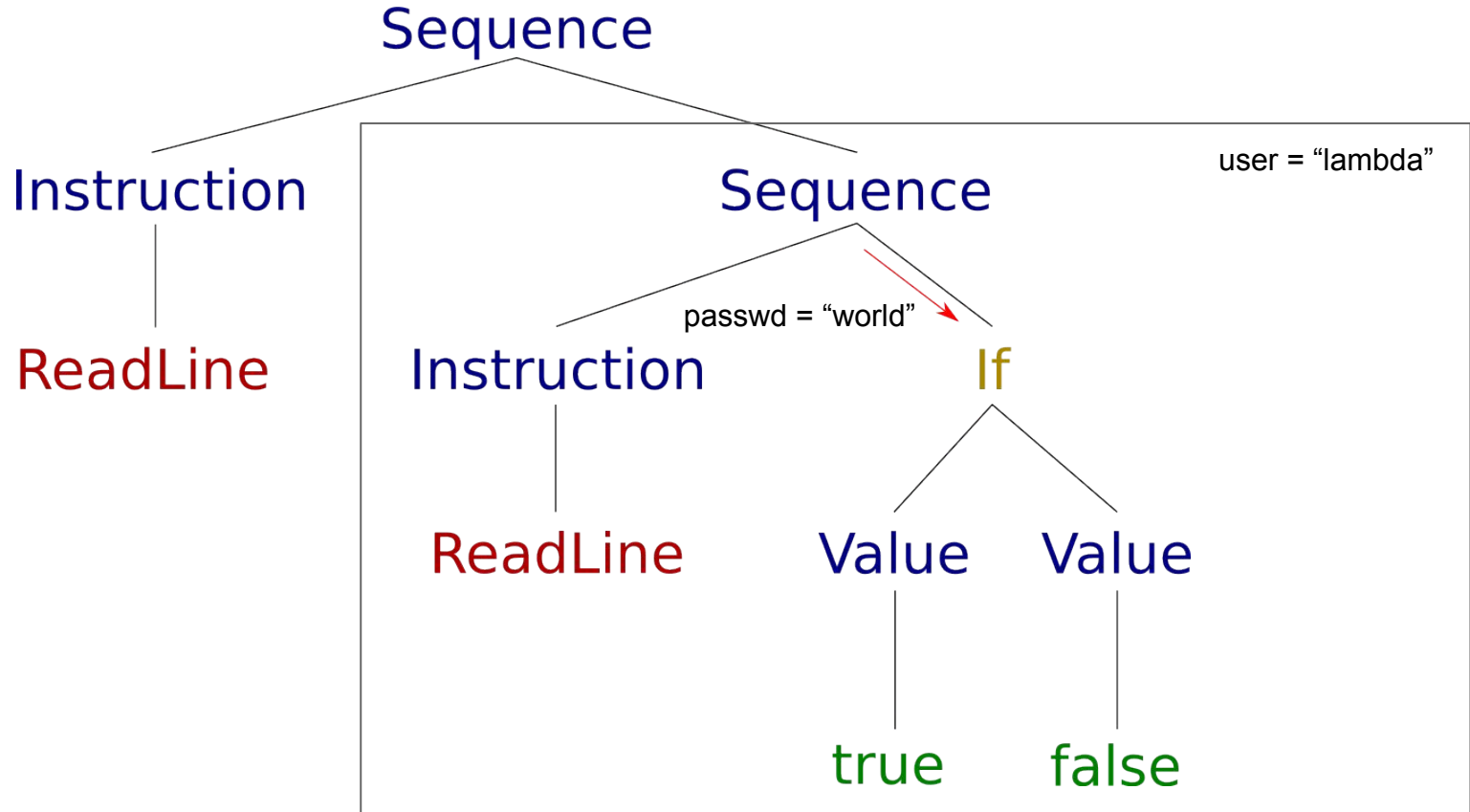
# INTERPRETING A PROGRAM



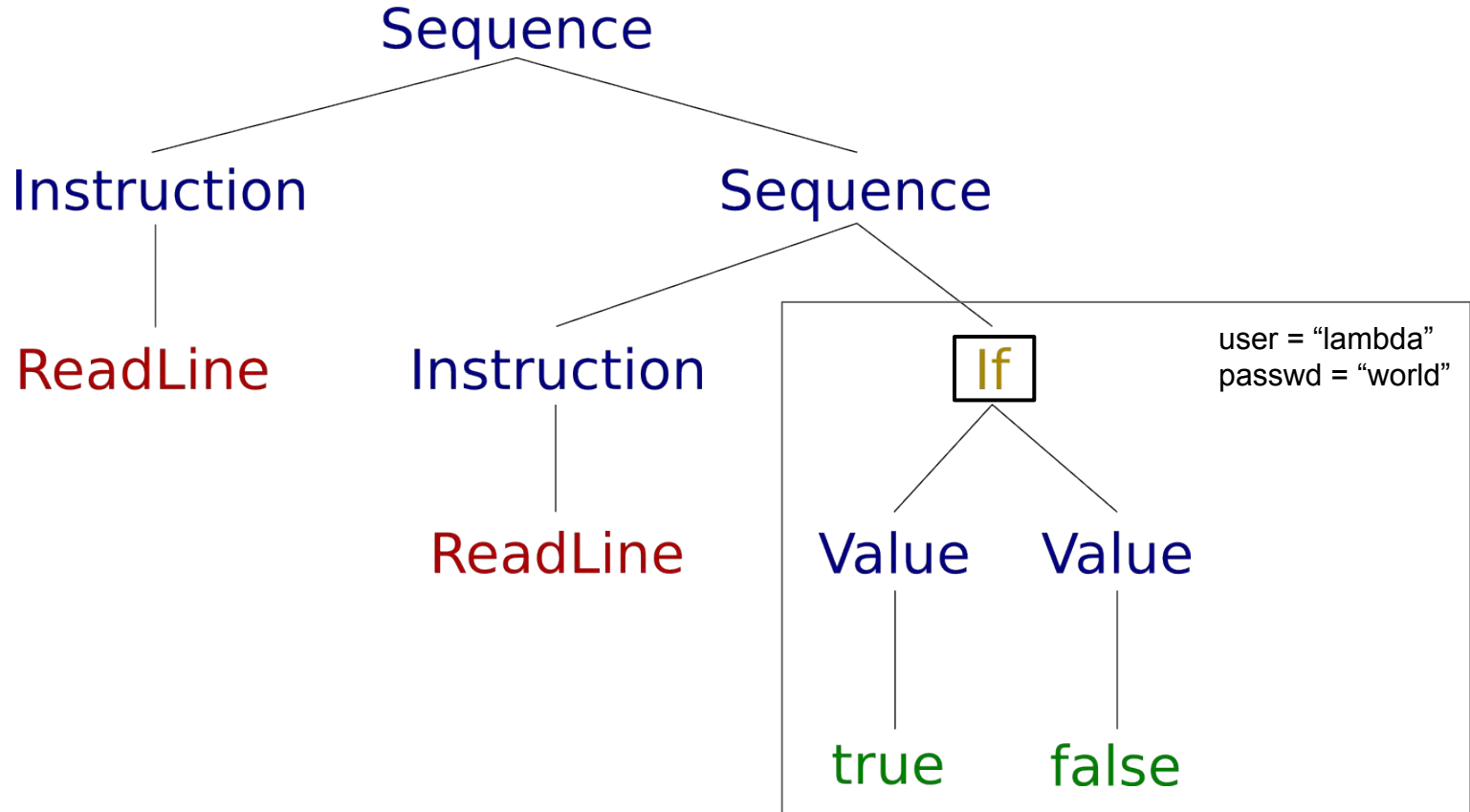
# INTERPRETING A PROGRAM



# INTERPRETING A PROGRAM

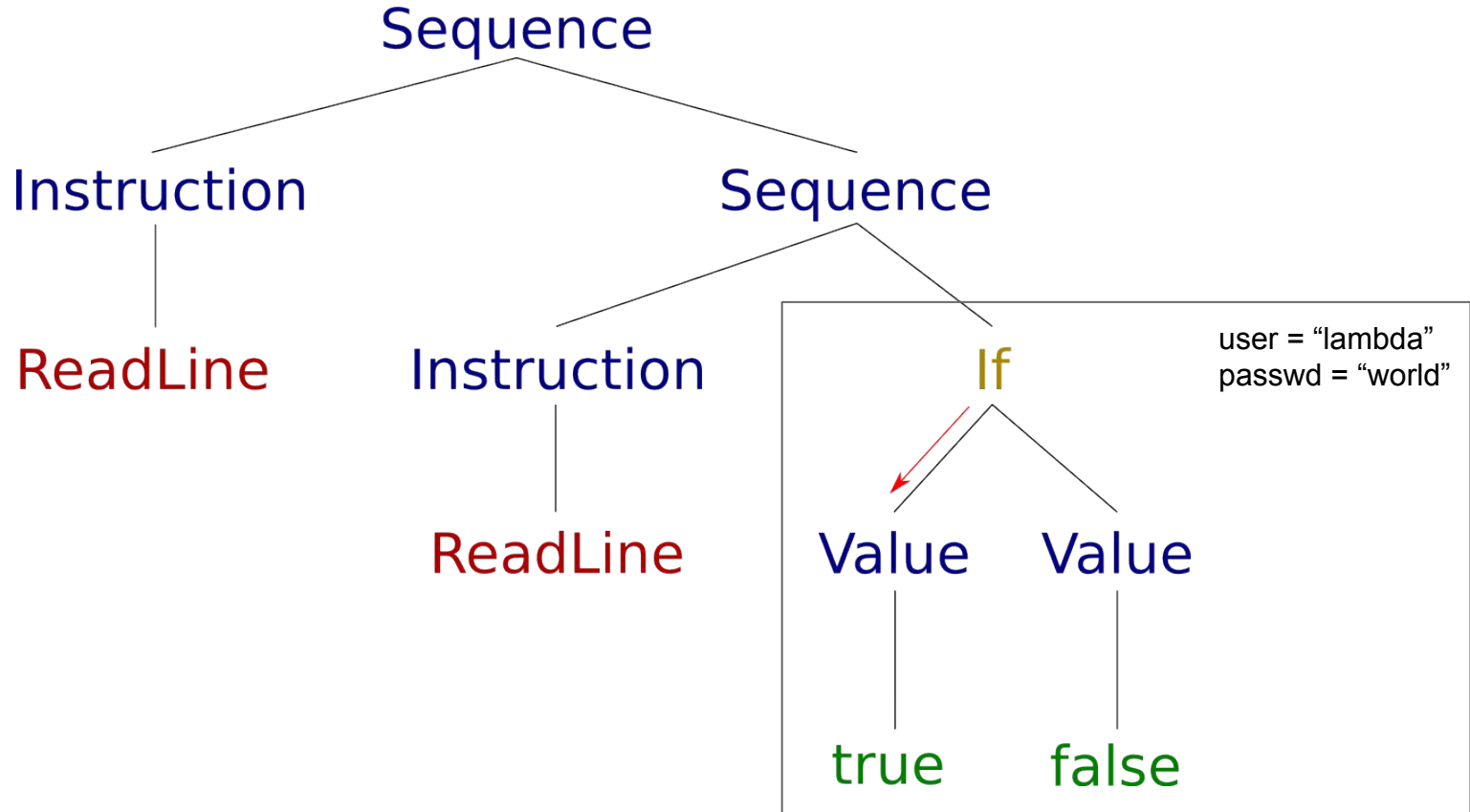


# INTERPRETING A PROGRAM

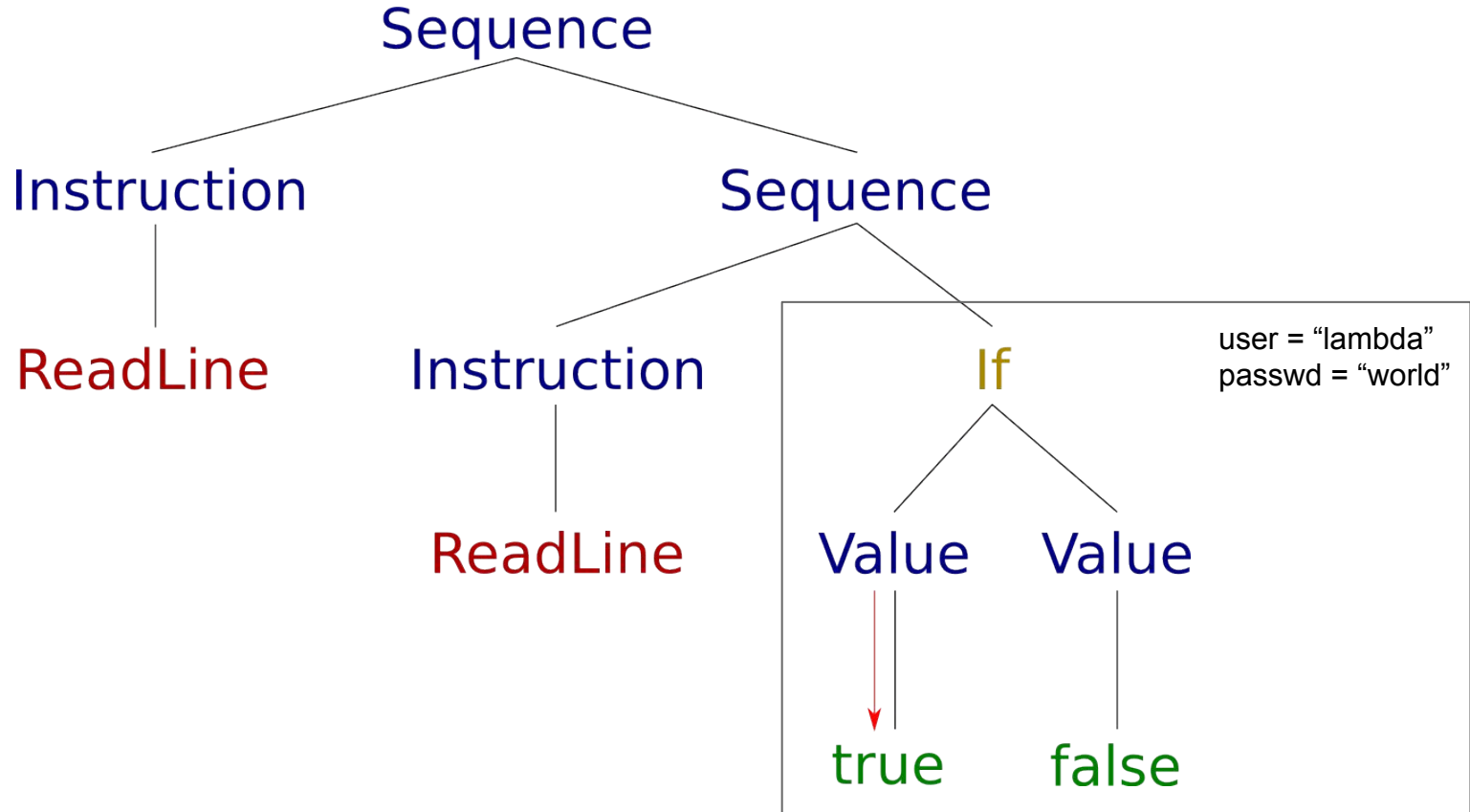




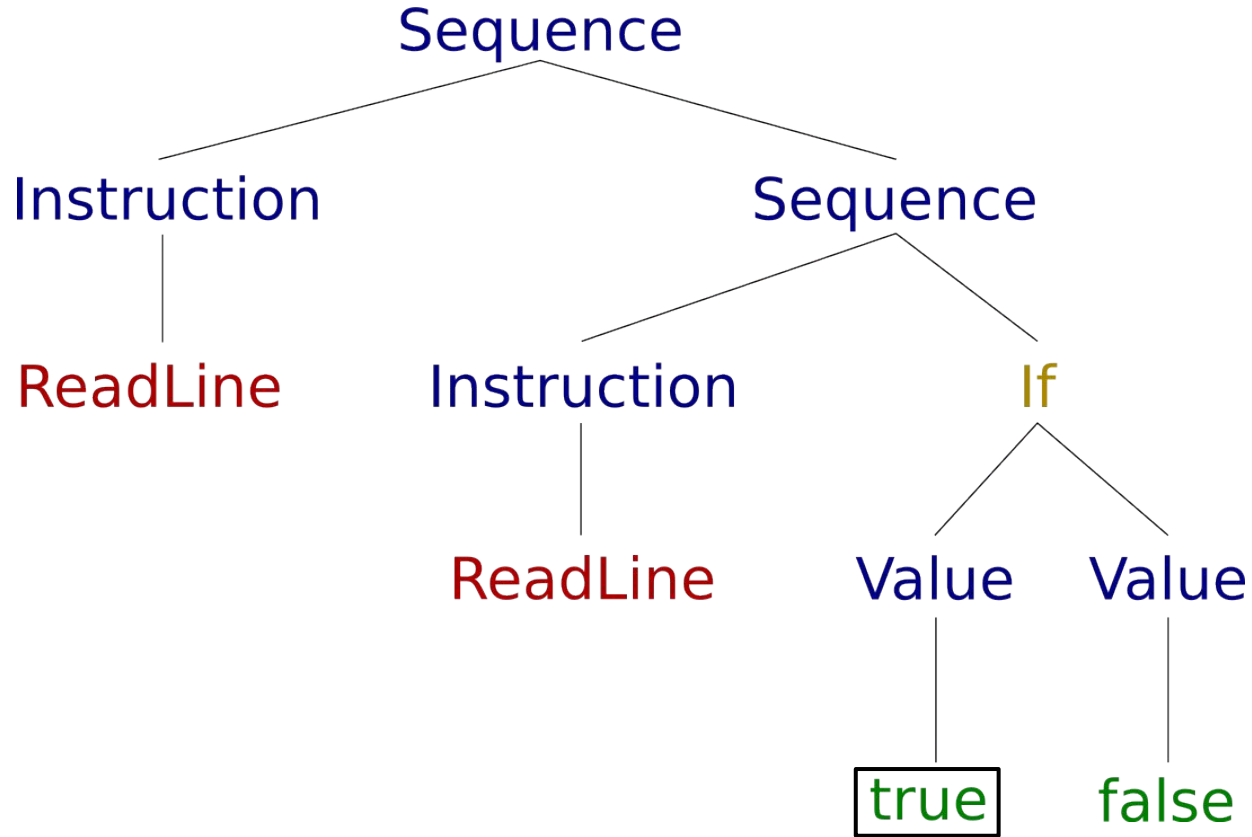
# INTERPRETING A PROGRAM



# INTERPRETING A PROGRAM



# INTERPRETING A PROGRAM



HAVE WE FINISHED YET?

NOPE.

# SUGARING PROCESS WALKTHROUGH

- **Step 6: Smart constructors**
- Step 7: Infix notation
- Step 8: for-comprehension syntax

# SUGARING PROCESS WALKTHROUGH

- Step 6: Smart constructors
- **Step 7: Infix notation**
- Step 8: for-comprehension syntax

# SUGARING PROCESS WALKTHROUGH

- Step 6: Smart constructors
- Step 7: Infix notation
- **Step 8: for-comprehension syntax**

BONUS TRACK.

BUNDLE UP YOUR LIBRARY.



# FINAL STEP - USE SCALAZ/CATS

- Our Program definition already exists out there
- It's called Free Monad
- Scalaz/Cats implementation of Free is/has:
  - More efficient
  - Stack safe
  - Additional functionality

# CONCLUSIONS

- We don't lose expressiveness
- We don't lose conciseness
- We gain flexibility
- Better decoupling
- Language + Interpreter > Interfaces

# WHAT'S NEXT?

- Other free structures
- Combine your languages
  - Coproducts (Data types “*À la carte*”)
  - Monad transformers
- Kleisli
- ...

THE END. QUESTIONS?