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Tuple

Tuple is a fixed-size collection of elements of different types. It is a lightweight data structure that can be used to store multiple values in a single variable. This sub-package introduces utils for binary tuples.

Usage

Create

Create a new tuple using the tuple literal syntax.

```

test {
  let tuple2 = (1, 2)
  let tuple3 = (1, 2, 3)
  inspect((tuple2, tuple3), content="((1, 2), (1, 2, 3))")
}
```

Access

You can access the elements of the tuple using pattern match or dot access.

```

test {
  let tuple = (1, 2)
  assert_eq(tuple 0, 1)
  assert_eq(tuple 1, 2)
  let (a, b) = tuple
  assert_eq(a, 1)
  assert_eq(b, 2)
}
```

Transformation

You can transform the tuple using the matrix functions combined with then.

```

test {
  let tuple = (1, 2)
  let tuple2 = ((pair : (Int, Int)) => (pair 0 + 1, pair 1))(tuple)
  inspect(tuple2, content="(2, 2)")
  let tuple3 = tuple |> then(pair => (pair 0, pair 1 + 1))
  inspect(tuple3, content="(1, 3)")
  let mapped = tuple |> then(pair => (pair 0 + 1, pair 1 - 1))
  inspect(mapped, content="(2, 1)")
}
```