Task Oriented Programming with

-

A Domain Specific Language embedded in

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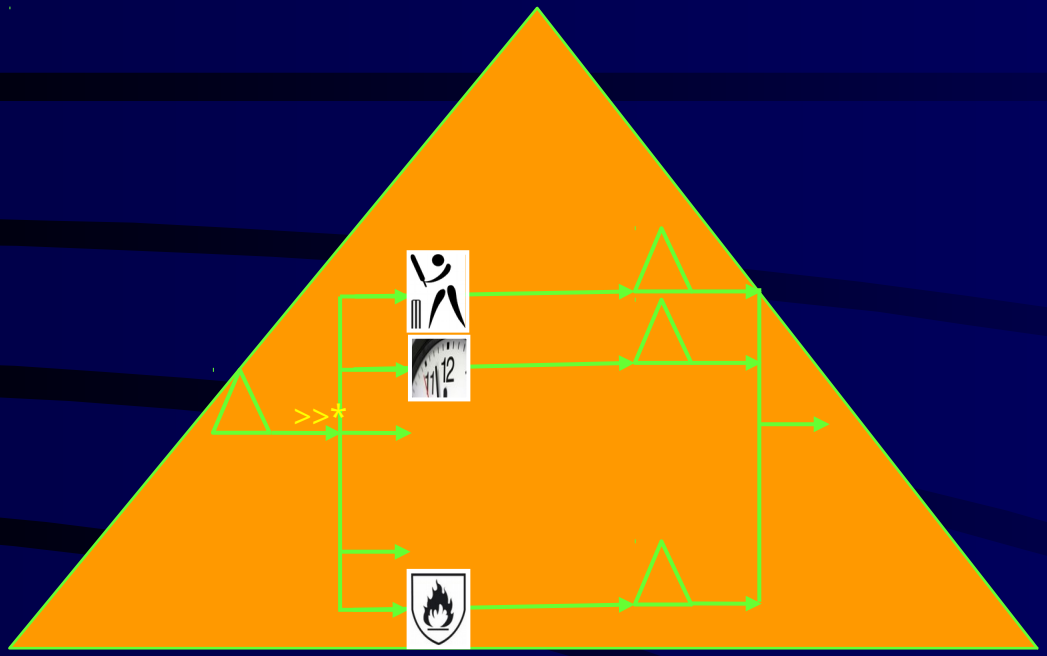
Tasks, Tasks Combinators, Data Exchange

- Tasks
  - Basic Tasks
    - Non-interactive
      - return, throw, ...
    - Interactive editors
      - interact , and derived combinators like enterInformation , showInformation , ...
  - Combinators
    - Sequential
      - step, and derived combinators like >>* , >>= , >>|,...
    - Parallel
      - parallel, and derived combinators like -&&-, -||- , ...
- Data exchange between tasks
  - Locally Observable Task Values: :: Task a
  - Globally Observable Shared Data Sources : :: RWShared r w

Sequential Combinator : Step >>*

(Task a) >>* [TaskCont a b] → Task b



Observe Task a, continue with one of the Task b's:

- if a certain action is performed by the end-user (normal priority)

- if the value of the observed task is satisfying a certain predicate (high priority)

- if the observed task has raised an exception to be handled here (highest priority)

*Sequential Combinator: >>**

```
palindrome :: Task String
palindrome =  enterInformation "Enter a palindrome" []
```

*Sequential Combinator: >>**

```
palindrome :: Task (Maybe String)
palindrome =   enterInformation "Enter a palindrome" []
           >>* [ OnAction  ActionOk     (ifValue isPalindrome  (\v → return (Just v)))
               , OnAction  ActionCancel (always                (return Nothing))
               ]
```

Sequential Step Combinator

- Combinator for *Sequential* Composition

```
(>>*) infixl 1 :: (Task a) [TaskCont a b] → Task b                    | iTask a & iTask b

:: TaskCont a b
   =       OnAction Action     ((TaskValue a) → Maybe (Task b))
   |       OnValue             ((TaskValue a) → Maybe (Task b))
   | E.e:  OnException         (e → Task b)                  & iTask e

:: Action               = Action String
```

```
ActionOk    :== Action "Ok"
```

Sequential Step Combinator

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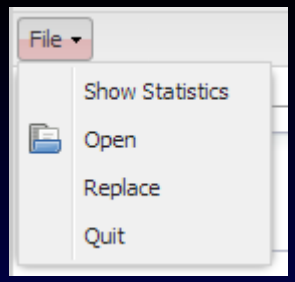
   | E.e:  OnException         (e → Task b)                  & iTask e

:: Action               = Action String
```

```
ActionOpen:== Action "/File/Open"
```



Sequential Step Combinator

Combinator for *Sequential* Composition

```
(>>*) infixl 1 :: (Task a) [TaskCont a b] → Task b | iTask a & iTask b

:: TaskCont a b
 =        OnAction Action    ((TaskValue a) → Maybe (Task b))
   |      OnValue       ((TaskValue a) → Maybe (Task b))
   | E.e: OnException (e → Task b)                  & iTask e
always :: (Task b)       (TaskValue a) → Maybe (Task b)
always taskb _           = Just taskb

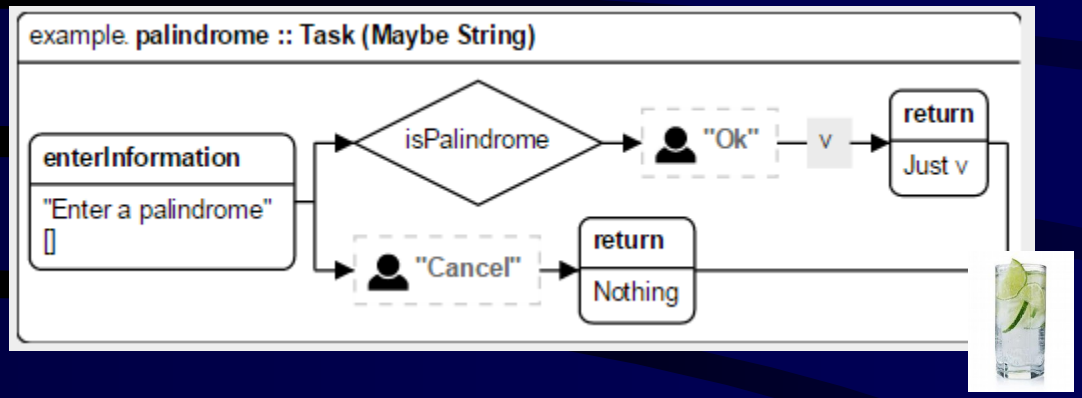
ifValue :: (a → Bool) (a → Task b) (TaskValue a) → Maybe (Task b)
ifValue pred ataskb (Value a _)     = if (pred a) (Just (ataskb a)) Nothing
ifValue _ _ _       = Nothing

hasValue  :: (a → Task b)       (TaskValue a) → Maybe (Task b)
hasValue  ataskb (Value a _)  = Just (ataskb a)
hasValue _ _              = Nothing

ifStable :: (a → Task b)  (TaskValue a) → Maybe (Task b)
ifStable ataskb (Value a True)      = Just (ataskb a)
ifStable _ _        = Nothing
```

*Sequential Combinator: >>**

```
palindrome :: Task (Maybe String)
palindrome =   enterInformation "Enter a palindrome" []
           >>* [ OnAction  ActionOk      (ifValue isPalindrome  (\v → return (Just v)))
               , OnAction  ActionCancel (always                (return Nothing))
               ]
```



Derived Sequential Combinators: Monadic-style

Monadic style:

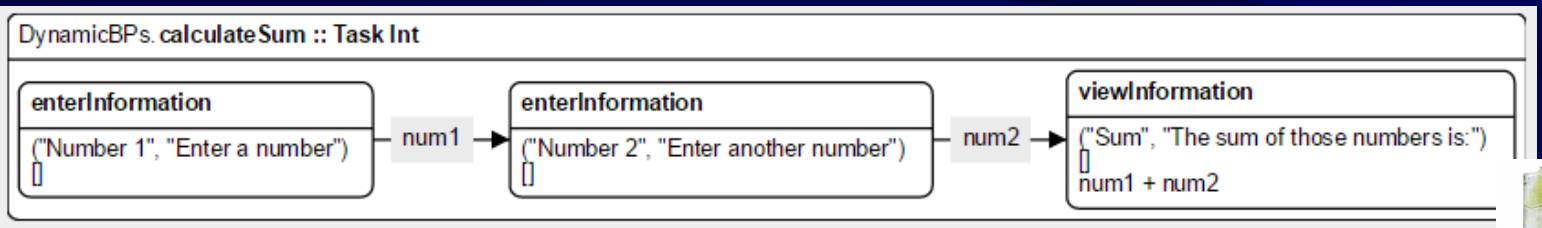
```
(>>=)  infix  1      :: (Task a) (a → Task b) → Task b          | iTask a & iTask b
return       :: a                  → Task a           | iTask a

(>>|)  infix  1      :: (Task a) (Task b)             → Task b          | iTask a & iTask b


(>>=)  infix  1      :: (Task a) (a → Task b) → Task b          | iTask a & iTask b
(>>=) taska ataskb
        =            taska
                >>*  [OnAction  ActionContinue     (hasValue  ataskb)
                     , OnValue                  (ifStable   ataskb)
                     ]
```

Simple Sum

```
calculateSum :: Task Int
calculateSum
  =                  enterInformation ("Number 1","Enter a number") []
        >>= \num1 →     enterInformation ("Number 2","Enter another number") []
        >>= \num2 →     viewInformation   ("Sum","The sum of those numbers is:") [] (num1 + num2)
```



Derived Combinators of the Parallel Combinator

Any thinkable parallel way of working can be expressed with *one-and-the-same Parallel Core – Combinator* !
Here are some handy derived instantiations:

and : return values of all (embedded) parallel tasks:

```
(-&&-) infixr 4     :: (Task a) (Task b)      → Task (a, b)          | iTask a & iTask b
allTasks            :: [Task a]               → Task [a]             | iTask a
```

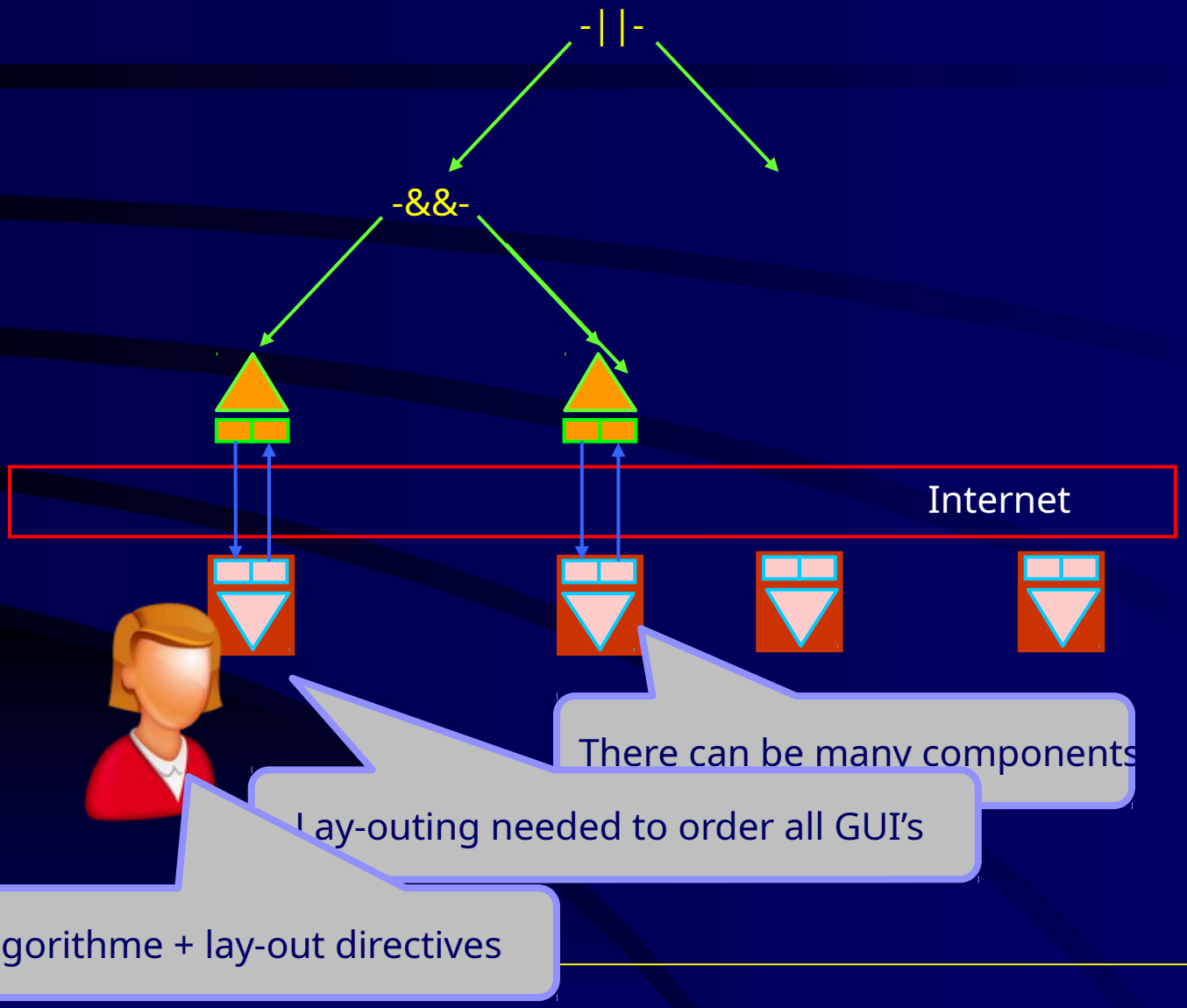
or: return result of (embedded) parallel tasks yielding a value as first:

```
(-||-) infixr 3     :: (Task a) (Task a)      → Task a               | iTask a
eitherTask          :: (Task a) (Task b)      → Task (Either a b)    | iTask a & iTask b
anyTask             :: [Task a]               → Task a               | iTask a
```

one-of: start two tasks, but we are only interested in the result of one of them, use the other to inform:

```
(-||)  infixl 3     :: (Task a) (Task b)      → Task a               | iTask a & iTask b
(||-)  infixr 3     :: (Task a) (Task b)      → Task b               | iTask a & iTask b
```

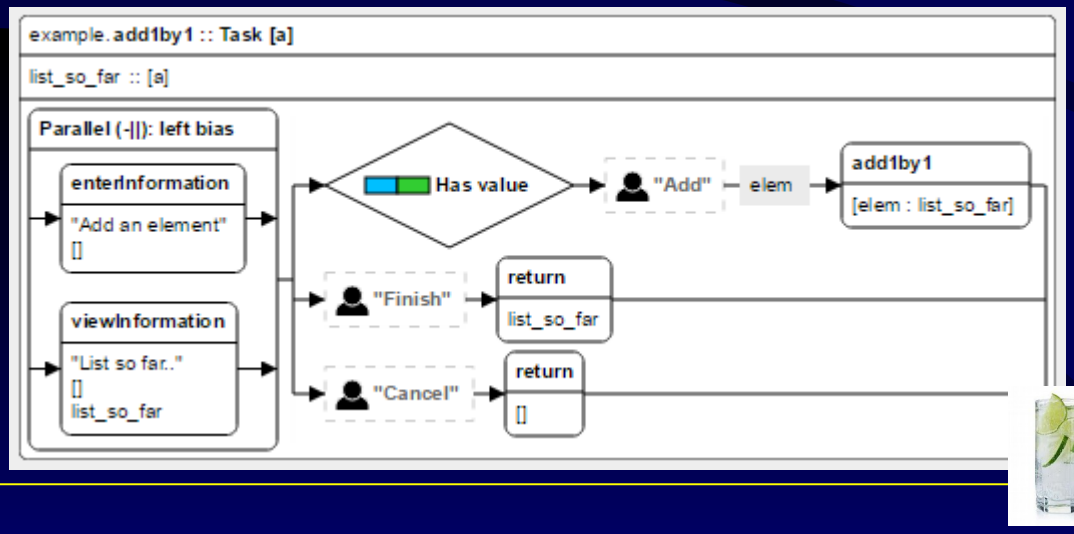
One User may have many parallel tasks to work on..

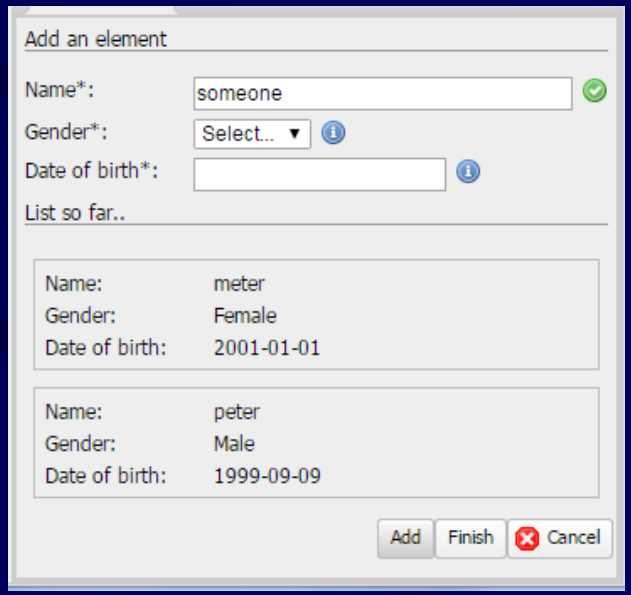


Recursive Tasks

```
add1by1 :: [a] → Task [a]       | iTask a
add1by1 list_so_far
        =           enterInformation "Add an element" []
                     -||
                     viewInformation "List so far.." [] list_so_far
                >>* [ OnAction  (Action "Add")     (hasValue  (\elem   → add1by1 [elem : list_so_far])
                    , OnAction  (Action "Finish")  (always (return list_so_far))
                    , OnAction  ActionCancel         (always (return []))
                    ]

person1by1 :: Task [Person]
person1by1 = add1by1 []
```





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Any thinkable parallel way of working can be expressed with *one-and-the-same Parallel Core – Combinator* !
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```
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allTasks            :: [Task a]               → Task [a]             | iTask a
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or: return result of (embedded) parallel tasks yielding a value as first:

```
(-||-) infixr 3     :: (Task a) (Task a)      → Task a               | iTask a
eitherTask          :: (Task a) (Task b)      → Task (Either a b)    | iTask a & iTask b
anyTask             :: [Task a]               → Task a               | iTask a
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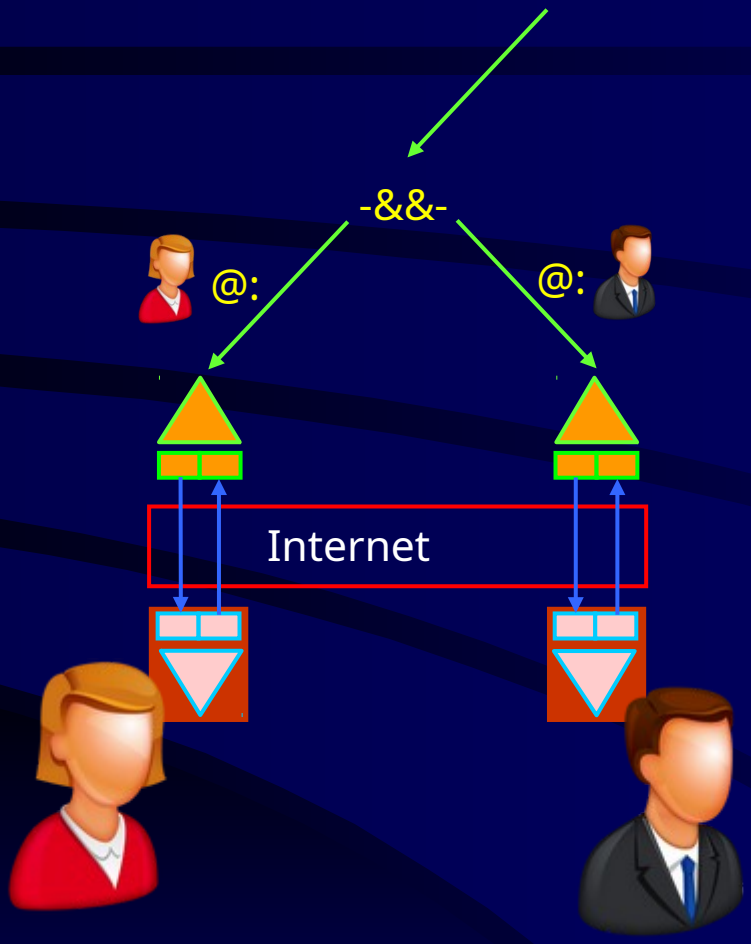
one-of: start two tasks, but we are only interested in the result of one of them, use the other to inform:

```
(-||) infixl 3      :: (Task a) (Task b)      → Task a               | iTask a & iTask b
(||-) infixr 3      :: (Task a) (Task b)      → Task b               | iTask a & iTask b
```

assign a task to a specific user:

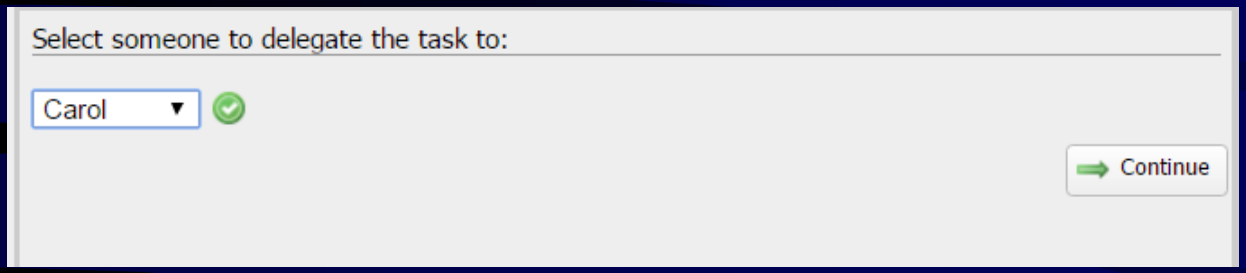
```
(@:) infix 3   :: User (Task a)   → Task a                           | iTask a
```

Assigning Tasks to Users



Multi-users

```
delegate :: (Task a) → Task a  | iTask a
delegate task
        =               enterChoiceWithShared "Select someone to delegate the task to:" [] users
        >>= \user →     user @: (task >>= return)
        >>= \result → > viewInformation "The result is:" [] result
```



Shared Data Sources

There are many different types of data storages, sources, sinks, one can use to exchange information:

- Shared Memory  Files  Cloud  Time  Sensors , ...

SDS: *one* abstraction layer for *any* type of shared data: easy to use for the progammer

```
:: RWShared  r w
```

- Reading and Writing can be of *different* type

- It includes a publish-subscribe system:
  * task *looking* at a share are automatically notified when the share has changed

- Fine-tuning :
  * which kind of change should trigger a notification ?
  * how to react on a race-condition ?

- SDS's can be composed from others using special Share Combinators

```
:: Shared a       :== RWShared a  a

:: ReadOnlyShared a       :== RWShared a Void
:: WriteOnlyShared a      :== RWShared Void a
```

Shared Data Sources

Creating an SDS:

```
withShared          :: a  ((Shared a) → Task b)      → Task b    | iTask b    // Shared memory

sharedStore         :: String  a                     → Shared a          | iTask a    // Special File
externalFile        :: FilePath                      → Shared String           // Ordinary File
sqlShare            :: SQLDatabase String  ...       → ReadWriteShared r w      // SQL Database
```

Reading an SDS:

```
get :: (RWShared r w)                                → Task r     | iTask r     // read once

currentTime         :: ReadOnlyShared Time
currentDate         :: ReadOnlyShared Date
currentDateTime     :: ReadOnlyShared DateTime
currentUser         :: ReadOnlyShared User
users               :: ReadOnlyShared [User]
```

Updating an SDS:

```
set                 :: w (RWShared r w)              → Task w    | iTask w    // write once

update          :: (r → w) (RWShared  r w)    → Task w    | iTask r & iTask w
```

Interactive Editors on SDS's

```
viewSharedInformation       :: p [ViewOption r] (RWShared r w) → Task r
                                | toPrompt p & iTask r

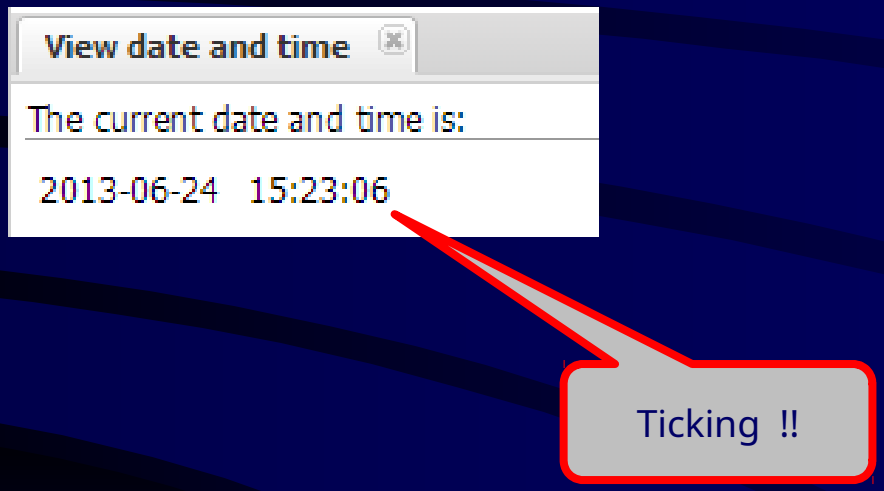
updateSharedInformation     :: p [UpdateOption r w] (RWShared r w) → Task w
                                | toPrompt p & iTask r & iTask w

enterSharedChoice           :: p [ChoiceOption a] (RWShared [a] w) → Task a
                                | toPrompt p & iTask a & iTask w
updateSharedChoice          :: p [ChoiceOption a] (RWShared [a] w) a → Task a
                                | toPrompt p & iTask a & iTask w

enterSharedMultipleChoice   :: p [MultiChoiceOption a] (RWShared [a] w) → Task [a]
                                | toPrompt p & iTask a & iTask w
updateSharedMultipleChoice      :: p [MultiChoiceOption a] (RWShared [a] w) [a] → Task [a]
                                | toPrompt p &  iTask a & iTask w
```

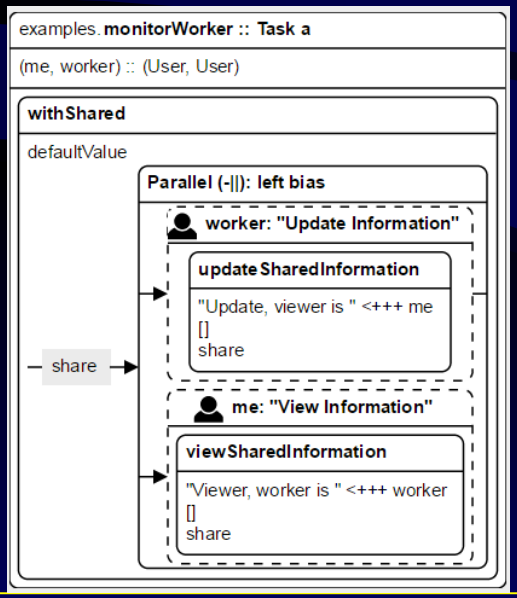
Editors on SDS's

```
viewCurDateTime :: Task DateTime
viewCurDateTime
        = viewSharedInformation "The current date and time is:" [] currentDateTime
```



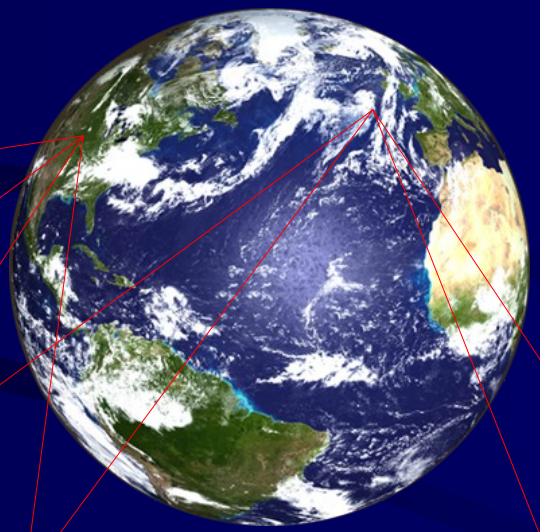
Editors on SDS's

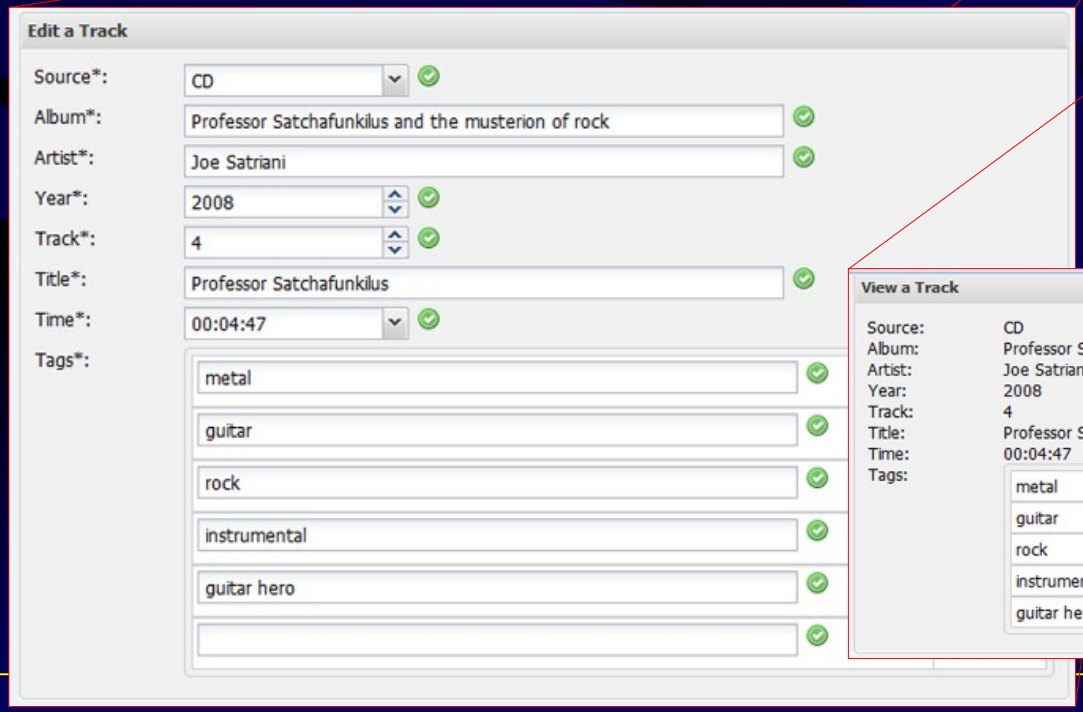
```
monitorWorker :: ((User, String), (User, String)) → Task a  | iTask a
monitorWorker ((me,my_prompt), (you,your_prompt))
= withShared defaultValue
  (\share → (you @:  updateSharedInformation  (your_prompt, "viewer is " <+++ me) [] share)
                  -||
                  (me @: viewSharedInformation    (my_prompt, "worker is " <+++ worker)  [] share)
  )
```

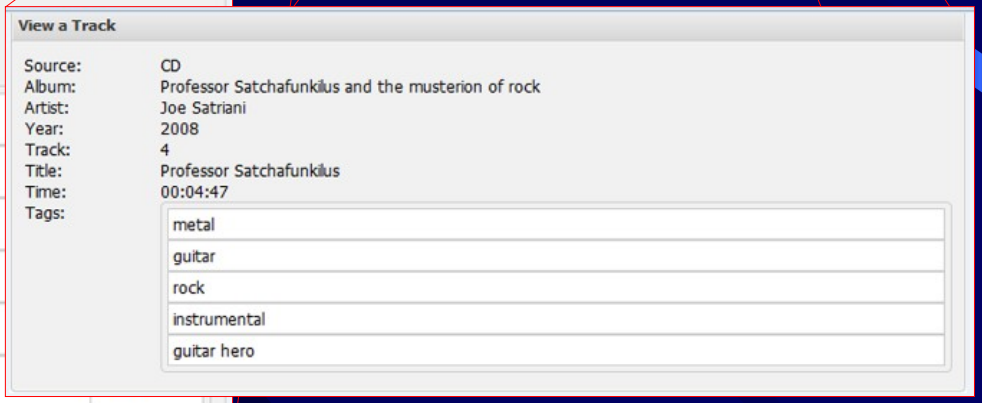


Editors on SDS's

```
addTrack :: Task Track
addTrack = monitorWorker (("peter",“View a Track"),(“rinus",“Edit a Track"))
```

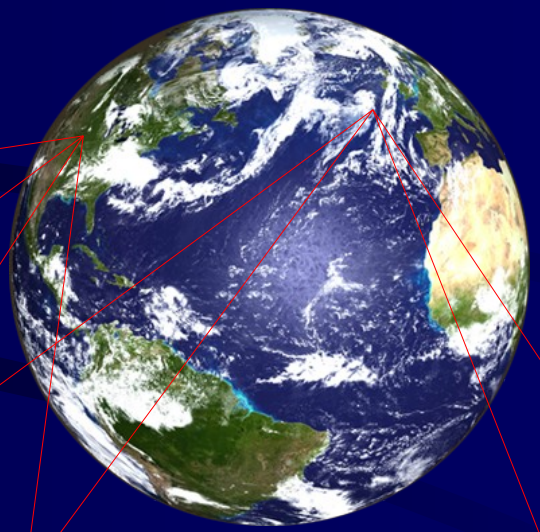


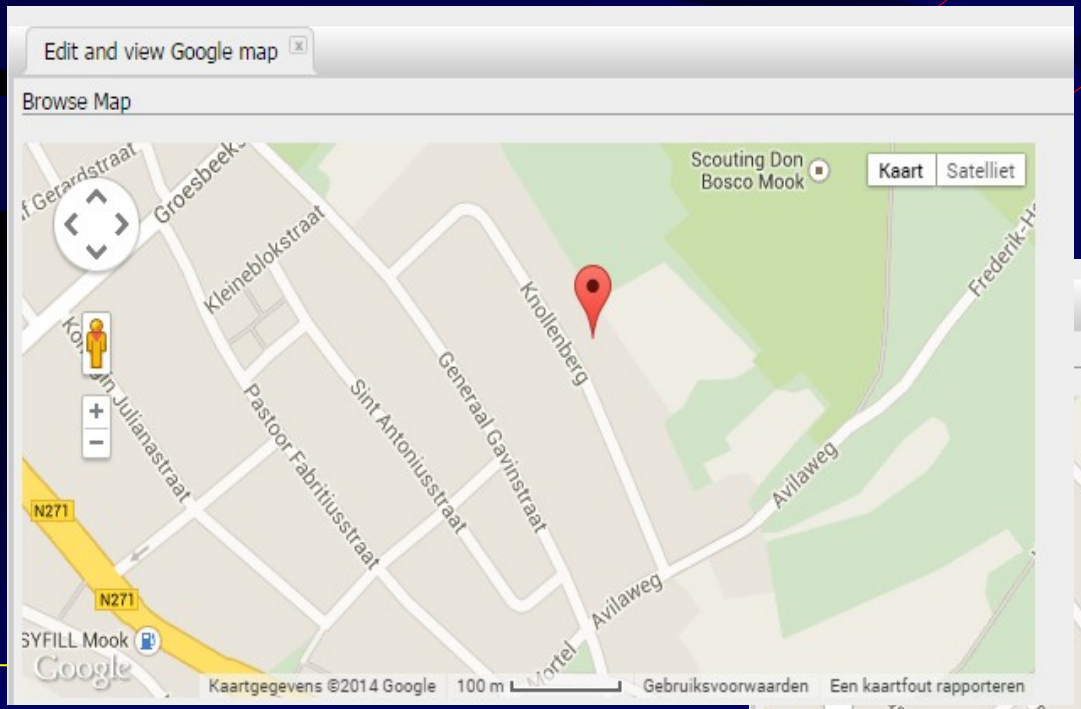


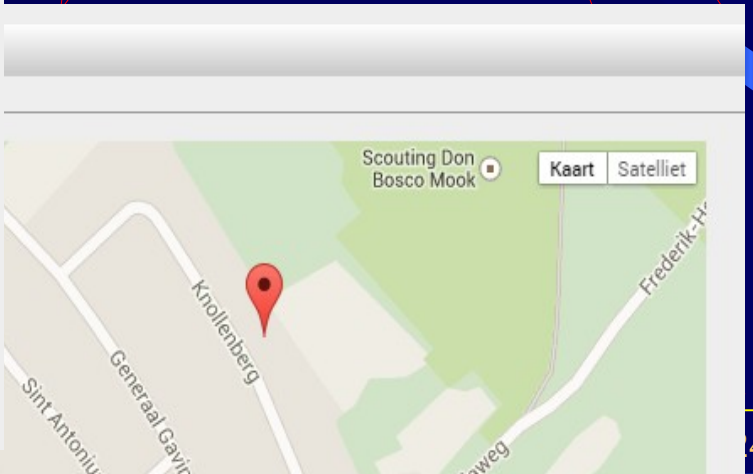


Editors on SDS's

```
changeMap :: Task GoogleMap
changeMap = monitorWorker (("peter", "View Map"),("rinus", "Browse Map"))
```

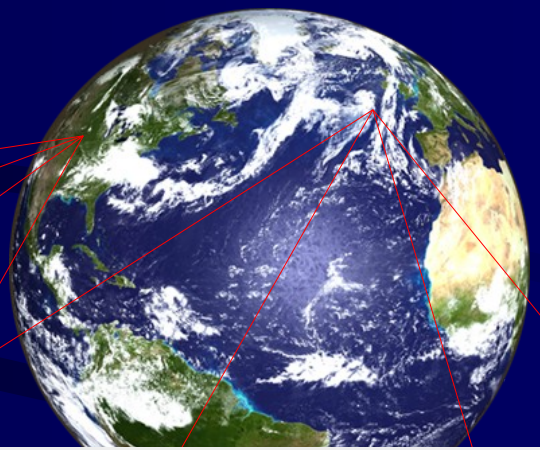


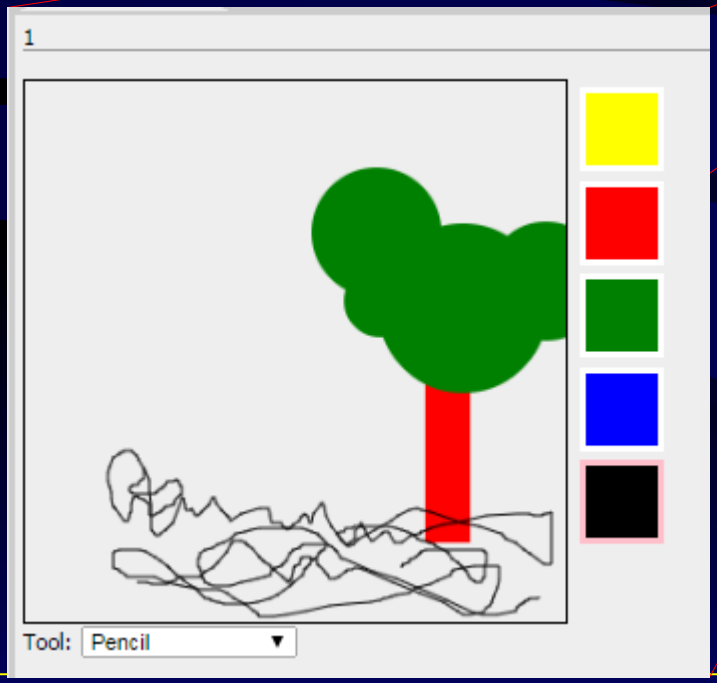


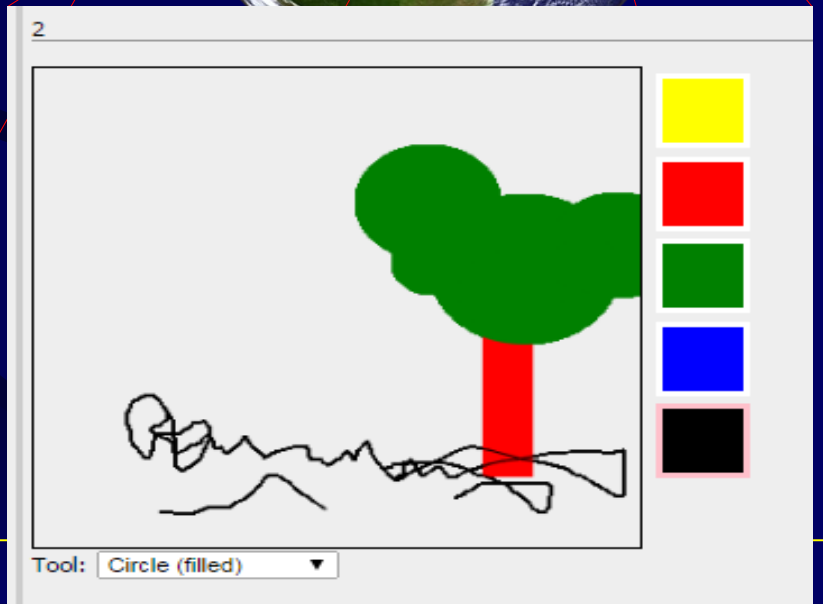


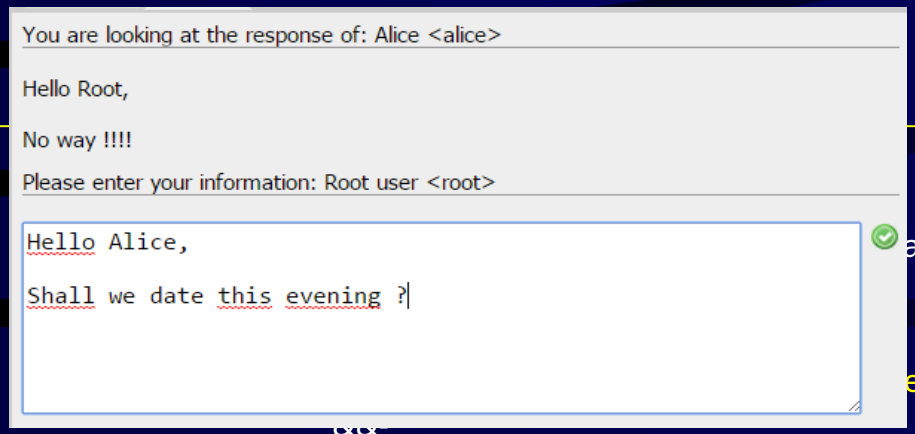
Editors on SDS's

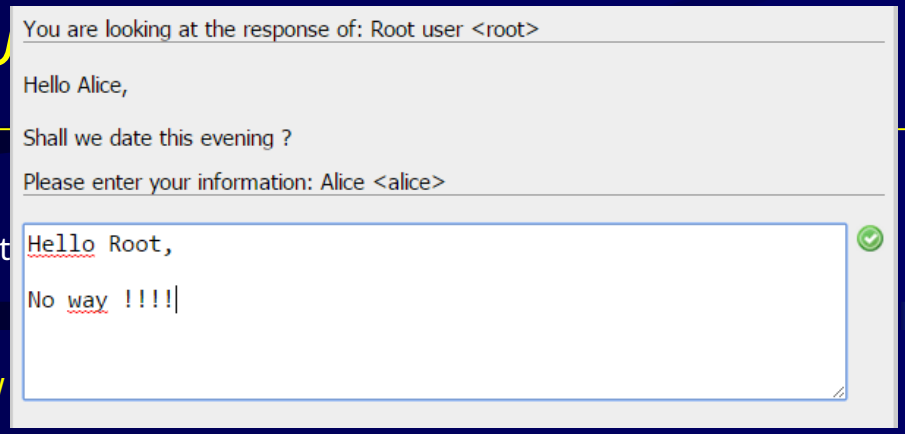
```
changeMap :: Task Drawing
changeMap = monitorWorker ((“bert", "View Drawing"),(“ernie", “Make Drawing"))
```











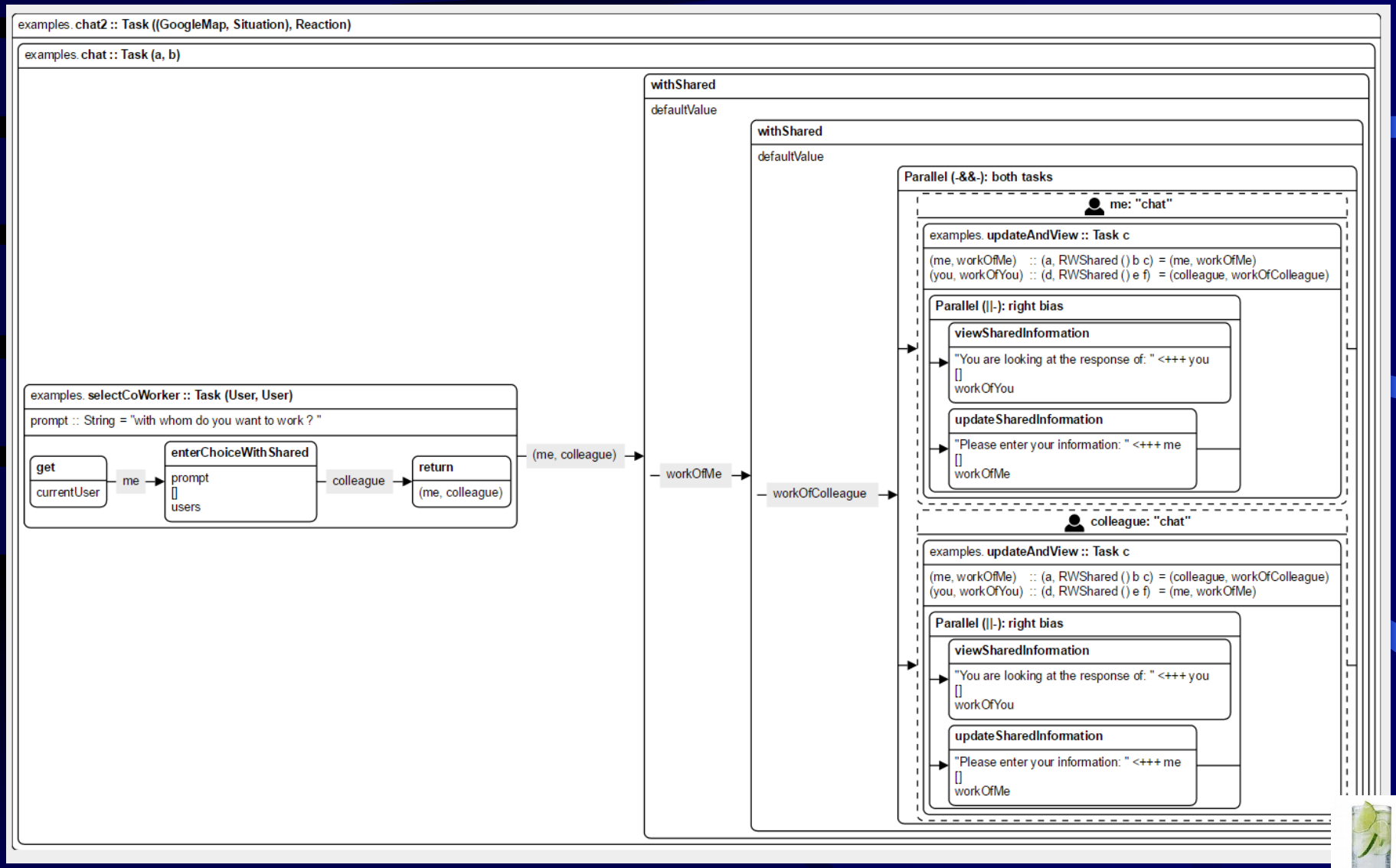

```
                    &&-
                    ((colleague,"chat") @: updateAndView (colleague,workOfColleague) (me,workOfMe))
                    ))

selectCoWorker :: String → Task (User, User)
selectCoWorker  prompt
=                   get currentUser
>>= \me ->          enterChoiceWithShared prompt [] users
>>= \colleague ->   return (me,colleague)

updateAndView :: (User, Shared a) (User, Shared b) → Task a        | iTask a & iTask b
updateAndView (me, workOfMe) (you, workOfYou)
=       updateSharedInformation  ("Please enter your information: " <+++ me) [] workOfMe
        -||
        viewSharedInformation    ("You are looking at the response of: " <+++ you) [] workOfYou


chat1 :: Task (Note, Note)
chat1 = chat
```

Editors on SDS's



Predefined Tasks for managing tasks

```
module example

import iTasks

Start :: *World → *World
Start world = startEngine palindrome world
```

```
palindrome :: Task (Maybe String)
palindrome = ...

person1by1 :: Task [Person]
person1by1 = ...
```

Predefined Tasks for managing tasks

```
module examples

import iTasks

Start :: *World → *World
Start world  = doTasks myTasks world

myTasks
 =      installWorkflows myWorkFlows
 >>|    loginAndManageWork "welcome to my examples"


myWorkFlows :: [Workflow]
myWorkFlows
 =  [ workflow "palindrome"              "accepts palindrome string "      palindrome
    , workflow "create list of persons“  "one by one"              person1by1
    , ...
    , workflow "Manage users"            "Manage system users..."   manageUsers
    ]


palindrome :: Task (Maybe String)
palindrome = ...

person1by1 :: Task [Person]
person1by1 = ...
```

Predefined Tasks for managing tasks