U3SJEDR96 : `=>` is also great when working with inline styles or `Dict.fromList` for example

U3R7CKQRX : I agree about the expressiveness

U3R7CKQRX : is there some general agreement to do this? i've seen this quite a bit. will this maybe even be changed in 0.19?

U3SJEDR96 : Quite likely!

U3R7CKQRX : ok good to know :slightly_smiling_face:

U3R7CKQRX : thanks <@U3SJEDR96>

U3SJEDR96 : Though there will likely be tools to convert code, so sticking to `!` for now is actually a good idea :)

U5XC2FJ1Y : thanks! i really like the compiler messages 99% of the time so I figured there was probably a story here, good to know my intuition was right and good to know this is something y'all have thought about :slightly_smiling_face:

U601ELFEG : I have the following: `case Array.get i someArray of   Just x -> x   Nothing

U601ELFEG : er

U601ELFEG : ```case Array.get i someArray of   Just x -> x
    Nothing -> Debug.crash "never gonna happen"
```

U601ELFEG : but I see this crash anyway - does Elm evaluate the Nothing case anyway?

U0CLDU8UB : Yes, it's an eager language

U601ELFEG : even for `case`?

U1CE9DL9H : no, case is lazy

U601ELFEG : that is what I thought

U601ELFEG : though I'm wondering if the `Nothing` branch is handled differently

U1CE9DL9H : what is your actual code? the thing you typed will never evaluate the `Nothing` branch for a just

U1CE9DL9H : but ```
x = Debug.crash ""

v = case ... of
   Just _ -&gt; ...
   Nothing -&gt; x
```

U1CE9DL9H : will

U1CE9DL9H : crash

U601ELFEG : ```arrayMap2 : (a -> b -> c) -> Array a -> Array b -> Array carrayMap2 f aArray bArray =
  let
    l = min (Array.length aArray) (Array.length bArray)
    gen i = case Maybe.map2 f (Array.get i aArray) (Array.get i bArray) of
      Just c -> c
      Nothing -> shouldNeverHappen
  in
    Array.initialize 1 gen
```

U601ELFEG : oopps

U601ELFEG : and yes - now I see it - `shouldNeverHappen` is a syn. for `Debug.crash` with a message

U601ELFEG : and that is going to kill it

U601ELFEG : Oy - miss my lazy language!

U1CE9DL9H : just make it take unit as an argument

U601ELFEG : TY - that worked - the app runs again.