

Introduction to Scala

<https://gitter.im/ScalaTaiwan/ScalaTaiwan>

Jimin Hsieh - Speaker - <https://tw.linkedin.com/in/jiminhsieh>

Pishen Tsai - TA - <https://github.com/pishen>

Vito Jeng - TA - vito@is-land.com.tw

Walter Chang - TA - <https://twitter.com/weihsiu>

Hackpad - <https://goo.gl/SIfDk7>



Agenda

- ❖ Why Scala?
- ❖ Scala concept
- ❖ Program with Scala
- ❖ Imperative
- ❖ Object-Oriented
- ❖ Functional
- ❖ Collections
- ❖ Summary of Scala
- ❖ Further Reading & Reference
- ❖ Special Thanks

Why Scala?

“If I were to pick a language to use today other than Java, it would be **Scala**”

James Gosling



Why Scala?

“I can honestly say if someone had shown me the **Programming in Scala** book by Martin Odersky, Lex Spoon & Bill Venners back in 2003 I'd probably have never created Groovy.”

James Strachan, creator of Groovy

<http://macstrac.blogspot.tw/2009/04/scala-as-long-term-replacement-for.html>

Why Scala?



A language that doesn't affect the
way you think about programming is
not worth knowing.

— Alan Perlis —

AZ QUOTES

http://www.azquotes.com/author/11531-Alan_Perlis

Why Scala?

CHANGEMAKRS.COM / PAULGRAHAM

NEXT QUOTE >

“A programming language is for thinking about programs, not for expressing programs you've already thought of. It should be a pencil, not a pen.”

<http://thenextweb.com/shareables/2012/08/08/cant-get-enough-of-those-epic-quotes-from-y-combinators-paul-graham-youre-in-luck/>

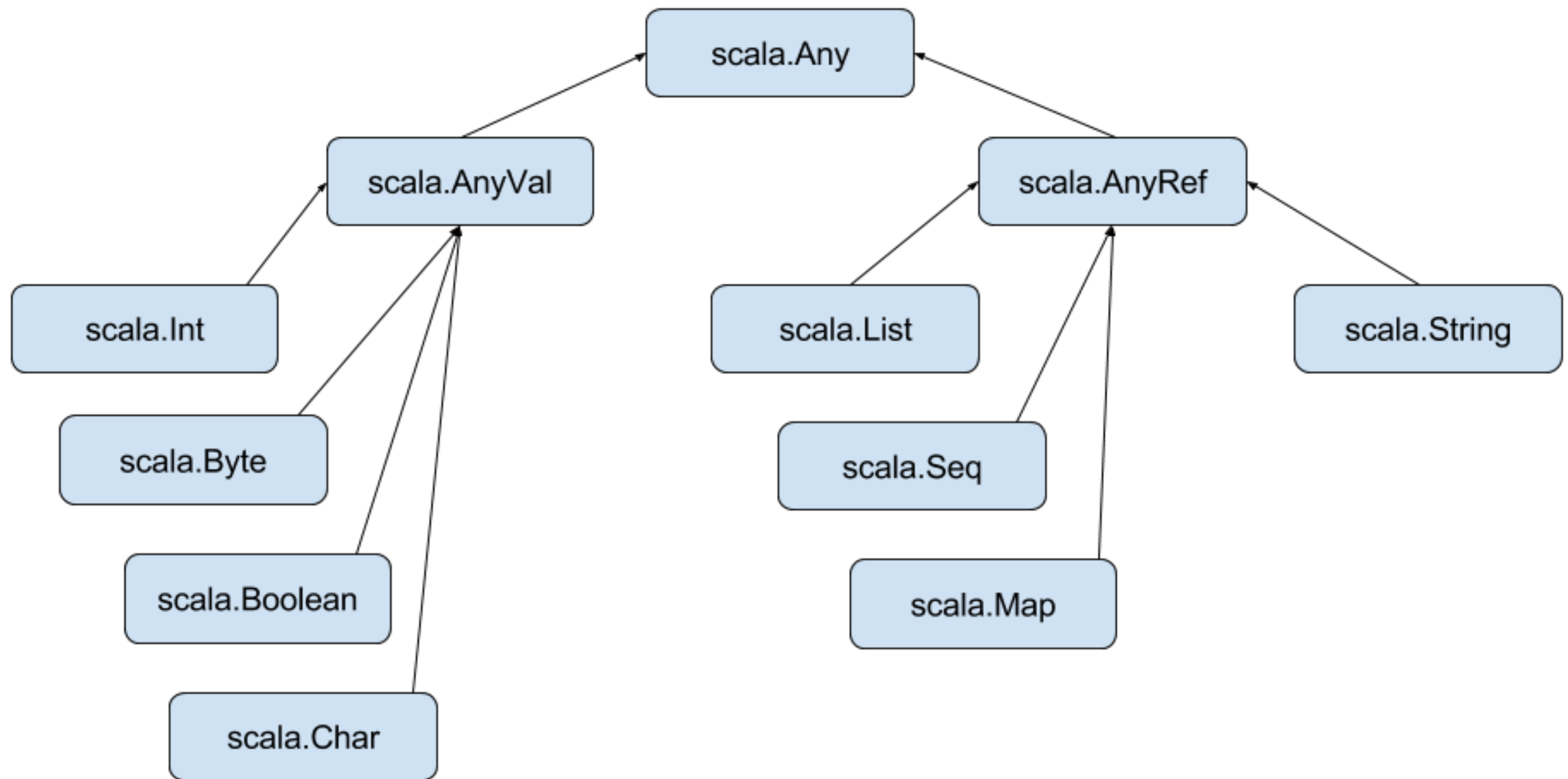
Why Scala?

High productive with **type safety**, more APIs than Java, and almost same performance with Java

Scala concept

- ❖ Everything is an object.
- ❖ Not everything is an object in Java.
 - ❖ There is primitive type in Java.
 - ❖ int, float, boolean, char...etc
- ❖ Scala is an object-oriented language in **pure** form: **every value is an object** and **every operation is a method call**.
- ❖ Numeric types and Function are object too.
 - ❖ “+”, “-”, “*”, “/” are methods too.

Scala Class Hierarchy



Scala concept

- ❖ Everything is expression.
- ❖ Expression - an instruction to execute something that will **return a value**. from Wiki
- ❖ You can also say that an expression *evaluates* to a result or results in a value.
- ❖ You will hear **evaluation** from some of Scala geeks, it means the same thing.

Scala concept

- ❖ Advanced type system
 - ❖ static
 - ❖ strong
 - ❖ **inferred**
 - ❖ structural

Scala concept

- ❖ Avoid to use null.
- ❖ Less error prone.
 - ❖ NullPointerException
- ❖ You don't need to use Null Object pattern.

Program with Scala(Main)

```
object Demo1 {  
  val todayEvent = "JCConf"  
  val workshop = "Introduction to Scala"  
  lazy val fun = (0 to 4).map(x => "fun").mkString(" ")
```

```
  def main(args: Array[String]): Unit = {  
    println("Hello everybody!")  
    print("Welcome to " + todayEvent + "!\n")  
    println("I hope you can enjoy this workshop - "  
      + workshop + ". :P")  
    print("Scala is so much " + fun + "!!")  
  }  
}
```

Object with main method.

Program with Scala(App)

Object with App trait.

```
object Demo2 extends App {  
  val todayEvent = "JCConf"  
  val workshop = "Introduction to Scala"  
  lazy val fun =  
    (0 to 4).map(x => "fun").mkString(" ")  
  
  println("Hello everybody!")  
  print("Welcome to " + todayEvent + "!\n")  
  println("I hope you can enjoy this workshop - "  
    + workshop + ". :P")  
  print("Scala is so much " + fun + "!!")  
}
```

Program with Scala(REPL)

❖ REPL - **R**ead-**E**valuate-**P**rint **L**oop

```
Welcome to Scala 2.11.8 (OpenJDK 64-Bit Server VM, Java 1.8.0_102).  
Type in expressions for evaluation. Or try :help.
```

```
scala> val language = "scala"  
language: String = scala
```

```
scala> language.toUpperCase  
res0: String = SCALA
```

```
scala> █
```

Program with Scala(REPL)

❖ \$ scala -Dscala.color

```
Welcome to Scala 2.11.8 (OpenJDK 64-Bit Server VM, Java 1.8.0_102).  
Type in expressions for evaluation. Or try :help.
```

```
scala> val language = "scala"  
language: String = scala
```

```
scala> language.toUpperCase  
res0: String = SCALA
```

```
scala> █
```

Program with Scala(Worksheet)

- ❖ Work with worksheet.
- ❖ **IntelliJ**
 - ❖ <https://www.jetbrains.com/help/idea/2016.2/working-with-scala-worksheet.html>
- ❖ Scala IDE or Eclipse with Scala plugin
 - ❖ <https://www.youtube.com/watch?v=Forl4hpg7kA>

Imperative

- ❖ var, val, semicolons
- ❖ If expressions
- ❖ def
- ❖ Block expressions
- ❖ While-Loop
- ❖ For-Loop
- ❖ Nested Function
- ❖ Recursion vs Tail-recursion
- ❖ Concept of Pattern Matching
- ❖ Pattern Matching v1

var vs. val

❖ var - **variable**

- ❖ Something that is able or likely to **change** or **be changed**. **Not always the same.** Merriam-Webster

❖ val - **value**

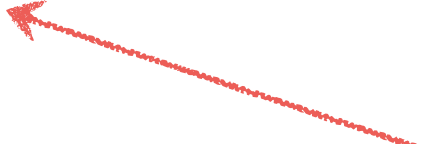
- ❖ A value is an expression which **cannot be evaluated any further.** Wiki
- ❖ Opposite to var, val **cannot be changed.**
- ❖ It's similar to **final** in Java.

Expression with semicolon?

```
val x = 5566
```

```
val y = 87
```

```
val java = "Java"; val scala = "scala"
```



If you have **multiple expressions** in one line,
you will need **semicolon(;**).
Otherwise you don't need it.

If expressions

- ❖ If has return value.(expression)
 - ❖ Scala have no ternary operator(?:).

// Java version

```
final int value = -1;
```

```
final boolean negative = value < 0 ? true : false;
```

// Scala version

```
val value = 0
```

```
val negative = if (value < 0) true else false
```

Everything is an expression.

def

“def” starts a function definition

result type of function

function name

parameter

equals sign

```
def max(x: Int, y: Int): Int = {  
  if (x > y)  
    x  
  else  
    y  
}
```

function body in curly braces

Programming in Scala, 3ed by Martin Odersky, Lex Spoon, and Bill Venners

def

```
def max(x: Int, y: Int): Int = {  
    if (x > y)  
        return x  
    else  
        return y  
}
```


def

```
def max(x: Int, y: Int) = {  
    if (x > y)  
        x  
    else  
        y  
}
```

No function's result type



def

```
def max(x: Int, y: Int) =
```

```
    if (x > y)
```

```
        x
```

```
    else
```

```
        y
```

No curly brackets

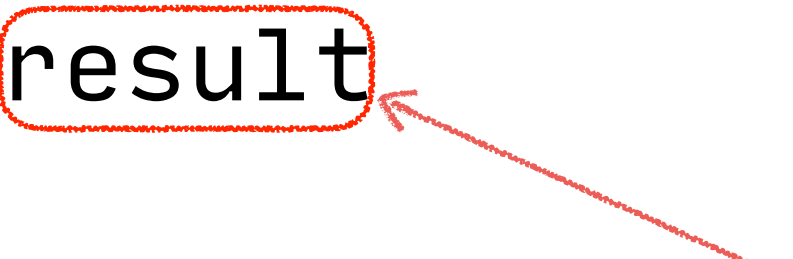


Summary of def

- ❖ You don't need return.
 - ❖ **Last expression** of block will be the return value.
- ❖ You don't need return type in method definition.
 - ❖ Scalac will **know your return type** in most case.
 - ❖ It's a good habit to **have return type**, when your API is a public interface.
- ❖ You don't need curly bracket.
 - ❖ If you have multiple lines of code, **using curly bracket({})** is a good habit.

Block expressions (curly brackets)

```
val n = 5
val factorial = {
  var result = 1
  for (i <- 1 to n)
    result = result * i
  result
}
```



Last expression(**result**) in block will be the return value,
then it will assign to factorial.

While-Loop

```
var n = 10
```

```
var sum = 0
```

```
while (n > 0) {  
    sum = sum + 1  
    n = n - 1  
}
```


For-Loop

```
var sum = 0
for (i <- 1 to 10) {
    sum += 1
}
println(sum)
```

For-Loop

```
for (i <- 0 until 10) {  
    println(i)  
}
```

For-Loop

```
for (i <- 0 to n; j <- 0 to n) {  
    print("*")  
    if (j == n)  
        println("")  
}
```

Exercise of For-Loop

- ❖ Print out something like below.

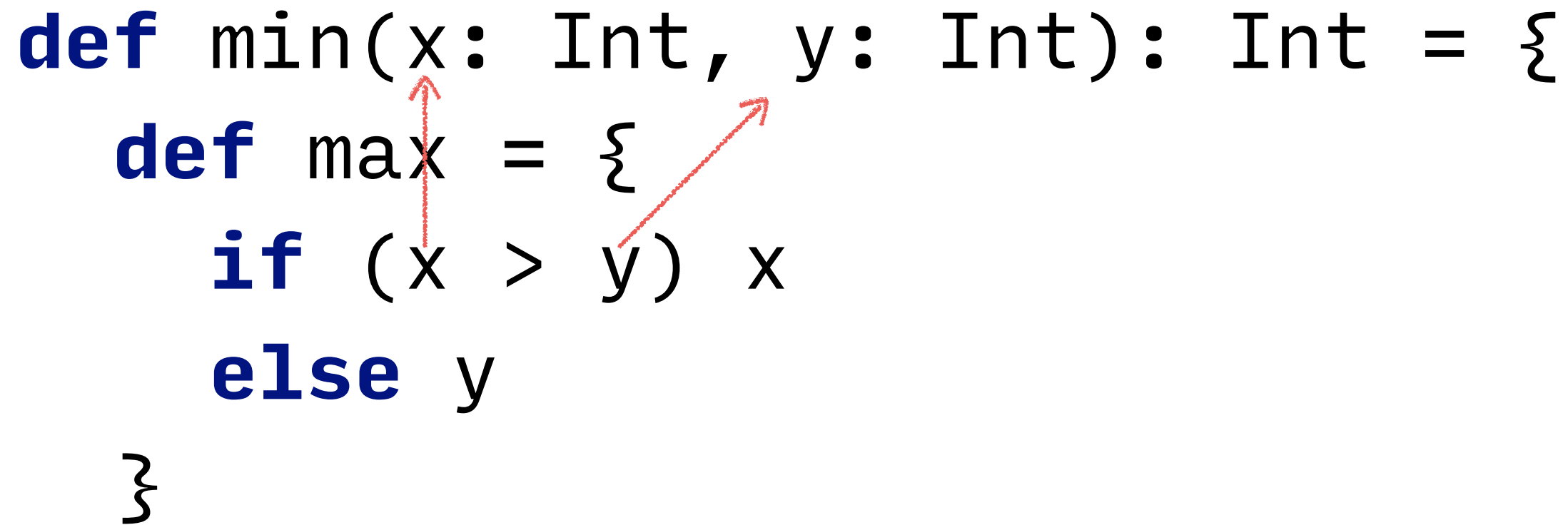
```
*  
**  
***  
****  
*****  
*****
```

Nested Function

```
def min(x: Int, y: Int): Int = {  
    def max(x: Int, y: Int) = {  
        if (x > y) x  
        else y  
    }  
  
    if (x == max(x, y))  
        y  
    else  
        x  
}
```

Nested Function(Closure)

```
def min(x: Int, y: Int): Int = {  
    def max = {  
        if (x > y) x  
        else y  
    }  
    if (x == max) y else x  
}
```

The diagram illustrates the concept of a closure in Scala. It shows a function 'min' that takes two integer parameters 'x' and 'y' and returns an integer. Inside 'min', there is a nested function 'max' that takes no parameters and returns either 'x' or 'y' based on a comparison. Red arrows indicate the closure: one arrow points from the 'x' parameter in the 'min' function's signature to its use in the 'max' function's body, and another arrow points from the 'y' parameter in the 'min' function's signature to its use in the 'max' function's body. This shows that the 'max' function 'closes over' the variables 'x' and 'y' from its enclosing scope.

```
    if (x == max) y else x  
}
```

If your method is zero parameters,
you don't need parentheses.

Recursion vs Tail-recursion

- ❖ Factorial number

- ❖ $6! = 6 * 5 * 4 * 3 * 2 * 1$

Recursion vs Tail-recursion

// Recursion

```
def factorial(n: Int): BigInt = {  
    if (n == 0) 1  
    else n * factorial(n - 1)  
}
```

```
factorial(15000)
```

java.lang.StackOverflowError

Recursion vs Tail-recursion

```
def factorial(n: Int): BigInt = {  
  // Tail-recursion  
  def helpFunction(acc: BigInt, n: Int): BigInt = {  
    if (n == 0)  
      acc  
    else  
      helpFunction(acc * n, n - 1)  
  }  
  helpFunction(1, n)  
}  
factorial(15000)
```

← Tail-recursion

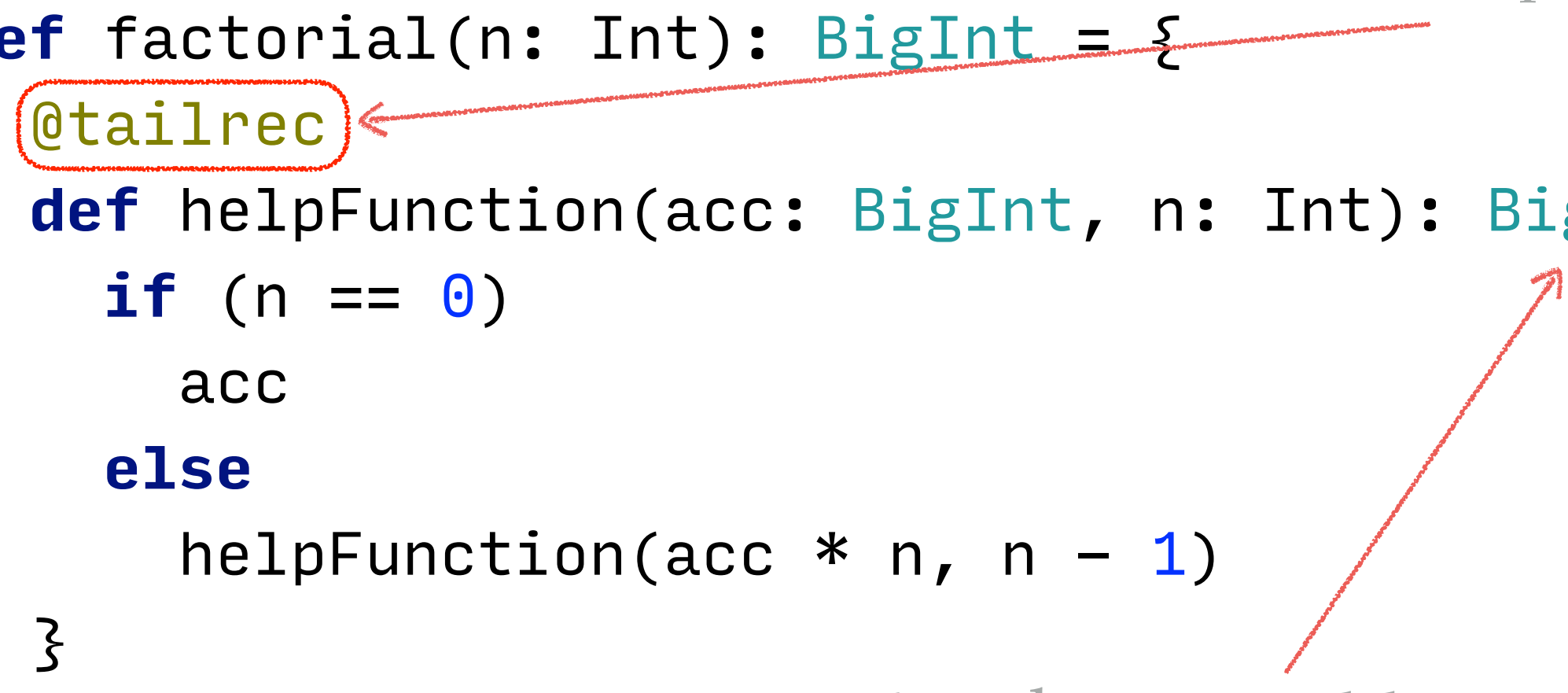
Scalac will translate tail-recursion to **while-loop**.

Recursion vs Tail-recursion

Add annotation is a good habit.

Compiler can check whether or not
can be optimise.

```
import scala.annotation.tailrec
def factorial(n: Int): BigInt = {
  @tailrec
  def helpFunction(acc: BigInt, n: Int): BigInt = {
    if (n == 0)
      acc
    else
      helpFunction(acc * n, n - 1)
  }
  helpFunction(1, n)
}
```



You have to add return type,
when the function is recursive.

Or Scalac would not know the return type.

Concept of Pattern Matching

- ❖ Pattern matching is similar to “switch-case”, but it’s **more general**.
- ❖ There are some differences.
 - ❖ No fall-through.
 - ❖ Each condition needs to return a value.
 - ❖ Everything is a expression in Scala.
 - ❖ It can match anything.

Pattern Matching v1

- ❖ Scala's pattern matching can match "Byte", "Character", "String", "Short" and "Integer". This is what Java's switch can do.
- ❖ But Scala can **match more things** than that. I will talk about this later.

Pattern Matching v1

```
def matchString(x: String) = {  
  x match {  
    case "Dog" => x  
    case "Cat" => x  
    case _ => "Neither Dog or Cat"  
  }  
}
```

matchString("Dog")

matchString("Human")

Exercise of tail-recursion

- ❖ Fibonacci numbers (0, 1, 1, 2, 3, 5...)

$$F_n = F_{n-1} + F_{n-2},$$

with seed values

$$F_0 = 0 \quad \text{and} \quad F_1 = 1.$$

www.leaningtowerofpisa.net/fibonacci.html

Object-oriented

- ❖ Class
- ❖ Extends, With, Override
- ❖ Abstract Class
- ❖ Object, Companion Object
- ❖ Trait
- ❖ Access Modifiers
- ❖ Case class
- ❖ Pattern matching v2

Class

Primary Constructor

```
class Employee(id: Int,  
               val name: String,  
               address: String,  
               var salary: BigDecimal) {  
def this(id: Int, name: String, salary: BigDecimal) {  
    this(id, name, "Earth", salary)  
}
```

val in constructor
will give you getter

var in constructor will
give you setter and getter

Auxiliary Constructor

```
def getAddress = address  
}
```

When your method without parameters,
you don't need parentheses.

Extends, with, override

- ❖ Scala is single inheritance like Java.
- ❖ Scala - extends = Java - extends
- ❖ Scala - with = Java - implements
- ❖ Scala - override = Java - @Override

Abstract class

- ❖ Abstract class just likes normal class, but it can have **abstract methods** and **abstract fields** which means **methods and fields without implementation**.
- ❖ In Scala, you don't need the keyword - ~~abstract~~ for methods and fields in Abstract class. When you leave **methods and fields without body**, it means abstract methods and fields.

Abstract class

```
sealed abstract class Animal(val name: String) {  
  val footNumber: Integer  
  val fly: Boolean  
  def speak: Unit  
}
```

```
class Dog(name: String) extends Animal(name) {  
  override val footNumber: Integer = 4  
  override val fly = false  
  override def speak: Unit = println("Spark")  
}
```

```
class Bird(name: String) extends Animal(name) {  
  val footNumber: Integer = 2  
  val fly = true  
  def speak: Unit = println("chatter")  
}
```

Sealed classes

1. Subclasses should be in the same file.

2. Compiler can check you have covered all of cases in pattern matching.

Object

- ❖ Object is a singleton.
- ❖ It likes **normal class**.
 - ❖ You have **only one instance** in your application's life cycle.
 - ❖ Singleton objects **cannot** take class parameters.
- ❖ Scala **does not have static** class members like Java but has object instead.
- ❖ You don't need to worry about how to write a **thread-safe** singleton.
- ❖ What's advantage of Object?
 - ❖ <http://programmers.stackexchange.com/a/179402>

Object

```
object MathUtil {  
  def doubleHalfUp(precision: Int,  
                    origin: Double): Double = {  
    val tmp = Math.pow(10, precision)  
    Math.round(origin * tmp) / tmp  
  }  
}
```

Companion object

- ❖ It's like normal object, but it **shares the same name with class name** and locates with class in the same source file.
- ❖ The class and its companion object can **access each other's private methods or fields**.

Traits

- ❖ Traits are like interfaces in Java.
 - ❖ You cannot pass class parameters
- ❖ But there are differences.
 - ❖ It can **contain fields** and **concrete methods**.
 - ❖ Traits can **enrich a thin interface(mixin)** which can make a rich interface.

Trait - Mixin

```
trait Iterator[A] {  
  def hasNext: Boolean  
  def next: A  
}
```

```
trait RichIterator[A]  
  extends Iterator[A] {  
    def foreach(f: A => Unit):  
      Unit =  
        while (hasNext)  
          f(next)  
  }
```

```
class CharIterator(s: String)  
  extends Iterator[Char] {  
    var i = 0  
    def hasNext = i < s.length  
    def next = {  
      val c = s(i)  
      i += 1  
      c  
    }  
  }
```

```
val ci = new CharIterator("hello")  
  with RichIterator[Char]  
ci.foreach(println)
```

<https://scalafiddle.io/sf/i3KWOf/0>

Access Modifiers

- ❖ public
 - ❖ anyone
 - ❖ There is **no explicit modifiers** for public fields and methods.
- ❖ protected
 - ❖ only allow subclass access
- ❖ private
 - ❖ In the same scope of Scala file.
- ❖ protected[X] or private[X]
 - ❖ access is private or protected “up to” X

Case Classes

- ❖ Case classes are a special kind of classes that are **optimised for use in pattern matching**.
- ❖ Each of the constructor parameters becomes a **val**.

Scala for the Impatient by Cay Horstmann

Case Classes

- ❖ It creates the **companion object**.
- ❖ It contains an **apply** method used to **construct instance without “new”**. (Factory pattern)
- ❖ It contains an **unapply** method work as **extractor** to extract values from apply method.
- ❖ Each instance contains `toString`, `equals(==)`, `hashCode`, and `copy`.

Scala for the Impatient by Cay Horstmann

Pattern Matching v2

```
sealed abstract class Expr
case class Add(first: Expr, second: Expr) extends Expr
case class Sub(first: Expr, second: Expr) extends Expr
case class Multi(first: Expr, second: Expr) extends Expr
case class Div(first: Expr, second: Expr) extends Expr
case class Value(n: Int) extends Expr

def calculate(combination: Expr): Int = {
  combination match {
    case Add(first, second) => calculate(first) + calculate(second)
    case Sub(first, second) => calculate(first) - calculate(second)
    case Multi(first, second) => calculate(first) * calculate(second)
    case Div(first, second) => calculate(first) / calculate(second)
    case Value(n) => n
  }
}

// (((2 + 1) * 3) - 1) / 4
val exp = Div(Sub(Multi(
  Add(Value(1), Value(2)), Value(3)), Value(1)), Value(4))
calculate(exp)
```

Pattern Matching v2

```
def calculate(combination: Expr): Int = {  
  combination match {  
    case Add(Multi(a, x), Multi(b, y)) if (x == y) =>  
      // (3 + 4) * 2  
      (calculate(a) + calculate(b)) * calculate(x)  
    case Add(first, second) =>  
      calculate(first) + calculate(second)  
    case Sub(first, second) =>  
      calculate(first) - calculate(second)  
    case Multi(first, second) =>  
      calculate(first) * calculate(second)  
    case Div(first, second) =>  
      calculate(first) / calculate(second)  
    case Value(n) =>  
      n  
  }  
}  
// ((3 * 2) + (4 * 2))  
calculate(Add(Multi(Value(3), Value(2)), Multi(Value(4), Value(2))))
```

Summary of object-oriented

- ❖ If it might be reused in **multiple, unrelated classes**, make it a trait.
- ❖ If you plan to distribute it in compiled form and you expect outside groups to write classes inheriting from it, you might lean towards using an abstract class.
- ❖
- ❖ If you are not so sure abstract class or trait, then use **trait**. Trait keeps more options open.

Programming in Scala, 3ed by Martin Odersky, Lex Spoon, and Bill Venners

Functional

- ❖ Functional concept
- ❖ First-class functions
- ❖ Anonymous functions
- ❖ High-order functions

Functional Concept

- ❖ Immutability (Referential transparency)
 - ❖ **No side effect.**
- ❖ Functions as values
 - ❖ **Functions as objects**
- ❖ Higher-order functions
 - ❖ Input: takes one or more functions as parameters
 - ❖ Output: return a function as result

First-class functions

- ❖ Functions are **first-class** values.
- ❖ Function is a value of **the same status as an integer or string**.

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Anonymous functions(Lambdas)

```
(0 until 10).map((value: Int) => value * value)
```

```
(0 until 10).map(value => value * value)
```

```
(0 until 10).map(value => value + 1)
```

```
(0 until 10).map(_ + 1)
```



Placeholder syntax

High-order functions

```
def calculateTax(rate: BigDecimal => BigDecimal,  
                 salary: BigDecimal): BigDecimal = {  
    rate(salary)  
}
```

```
val usaTax = (salary: BigDecimal) => {  
    if (salary > 413201)  
        salary * 0.396  
    else  
        salary * 0.3  
}
```

```
val twTax: BigDecimal => BigDecimal = _ * 0.25
```

```
calculateTax(usaTax, 413202)  
calculateTax(twTax, 100)
```

High-order functions

```
def calculateTax(rate: BigDecimal => BigDecimal,  
                salary: BigDecimal): BigDecimal = {  
    rate(salary)  
}
```

```
def usaTax(salary: BigDecimal) = {  
    calculateTax(x =>  
        if (x > 413201) x * 0.396  
        else x * 0.3,  
        salary)  
}
```

```
def twTax(salary: BigDecimal) =  
    calculateTax(_ * 0.25, salary)
```

```
usaTax(413202)  
twTax(100)
```

High-order functions

```
def calculateTax(rate: BigDecimal => BigDecimal)
: (BigDecimal) => BigDecimal = {
  rate
}
```

```
def usaTax = calculateTax(x =>
  if (x > 413201) x * 0.396
  else x * 0.3
)
def twTax = calculateTax(x => x * 0.25)
```

```
usaTax(413202)
twTax(100)
```

```
calculateTax(usaTax)(413202)
calculateTax(twTax)(100)
```

High-order functions - Curry

```
def calculateTax(rate: BigDecimal => BigDecimal)
    (salary: BigDecimal): BigDecimal = {
    rate(salary)
}
```

```
def usaTax(salary: BigDecimal) =
    calculateTax(x =>
        if (x > 413201) x * 0.396
        else x * 0.3)(salary)
```

```
def twTax(salary: BigDecimal) =
    calculateTax(x => x * 0.25)(salary)
```

```
usaTax(413202)
twTax(100)
```


High-order functions - Partially Applied Function

// Curry

```
def calculateTax(rate: BigDecimal => BigDecimal)
    (salary: BigDecimal): BigDecimal = {
    rate(salary)
}
```

// First way of Partially Applied Function

```
def usaTax = calculateTax(
    x =>
        if (x > 413201) x * 0.396
        else x * 0.3
)(_)
```



// Second way of Partially Applied Function

```
def twTax: BigDecimal => BigDecimal = calculateTax(_ * 0.25)
```

```
usaTax(413202)
```

```
twTax(100)
```

Exercise of High-order functions

```
def summation(fun: Int => Int, start: Int, end: Int): Int = ???
```

```
def number(n: Int): Int = ???
```

```
def cube(n: Int): Int = ???
```

```
// factorial number: 5 * 4 * 3 * 2 * 1
```

```
def factorial(n: Int): Int = ???
```

```
def sumNumber(start: Int, end: Int): Int = ???
```

```
def sumCubes(start: Int, end: Int): Int = ???
```

```
def sumFactorials(start: Int, end: Int): Int = ???
```

Functional Programming Principles in Scala, Martin Odersky

Exercise of High-order functions

// hint: nest function

```
def summation(fun: Int => Int): (Int, Int) => Int = ???
```

```
def sumNumber = ???
```

```
def sumCubes = ???
```

```
def sumFactorials = ???
```

Functional Programming Principles in Scala, Martin Odersky

Exercise of Curry

// Curry

```
def summation(fun: Int => Int)(start: Int, end: Int): Int = ???
```

```
def sumNumber = ???
```

```
def sumCubes = ???
```

```
def sumFactorials = ???
```

Functional Programming Principles in Scala, Martin Odersky

Collections

- ❖ Concept of Collections
- ❖ Collection Traits
- ❖ Hierarchy of Collections
 - ❖ Immutable
 - ❖ Mutable
- ❖ Immutable List
- ❖ Immutable HashMap
- ❖ Tuple
- ❖ Option
- ❖ Pattern Matching v3
- ❖ Time Complexity

Concept of Collections

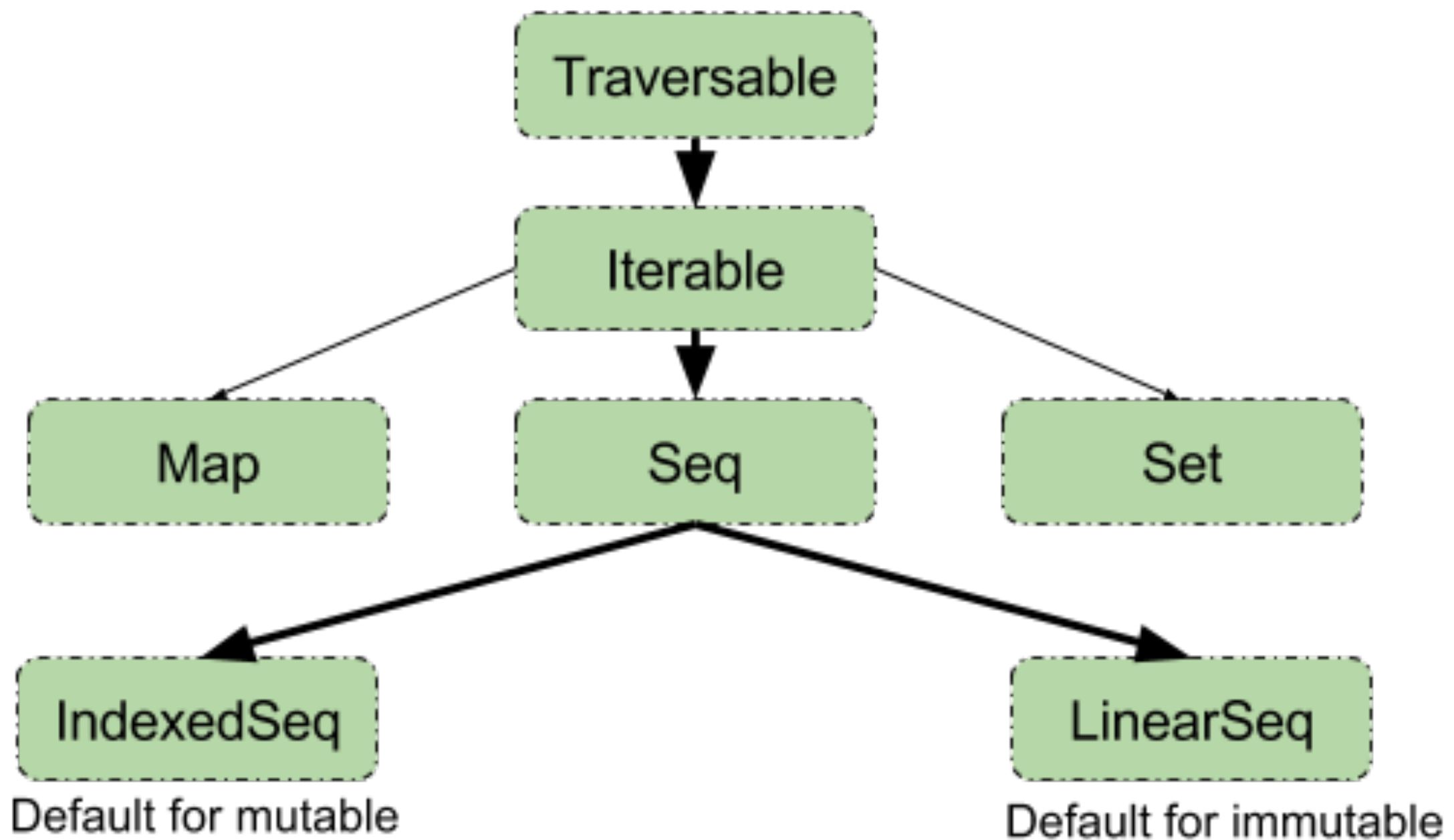
- ❖ In most programming language, they only support mutable collections.
- ❖ Scala supports mutable collections and **immutable** collections.
 - ❖ It means you **cannot change the data** that inside of collections.
 - ❖ When you operate on a collection, it will **return a new collection** than **keep origin collection**.
- ❖ Almost every method is **left associativity**.
 - ❖ Unless method that ends in a “**:**”(colon) is **right associativity**.

Concept of Collections

	val	var
Immutable Collection	Best	Not Bad
Mutable Collection	Danger	Very Danger

The Mutability Matrix of Pain by Jamie Allen

Hierarchy of Collections



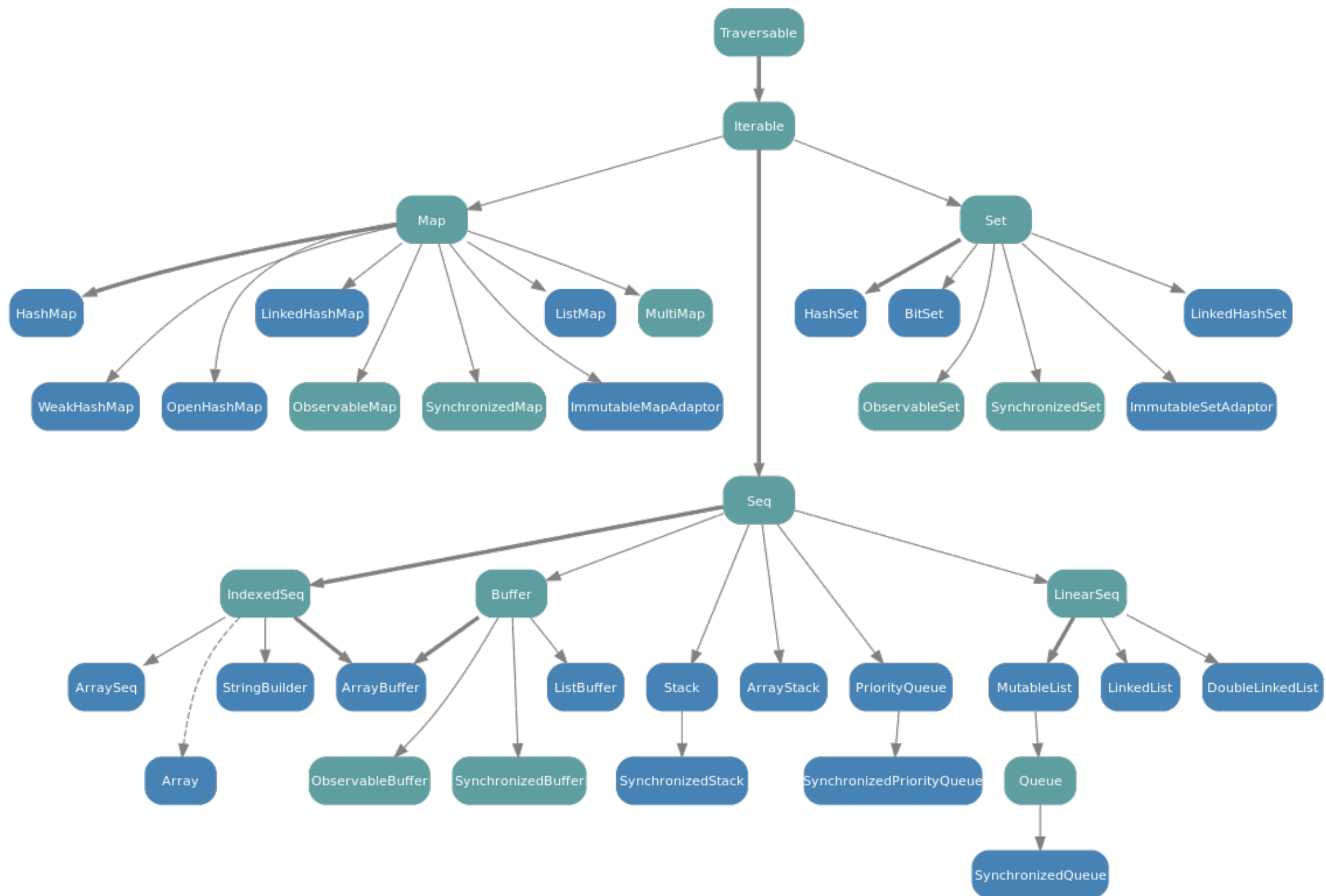
Collection Trait

- ❖ Traversable - traverse whole collection.
- ❖ Iterable - traverse whole collection **with sooner stop**.
- ❖ Seq
 - ❖ IndexedSeq - Array
 - ❖ LinearSeq - List
- ❖ Map - key pairs with value.
- ❖ Set - no duplicated item

Hierarchy of Immutable Collections

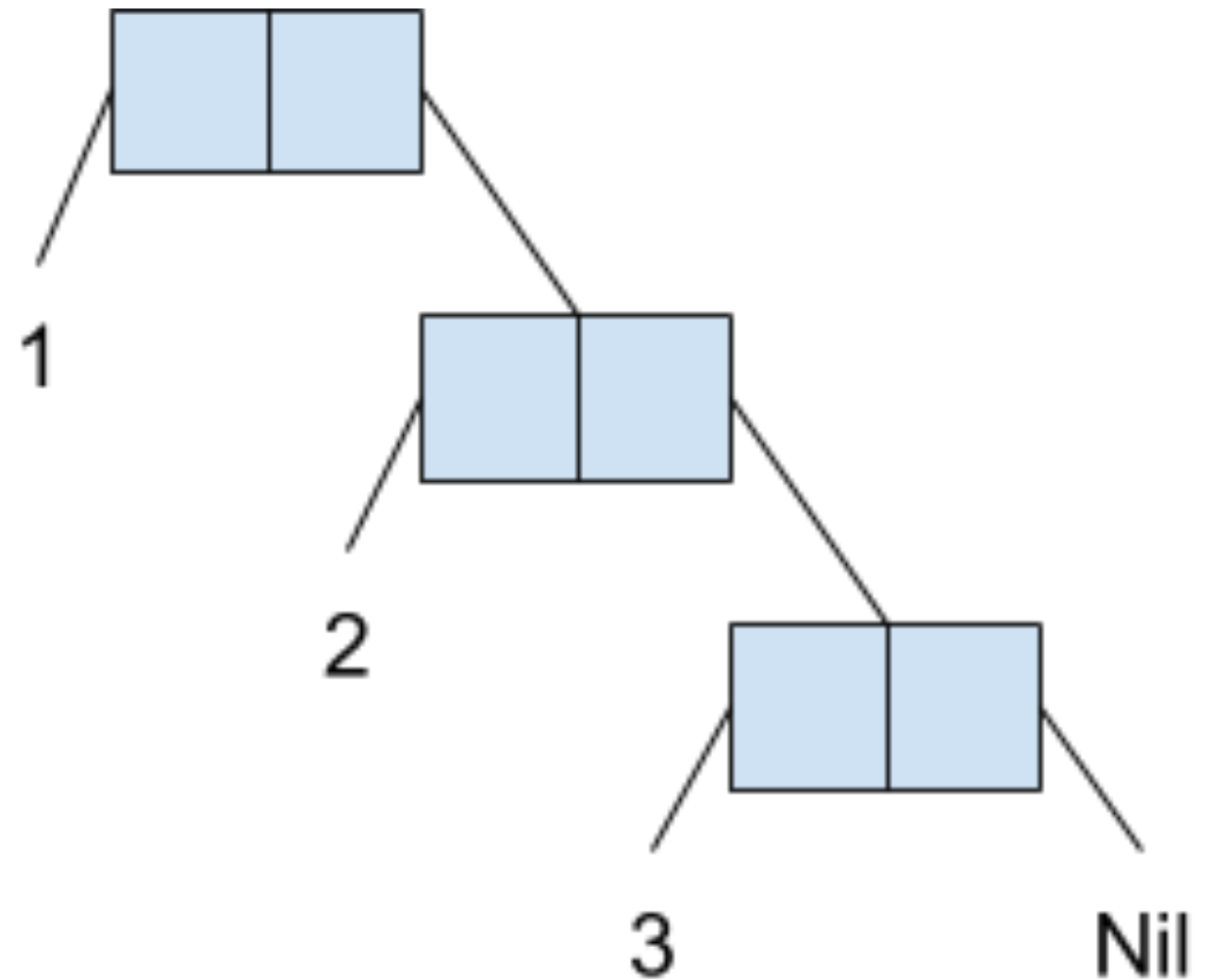


Hierarchy of Mutable Collection



Concept of Immutable List

- ❖ Nil
- ❖ The empty list.
- ❖ Avoid null.



Work with List

// Construct List

```
val list1 = List(1, 2, 3)
```

// Element prepends to List

```
val list2 = 1 :: 2 :: 3 :: Nil
```

pronounced “cons”

```
val list3 = 1 :: (2 :: (3 :: Nil))
```

```
val list4 = Nil:::(3):::(2):::(1)
```

// List prepends to List

```
val list5 = List(5, 5, 6, 6) :: List(8, 7)
```

```
val list6 = List(8, 7) :: List(5, 5, 6, 6)
```

API of List

```
val list =
```

```
  List(4, 3, 0, 1, 2)
```

```
list.head
```

```
list.tail
```

```
list.length
```

```
list.max
```

```
list.min
```

```
list.sum
```

```
list.contains(5)
```

```
list.mkString(",")
```

```
list.drop(2)
```

```
list.reverse
```

```
list.sortWith(_ > _)
```

```
list.map(x => x * 2)
```

```
list.map(_ * 2)
```

```
list.reduce((x, y) => x + y)
```

```
list.reduce(_ + _)
```

```
list.filter(x => x % 2 == 0)
```

```
list.filter(_ % 2 == 0)
```

```
list.groupBy(x => x % 2 == 0)
```

```
list.groupBy(_ % 2 == 0)
```

```
list.indices zip list
```

```
list.zipWithIndex
```

List with high-order function

```
val list =  
  List(4, 3, 0, 1, 2)
```

```
val twoDim = list.map(_ + 1) ::  
  list.map(_ - 1) ::  
  list.map(_ * 2) ::  
  Nil
```

```
twoDim.flatten
```

```
// map + flatten
```

```
twoDim.flatMap(x => x.filter(_ % 2 == 1))
```

Concept of Immutable HashMap

- ❖ Tuple
- ❖ Option
 - ❖ Some
 - ❖ None

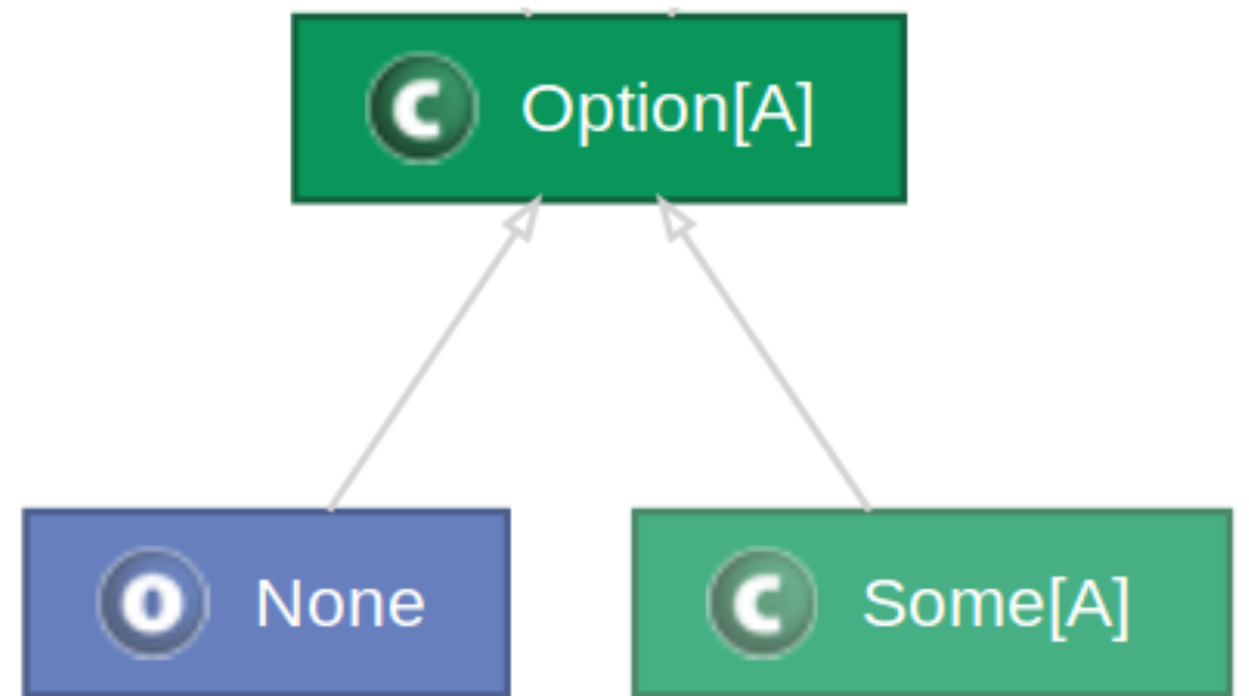
Tuple

- ❖ Immutable
- ❖ Contain **different type** of elements
 - ❖ You don't need Java-Bean
- ❖ It can contain to 22 elements.
- ❖ Tuple2 = Pair

```
val people =  
    ("Martin", 58)  
people._1  
people._2
```

Option

- ❖ Use to avoid null.
- ❖ Null is error prone.
- ❖ Your code needs to check whether or not it is null.
- ❖ Option type will be Some **or** None.



<http://beteheess.github.io/talks/2014/06/06-cata-visitor-adt#14>

Work with HashMap

```
val countryCode =  
    Map("Taiwan" -> 886,  
        "United States" -> 1,  
        "Japan" -> 81)  
val countryCode1 =  
    Map(("Taiwan", 886),  
        ("United States", 1),  
        ("Japan", 81))  
  
// 886  
countryCode("Taiwan")  
// Some(886)  
countryCode.get("Taiwan")
```

```
// NoSuchElementException  
countryCode("Canada")  
// None  
countryCode.get("Canada")  
// add  
countryCode + ("China" -> 86)  
// delete  
countryCode - ("Japan")  
// update  
countryCode + ("Taiwan" -> 5566)  
countryCode.getOrElse("China", 0)
```

More Option

```
val list = List(0, 1, 2, 3, 4, 5)
```

```
def odd(n: Int) =
```

```
  if (n % 2 == 1) Some(n)
```

```
  else None
```

```
list.map(odd(_))
```

```
list.flatMap(odd(_))
```

```
val list1 =
```

```
  List(Some(1), None, Some(2), None, Some(3))
```

```
Some(5566).map(x => x * 2)
```

```
list1.flatMap(x => x.map(y => y * 2))
```

```
list1.flatMap(_.map(_ * 2))
```

Advanced Option

```
case class People(  
    id: String,  
    firstName: String,  
    lastName: String,  
    age: Int,  
    countries: List[String],  
    gender: Option[String]  
)  
  
object PeopleRepository {  
    private val peoples = Map(  
        1 -> People("1", "John", "Doe", 30,  
List("TW", "USA"), Some("male")),  
        2 -> People("2", "Janie", "Doe", 10,  
List("Japan"), Some("female")),  
        3 -> People("3", "", "Doe", 50, List("TW"),  
None))  
  
    def find(id: Int): Option[People] =  
        peoples.get(id)  
    def getAll = peoples.values  
}
```

```
// None  
for {  
    people <- PeopleRepository.find(2)  
    gender <- people.gender  
} yield gender  
  
// Some(female)  
for {  
    people <- PeopleRepository.find(3)  
    gender <- people.gender  
} yield gender  
  
// None  
for {  
    people <- PeopleRepository.find(4)  
    gender <- people.gender  
} yield gender
```

The Neophyte's Guide to Scala Part 5: The Option Type

For-comprehensions

// List of People has TW passport

```
for {  
  people <- PeopleRepository.getAll  
  if (people.countries.contains("TW"))  
} yield people
```

```
(for {  
  people <- PeopleRepository.getAll  
  country <- people.countries  
} yield country).toSet
```

Exercise of Collection

// only use collection's API(combinator)

// find the maximum number of Seq with fun

```
def larges(fun: Int => Int,  
           inputs: Seq[Int]): Int = ???
```

// find the maximum number of index of Seq with fun

```
def largesIndex(fun: Int => Int,  
                inputs: Seq[Int]): Int = ???
```

Scala for the Impatient by Cay Horstmann

Pattern Matching v3

```
val list = (0 to 5).toList
def sum(list: List[Int]): Int = {
  list match {
    case Nil => 0
    case head :: tail => head + sum(tail)
  }
}
sum(list)
```

Pattern Matching v3

```
import scala.annotation.tailrec

val list = (0 until 9).toList
def sumTail(list: List[Int]): Int = {
  @tailrec
  def help(list: List[Int],
           previous: Int): Int = list match {
    case Nil => 0
    case List(onlyOne) => previous + onlyOne
    case head :: tail => help(tail, previous + head)
  }
  help(list, 0)
}
sumTail(list)
```

Time complexity

- ❖ C: constant time, $O(1)$
- ❖ eC: effectively constant time
- ❖ aC: amortised constant time
 - ❖ Some of operation take longer. On average, it is constant time.
- ❖ Log: $O(\log n)$
- ❖ L: linear time, $O(n)$

Collection Performance - Immutable Sequence

	head	tail	apply	update	prepend	append	insert
List	C	C	L	L	C	L	
Stream	C	C	L	L	C	L	
Vector	eC	eC	eC	eC	eC	eC	
Stack	C	C	L	L	C	C	L
Queue	aC	aC	L	L	L	C	
Range	C	C	C				
String	C	L	C	L	L	L	

<http://docs.scala-lang.org/overviews/collections/performance-characteristics.html>

Collection Performance - Mutable Sequence

	head	tail	apply	update	prepend	append	insert
ArrayBuffer	C	L	C	C	L	aC	L
ListBuffer	C	L	L	L	C	C	L
StringBuilder	C	L	C	C	L	aC	L
MutableList	C	L	L	L	C	C	L
Queue	C	L	L	L	C	C	L
ArraySeq	C	L	C	C			
Stack	C	L	L	L	C	L	L
ArrayStack	C	L	C	C	aC	L	L
Array	C	L	C	C			

<http://docs.scala-lang.org/overviews/collections/performance-characteristics.html>

Collection Performance - Set & Map

	lookup	add	remove	min
immutable				
HashSet/HashMap	eC	eC	eC	L
TreeSet/TreeMap	Log	Log	Log	Log
BitSet	C	L	L	eC*
ListMap	L	L	L	L
mutable				
HashSet/HashMap	eC	eC	eC	L
WeakHashMap	eC	eC	eC	L
BitSet	C	aC	C	eC
TreeSet	Log	Log	Log	Log

<http://docs.scala-lang.org/overviews/collections/performance-characteristics.html>

Summary of Scala

- ❖ Keep it simple.
- ❖ **Don't pack too much in one expression.**
- ❖ Find meaningful names.
 - ❖ If you are hard to find meaningful names, maybe you have wrong abstraction.
- ❖ Prefer functional.
- ❖ **But don't diabolise local state.**
- ❖ Careful with mutable objects.

Scala with Style by Martin Odersky

Further Reading & Reference

❖ Video

- ❖ [Scala for the Intrigued by Venkat Subramaniam](#)
- ❖ [Scala with Style by Martin Odersky](#)

❖ Online Tutorial

- ❖ [Scala School by Twitter](#)
- ❖ [Creative Scala by Underscore](#)
- ❖ [Scala Official Tutorial](#)
- ❖ [Scala 101 by Lightbend](#)
- ❖ [Scala Exercises](#)

❖ Other

- ❖ [Scala 2.11.8 API Documentation](#)

Further Reading & Reference

❖ Book

- ❖ Jason Swartz. Learning Scala. Available from <http://shop.oreilly.com/product/0636920030287.do>
- ❖ Cay Horstmann. **Scala for the Impatient**. Available from <http://www.informit.com/store/scala-for-the-impatient-9780321774095>
 - ❖ (Beginning)
- ❖ Martin Odersky, Lex Spoon, and Bill Venners. **Programming in Scala, 3rd**. Available from http://www.artima.com/shop/programming_in_scala_3ed
 - ❖ (Beginning, Intermediate, Advance)
- ❖ Joshua D. Suereth. Scala in Depth. Available from <https://www.manning.com/books/scala-in-depth>
 - ❖ (Advance)

Further Reading

❖ SBT

- ❖ SBT Basic Concepts by Pishen Tsai
- ❖ SBT Official Document

❖ Design

- ❖ Functional Patterns in Scala by Walter Chang
- ❖ Functional Programming in Scala by Paul Chiusano and Rúnar Bjarnason

❖ Test

- ❖ ScalaTest Official Guild

Further Reading

- ❖ **S**tructure and **I**nterpretation of **C**omputer **P**rograms by Harold Abelson, Gerald Jay Sussman, Julie Sussman
 - ❖ Books - <https://mitpress.mit.edu/sicp/full-text/book/book.html>
 - ❖ Videos - <http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/>
- ❖ It's not teach you Scala, but it teaches **the principles of computer programming**. Even Martin's Coursera courses borrow concepts from this material.

Special Thanks

- ❖ (By Alphabet)
- ❖ Pishen Tsai
 - ❖ <https://github.com/pishen>
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- ❖ Walter Chang
 - ❖ <https://twitter.com/weihsiu>
 - ❖ **Thanks for the most pull requests!!!**
- ❖ Zanyking
 - ❖ <http://zanyking.blogspot.tw>