

# Working with Basic Types

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# Overview



Introduction to Scala Types

Embedding Scala Expressions in  
String Literals

Using Methods as Operators

Understanding Scala Class Hierarchy

Project Demo



# Fundamental Scala Types

Byte

Short

Float

String

Int

Long

Double

Boolean

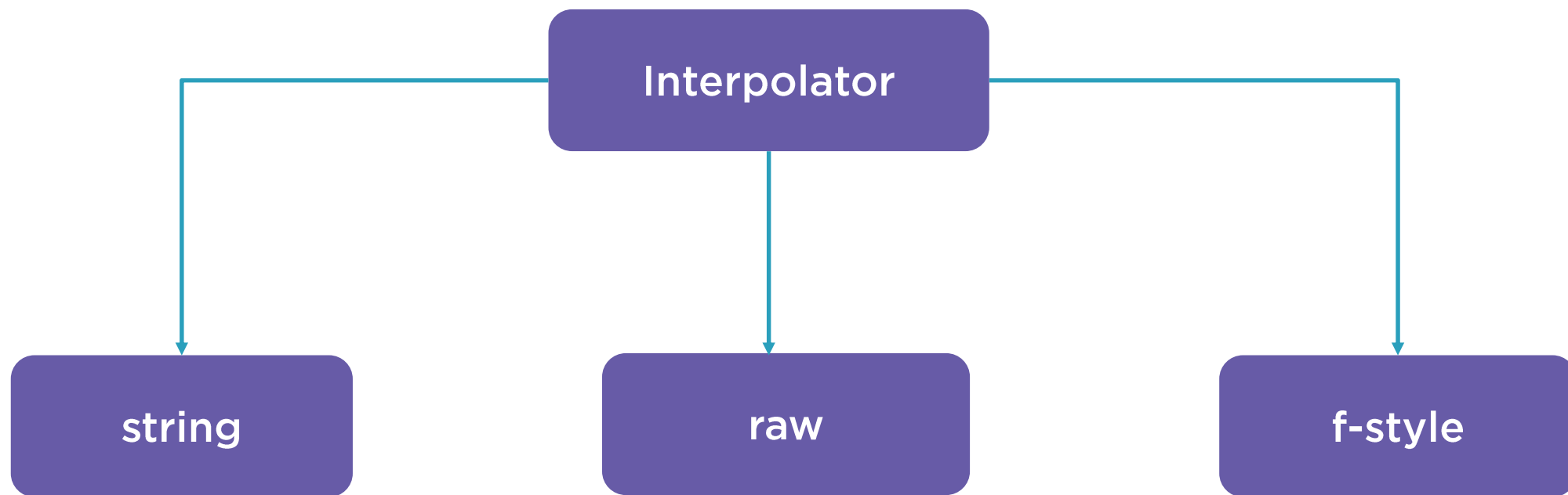
Char

Integral Types

Numeric Types



# Scala Interpolators



```
val v = 10.23  
println(s"$v")
```

```
class object 0(val v: Int)  
val o = new 0(10)  
println(s"${o.v}")
```

```
val v = "\\\\\\\\\\"  
println(raw"$v")
```

```
println(f"{math.e}%.5f")
```

◀ string interpolator for variable

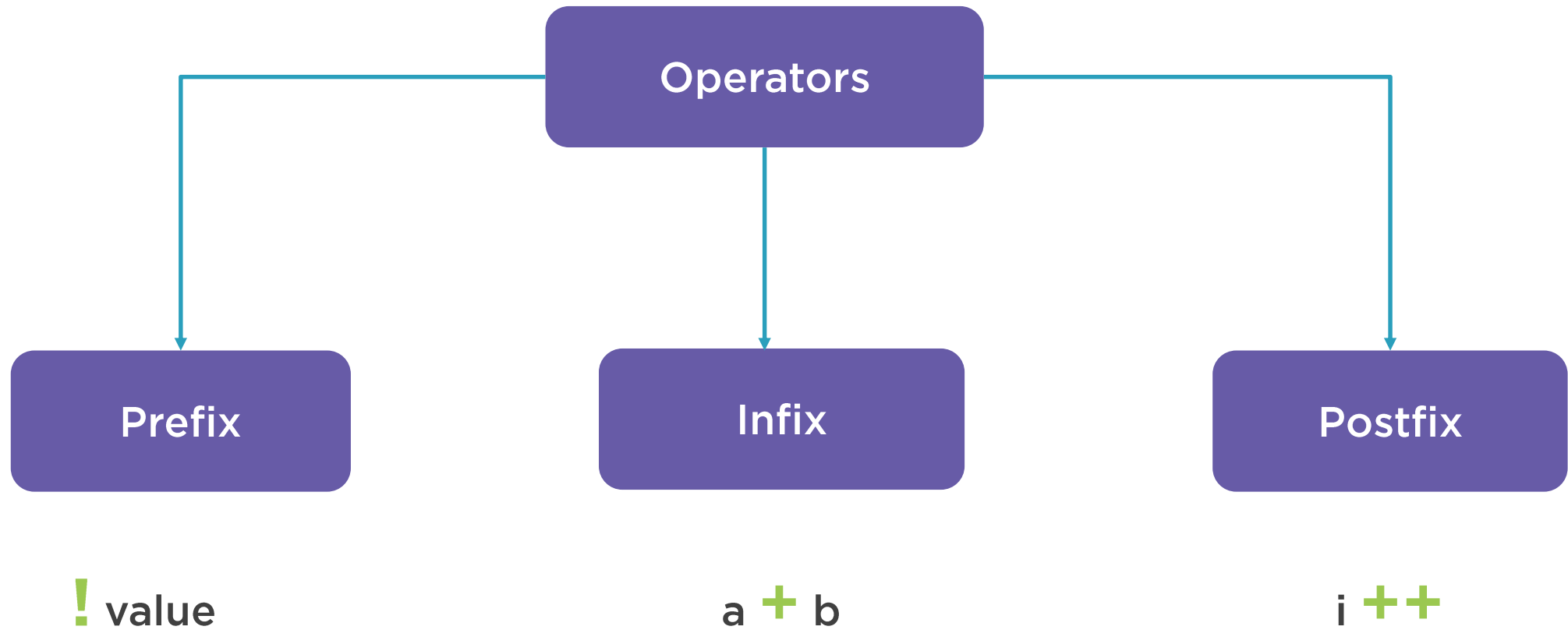
◀ string interpolator for property access

◀ raw interpolator

◀ f-style interpolator



# Operators



# Creating your own prefix operator

```
def unary_<symbol>
```

**+, - , !, ~**

```
def unary_+
```

```
def unary_-
```

```
def unary_!
```

```
def unary_~
```



# Scala Class Hierarchy

## Universal Methods

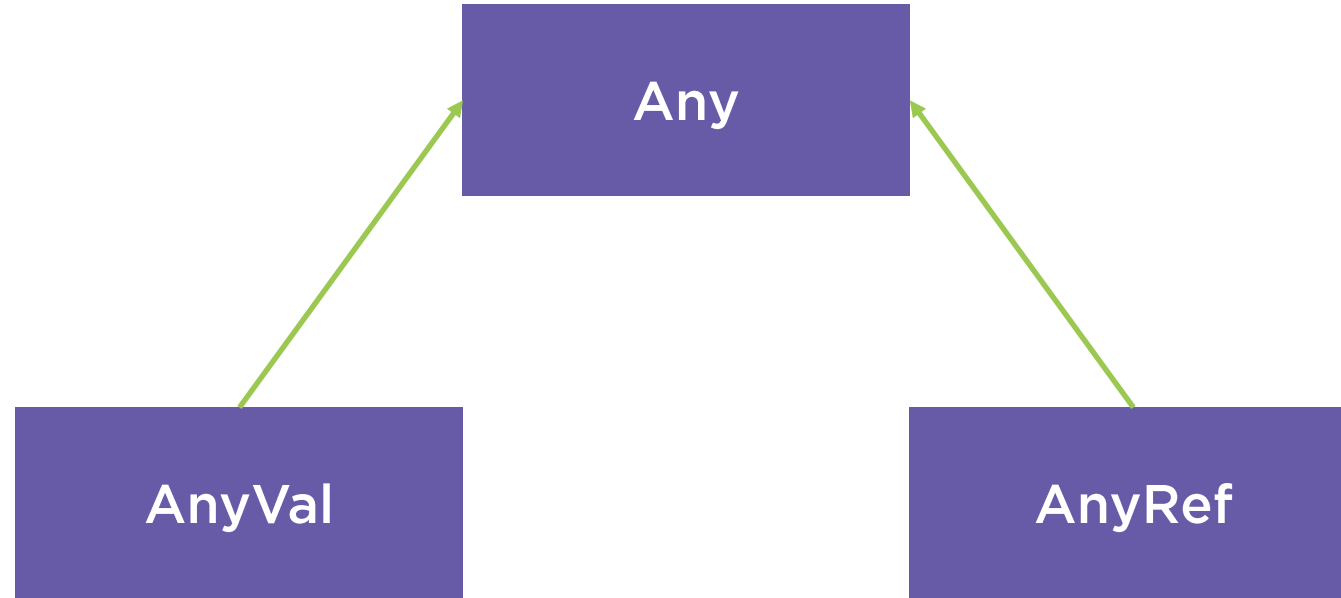
Any

```
final def ==(that: Any): Boolean  
final def !=(that: Any): Boolean  
def equals(that: Any): Boolean  
def ##: Int  
def hashCode: Int  
def toString: String
```

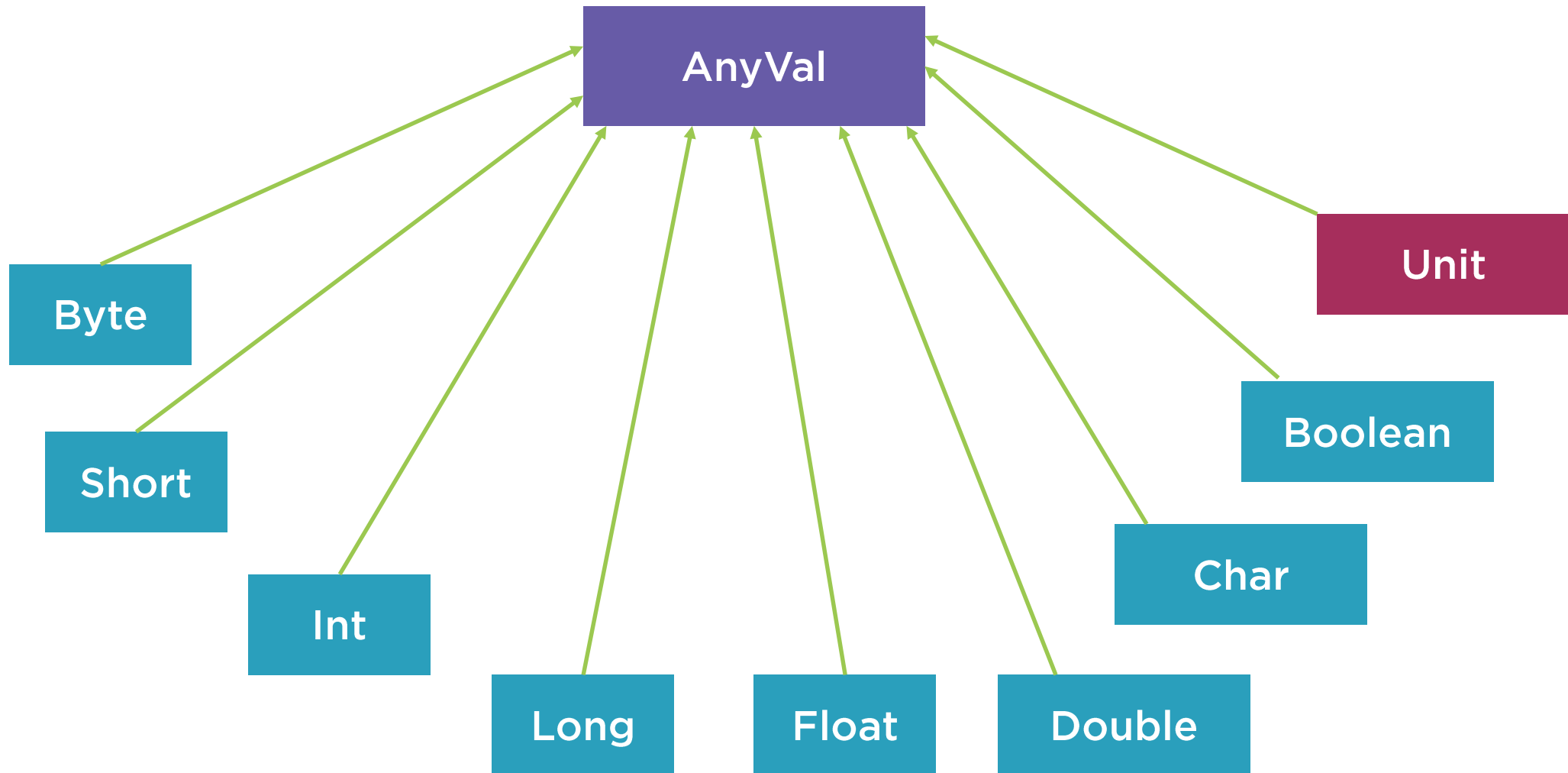




# *Any*'s Subclasses



# AnyVal Class



# Scala Unit Type

## Unit

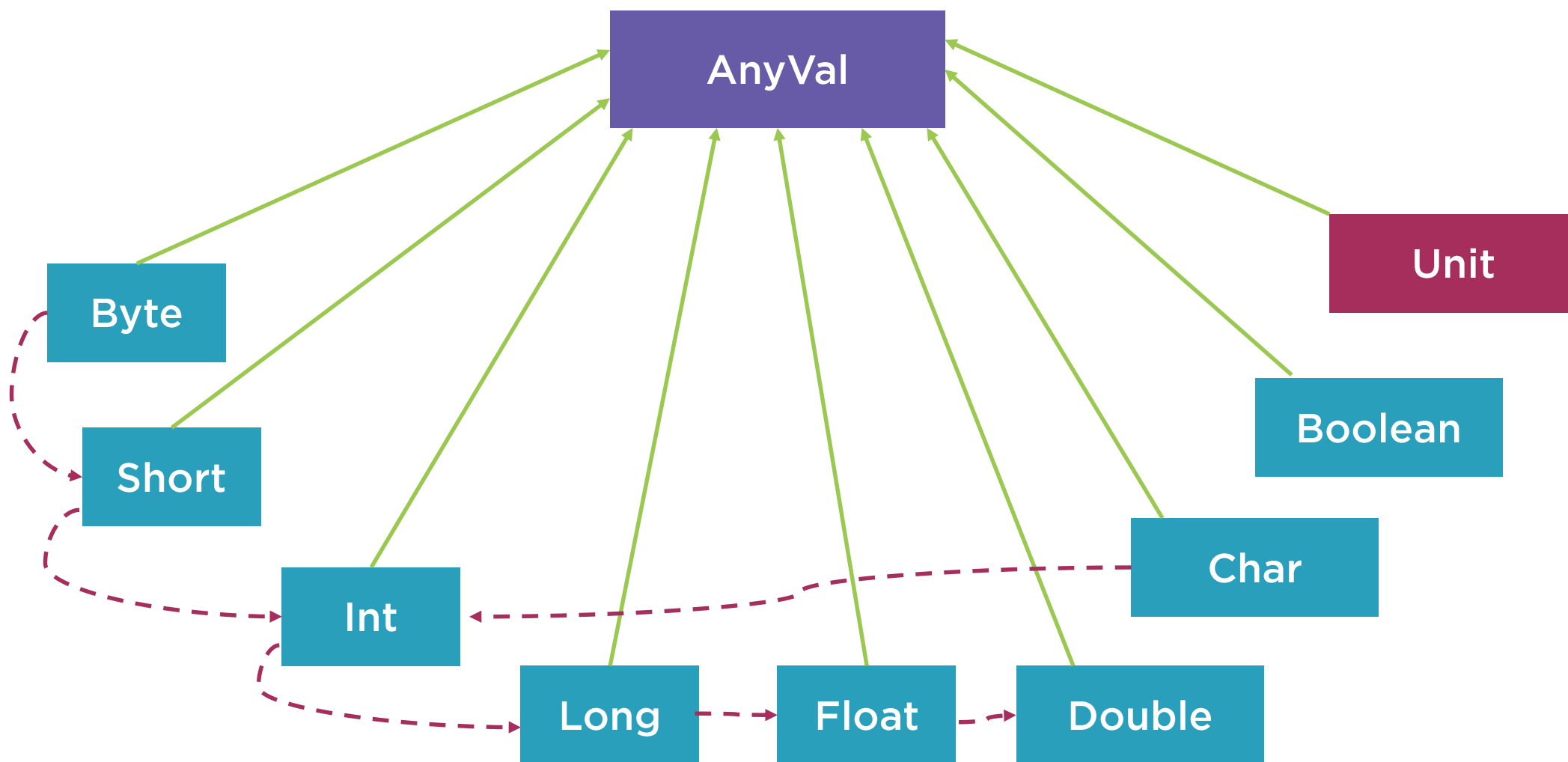
Does not return a result

Single instance with value `()`

Represents the side-effect



# AnyVal with Implicit Conversions

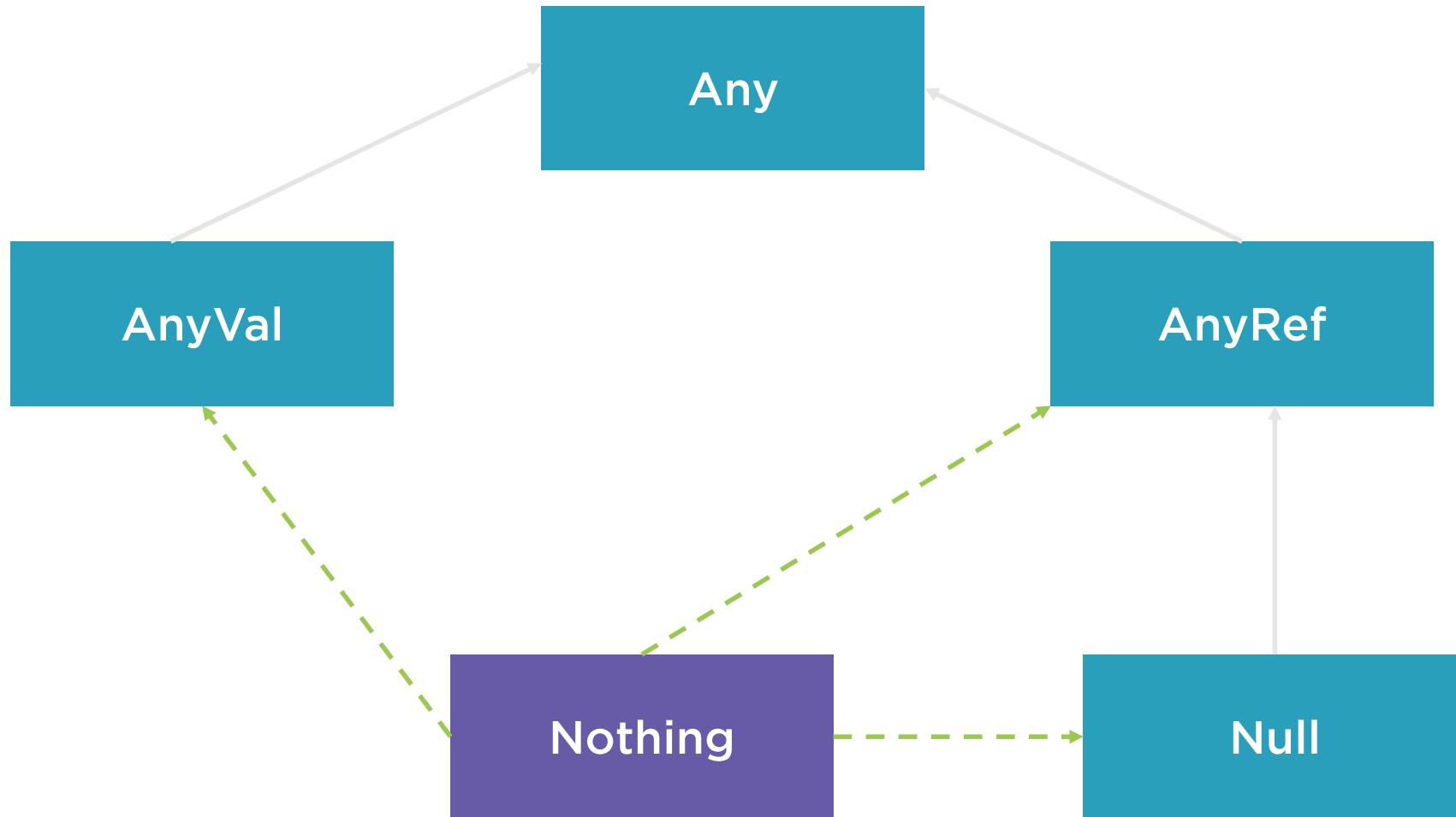


# AnyRef Class

Base class for all Classes in Scala



# Scala Nothing Type



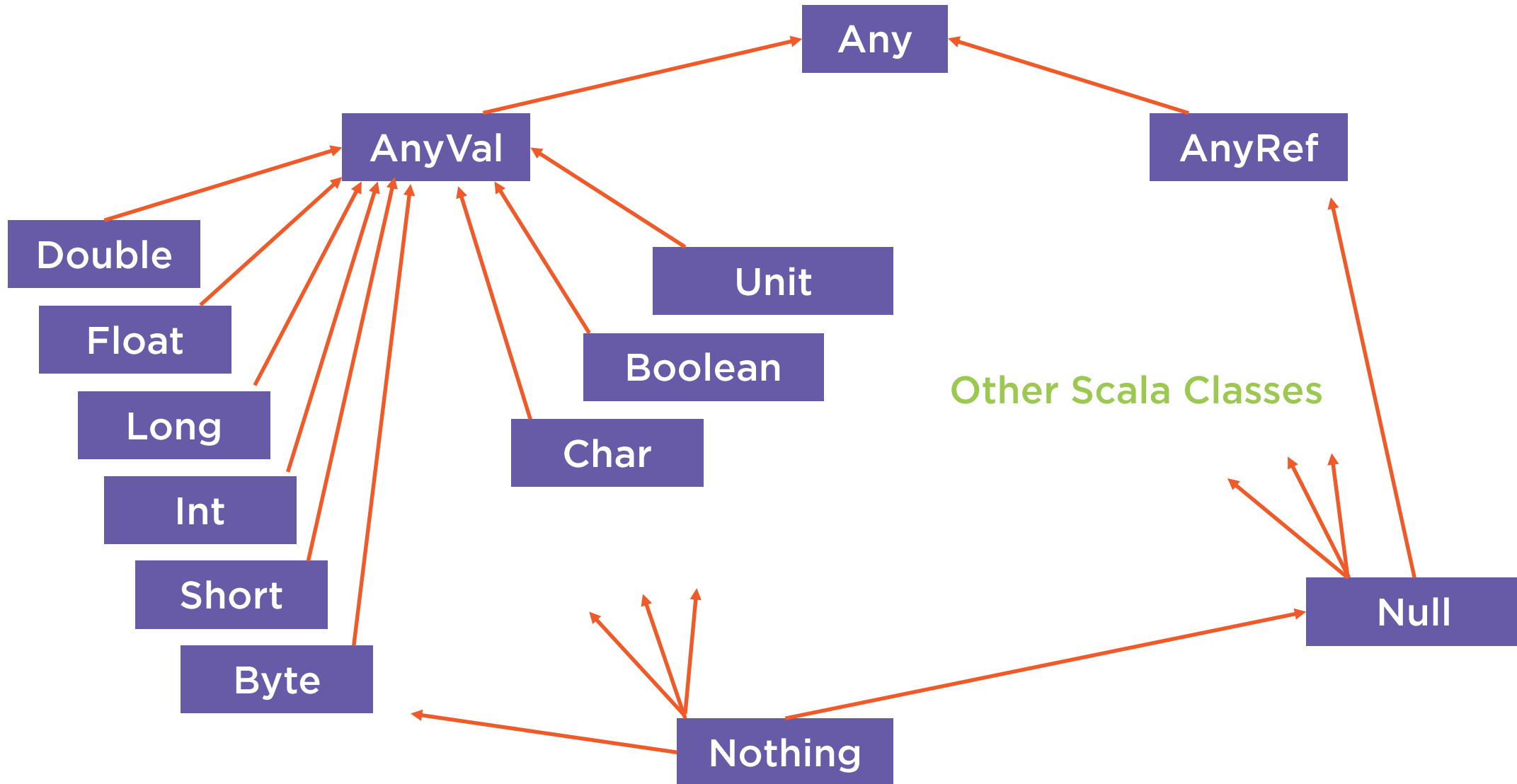
```
def error(message: String): Nothing = throw new RuntimeException(message)
```

## What's the Use Case for Nothing Type?

**Signal abnormal termination**

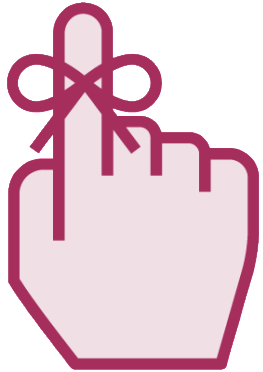


# Scala Class Hierarchy





# Creating Your Own Value Class



## Rules to Remember

Subclass **AnyVal** Class

single **val** parameter representing underlying runtime representation

Can define **defs**

**No** **vals**, **vars**, nested **traits**, **classes** or **objects**



# Demo



Using *fields* instead of *class parameters*

Creating the **Account** hierarchy

Using **Preconditions**

Creating the **Email** Type

Creating the **Dollars** Value Class

Revisiting the use of *Methods* as  
*Operators*

Changing the *Application* entry point



# Account Hierarchy Refactor

**Before**

abstract class Account

**After**

abstract class Account

DepositsAccount

LendingAccount



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