

U23SA861Y : In this case you would have a list of participants and you want a list of values
U23SA861Y : so you call `List.map` with a function that transforms a single participant into a `Json.Encode.Value`
U23SA861Y : you can then pass that list of values to `Json.Encode.list` to construct a new value
U6D3ERLA1 : :bulb:
U6D3ERLA1 : that makes sense
U6D3ERLA1 : pipe it back to values
U6D3ERLA1 : <<https://gist.github.com/254b044a54ec101c5ed7392eb8df5677>>
U6D3ERLA1 : <@U0CQ254F5> <@U23SA861Y> Thanks for data pipeline 101 :train:
U1ZFF0E5P : Hi, I'm trying to make the following decoder polymorphic instead of hard-coded to String for result, but I can't figure out how to do it``type alias DictItem =

```
{ result : String
, entities : Entities
}
```

dictItemDecoder : Decoder DictItem

```
dictItemDecoder =
  decode DictItem
    |> required "result" string
    |> required "entities" entitiesDecoder``
```

U1ZFF0E5P : so I changed the alias to this, but I'm stuck at the decoder level: ``type alias DictItem a = { result : a , entities : Entities }``

U1ZFF0E5P : I tried this but it obviously doesn't work ``dictItemDecoder : Decoder (DictItem a)dictItemDecoder = decode (DictItem a) |> required "result" a |> required "entities" entitiesDecoder``

U153UK3FA : <@U1ZFF0E5P> how do you expect the compiler to infer the type of `a`?

U1ZFF0E5P : that is a very good question

U1ZFF0E5P : essentially I'm moving all my ids from strings to wrapped types like so: ``type StudentCourseClassId = StudentCourseClassId String``

U1ZFF0E5P : but yeah thinking about it there is no way for the compiler to guess that

U1ZFF0E5P : so either I "duplicate" this decoder for each id type, or I can probably put them in a union type and use this

U23SA861Y : ok so one thing about elm is that it's not polymorphic, if you want to make something type agnostic you will have to have a parameter which passes down how to deal with that type.

U1ZFF0E5P : yeah, I'm still struggling to think this way (coming from dynamic languages)

U1ZFF0E5P : is this where typeclasses would be useful? as in I can pass down "a" and define on it's typeclass level how to be decoded?

U1ZFF0E5P : never used any of this stuff, just heard about it

U23SA861Y : well there are typed languages can be polymorphic, elm just chose not to be

U23SA861Y : yeah, you would have some thing like JSONEncodable or something

U23SA861Y : here your dictItemDecoder would take a function