

# Lecture 2 – Basic Introduction of Scala

## COSE215: Theory of Computation

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2024 Spring

- ① Mathematical Notations
  - Notations in Logics
  - Notations in Set Theory
- ② Inductive Proofs
  - Inductions on Integers
  - Structural Inductions
  - Mutual Inductions
- ③ Notations in Languages
  - Symbols & Words
  - Languages



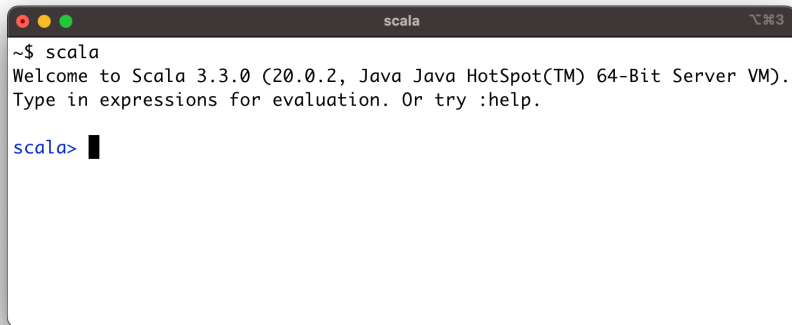
Scala stands for **Scalable Language**.

- A general-purpose programming language
- **Java Virtual Machine (JVM)**-based language
- A **statically typed** language
- An **object-oriented programming (OOP)** language
- A **functional programming (FP)** language

# Read-Eval-Print-Loop (REPL)

Please download and install them using the following links.

- **JDK** – <https://www.oracle.com/java/technologies/downloads/>
- **sbt** – <https://www.scala-sbt.org/download.html>
- **Scala REPL** – <https://www.scala-lang.org/download/>



A screenshot of a macOS-style window titled "scala" with a dark title bar and three colored window control buttons (red, yellow, green) on the left. The window content shows the Scala REPL interface. It starts with a terminal prompt "~\$ scala", followed by a welcome message: "Welcome to Scala 3.3.0 (20.0.2, Java Java HotSpot(TM) 64-Bit Server VM). Type in expressions for evaluation. Or try :help." Below this, the prompt "scala>" is shown in blue text, followed by a black cursor block.

```
scala
~$ scala
Welcome to Scala 3.3.0 (20.0.2, Java Java HotSpot(TM) 64-Bit Server VM).
Type in expressions for evaluation. Or try :help.

scala> █
```

We will use **functional programming** (FP) by **reducing unexpected side effects** and **increasing code readability**.

- **Immutable Variables**

- Variables are immutable by default

- **Pure Functions**

- Functions do not have side effects

- **First-class Functions**

- Functions are first-class citizens (i.e., functions are values)

- **Functional Error Handling**

- Using `Option` for error handling

## 1. Basic Features

- Basic Data Types

- Variables

- Methods

- Recursion

## 2. Algebraic Data Types (ADTs)

- Product Types – Case Classes

- Algebraic Data Types (ADTs) – Enumerations

- Pattern Matching

- Methods

## 3. First-Class Functions

## 4. Immutable Collections (Data Structures)

- Lists

- Options and Pairs

- Maps and Sets

- For Comprehensions

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Maps and Sets

For Comprehensions

Int type represents a **32-bit signed integer** ( $-2^{31}$  to  $2^{31} - 1$ ).

```
42                // 42    : Int

// Operations for integers
1 + 2             // 3     : Int      (integer addition)
1 - 2             // -1    : Int      (integer subtraction)
3 * 4             // 12    : Int      (integer multiplication)
5 / 2             // 2     : Int      (integer division)
5 % 2             // 1     : Int      (integer modulus)
```



Int type represents a **32-bit signed integer** ( $-2^{31}$  to  $2^{31} - 1$ ).

```
42                // 42    : Int

// Operations for integers
1 + 2             // 3     : Int      (integer addition)
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3 * 4             // 12    : Int      (integer multiplication)
5 / 2             // 2     : Int      (integer division)
5 % 2             // 1     : Int      (integer modulus)
```

Double type represents a **64-bit double-precision floating-point**.

```
3.7               // 3.7    : Double

// Operations for doubles
1.1 + 2.2         // 3.3    : Double  (double addition)
1.1 - 2.2         // -1.1   : Double  (double subtraction)
3.3 * 4.4         // 14.52  : Double  (double multiplication)
5.5 / 2.2         // 2.5    : Double  (double division)
```

Boolean type represents a `true` or `false` value.

```
true           // true : Boolean
false          // false: Boolean

// Operations for booleans
true && false   // false: Boolean  (logical AND)
true || false  // true : Boolean   (logical OR)
!true          // false: Boolean   (logical NOT)

// Numerical comparison operations producing booleans
1 < 2           // true : Boolean   (less than)
1 <= 2          // true : Boolean   (less than or equal to)
1 == 2          // false: Boolean   (equal to)
1 != 2          // true : Boolean   (not equal to)
```

Boolean type represents a `true` or `false` value.

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true           // true : Boolean
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// Operations for booleans
true && false   // false: Boolean   (logical AND)
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1 <= 2          // true : Boolean   (less than or equal to)
1 == 2          // false: Boolean   (equal to)
1 != 2          // true : Boolean   (not equal to)
```

Unit indicates **no meaningful information** and has one instance `()`.

```
()           // () : Unit
println("Hello") // () : Unit   (side effect: printing "Hello")
```

Char represents a **16-bit Unicode character**,  
and String represents an **immutable sequence of characters** (Char).

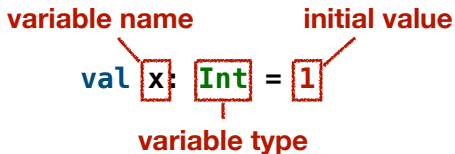
```
'c'           // 'c'           : Char
"abc"         // "abc"         : String

// Operations for strings
"abc"(1)      // 'b'           : Char    (unsafe indexing)
"abc" + "def" // "abcdef"      : String  (string concatenation)
"abc" * 3     // "abcabcabc"   : String  (string repetition)
"abc".length  // 3             : Int     (string length)
"abc".reverse // "cba"         : String  (string reverse)
"abc".take(2) // "ab"          : String  (take first two characters)
"abc".drop(2) // "c"           : String  (drop first two characters)
"abc".toUpperCase // "ABC"      : String  (convert to upper case)
"ABC".toLowerCase // "abc"      : String  (convert to lower case)
```

**variable name**      **initial value**

`val` **x** : **Int** = **1**

**variable type**



```
// An immutable variable `x` of type `Int` with 1
val x: Int = 1
x + 2           // 1 + 2 == 3 : Int
x = 2           // Type Error: Reassignment to val `x`

// Type Inference: `Int` is inferred from `1`
val y = 1       // y: Int

// Type Mismatch Error: `Boolean` required but `Int` found: 42
val c: Boolean = 42
```

While Scala supports mutable variables (`var`), **DO NOT USE MUTABLE VARIABLES IN THIS COURSE** because it is against the **functional programming** paradigm.

`var x: Int = 1`

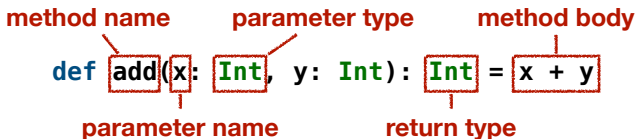
```
// A mutable variable `x` of type `Int` with 1
var x: Int = 1
x + 2           // 1 + 2 == 3 : Int

// You can reassign a mutable variable `x`
x = 2           // x == 2
x + 2           // 2 + 2 == 4 : Int
```

method name      parameter type      method body

```
def add(x: Int, y: Int): Int = x + y
```

parameter name      return type



```
// A method `add` of type `(Int, Int) => Int`
// It means that `add` takes two `Int` arguments and returns an `Int`
def add(x: Int, y: Int): Int = x + y
add(1, 2)           // 1 + 2 == 3   : Int
add(5, 6)           // 5 + 6 == 11  : Int

// Type Error: wrong number of arguments
add(1)              // Too few arguments
add(1, 2, 3)        // Too many arguments

// Type Mismatch Error: `Int` required but `String` found: "abc"
add(1, "abc")
```

You can **recursively** invoke a method.

```
// A recursive method `sum` that adds all the integers from 1 to n
def sum(n: Int): Int =
  if (n < 1) 0
  else sum(n - 1) + n

sum(10)           // 55           : Int
sum(100)          // 5050          : Int
```



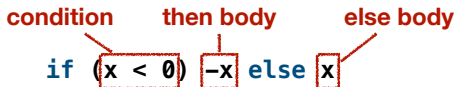
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condition      then body      else body

if (x < 0) -x else x



where **conditional expressions** (if-else) control the flow of execution.

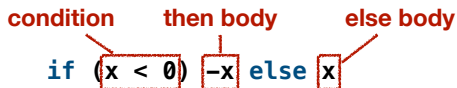
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```

condition      then body      else body

if (x < 0) -x else x



where **conditional expressions** (**if-else**) control the flow of execution. Note that it is a conditional **expression** not a **statement** similar to the ternary operator ( $x \text{ ? } y \text{ : } z$ ) in other languages.

```
"01" * (if (true) 3 else 7) // "01" * 3 == "010101" : String
```

While Scala supports `while` loops, **DO NOT USE WHILE LOOPS IN THIS COURSE** because it is against the **functional programming** paradigm.

```
// Sum of all the numbers from 1 to n
def sum(n: Int): Int = {
  var s: Int = 0
  var k: Int = 1
  while (k <= n) {
    s = s + k
    k = k + 1
  }
  s
}

sum(10) // 55    : Int
sum(100) // 5050 : Int
```

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Options and Pairs

Maps and Sets

For Comprehensions

A **case class** defines a **product type** with named fields.

**type name**                      **field type**

`case class` **Point** (`x: Int`, `y: Int`, `color: String`)

**field name**

```
// A case class `Point` having `x`, `y`, and `color` fields
// whose types are `Int`, `Int`, and `String`, respectively
case class Point(x: Int, y: Int, color: String)

// A `Point` instance whose fields: x = 3, y = 4, and color = "RED"
val point: Point = Point(3, 4, "RED")

// You can access fields using the dot operator
point.x           // 3           : Int
point.color       // "RED"       : String

// Fields are immutable by default
point.x = 5       // Type Error: Reassignment to val `x`
```

An **algebraic data type (ADT)** is a sum of product types, and you can define it using **enumerations** (`enum`) in Scala.

```
enum Tree:  
  case Leaf(value: Int)  
  case Branch(left: Tree, value: Int, right: Tree)
```

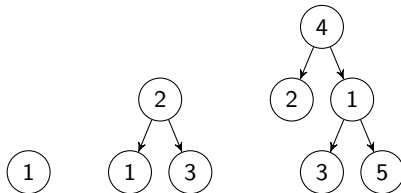
Diagram annotations: "type name" points to `Tree`; "variants" points to the `case` lines.

An **algebraic data type (ADT)** is a sum of product types, and you can define it using **enumerations** (`enum`) in Scala.

```
enum Tree:  
  case Leaf(value: Int)  
  case Branch(left: Tree, value: Int, right: Tree)
```

Annotations: **type name** points to `Tree`; **variants** points to the `case` definitions.

```
import Tree.* // Import all constructors for variants of `Tree`  
val tree1: Tree = Leaf(1)  
val tree2: Tree = Branch(Leaf(1), 2, Leaf(3))  
val tree3: Tree = Branch(Leaf(2), 4, Branch(Leaf(3), 1, Leaf(5)))
```



You can **pattern match** on algebraic data types (ADTs).

```
// A recursive method counts the number of the given integer in a tree
def sum(t: Tree): Int = t match
  case Leaf(n)          => n
  case Branch(l, n, r) => sum(l) + n + sum(r)

sum(Branch(Branch(Leaf(1), 2, Leaf(3)), 4, Leaf(5))) // 15 : Int
```



You can **pattern match** on algebraic data types (ADTs).

```
// A recursive method counts the number of the given integer in a tree
def sum(t: Tree): Int = t match
  case Leaf(n)           => n
  case Branch(l, n, r) => sum(l) + n + sum(r)

sum(Branch(Branch(Leaf(1), 2, Leaf(3)), 4, Leaf(5))) // 15 : Int
```

You can **ignore** some components using an underscore (`_`) and use **if guards** to add conditions to patterns.

```
// A recursive method counts the number of the given integer in a tree
def count(t: Tree, x: Int): Int = t match
  case Leaf(n)           if n == x => 1
  case Leaf(_)           => 0
  case Branch(l, n, r) if n == x => count(l, x) + 1 + count(r, x)
  case Branch(l, _, r)   => count(l, x) + count(r, x)

count(Branch(Leaf(2), 3, Branch(Leaf(2), 2, Leaf(1))), 2) // 3 : Int
```

Here is another example of pattern matching on ADTs.

```
// An ADT for natural numbers
enum Nat:
  case Zero
  case Succ(n: Nat)

import Nat.* // Import all constructors for variants of `Nat`
```

Here is another example of pattern matching on ADTs.

```
// An ADT for natural numbers
enum Nat:
  case Zero
  case Succ(n: Nat)

import Nat.* // Import all constructors for variants of `Nat`
```

We can also use **nested pattern matching**.

```
// A recursive method adds two natural numbers
def isEven(x: Nat): Boolean = x match
  case Zero          => true
  case Succ(Succ(y)) => isEven(y)    // nested pattern matching
  case _             => false

isEven(Zero)           // true  : Boolean
isEven(Succ(Zero))     // false : Boolean
isEven(Succ(Succ(Zero))) // true  : Boolean
```

You can define methods inside `case class` or enumerations (`enum`).

```
case class Point(x: Int, y: Int, color: String):  
  // A method that returns a new point moved by (dx, dy)  
  def move(dx: Int, dy: Int): Point = Point(x + dx, y + dy, color)  
  
Point(3, 4, "RED").move(1, -2)      // Point(4, 2, "RED"): Point
```

You can define methods inside `case class` or enumerations (`enum`).

```
case class Point(x: Int, y: Int, color: String):  
  // A method that returns a new point moved by (dx, dy)  
  def move(dx: Int, dy: Int): Point = Point(x + dx, y + dy, color)  
  
Point(3, 4, "RED").move(1, -2)    // Point(4, 2, "RED"): Point
```

The keyword `this` refers to the current instance.

```
enum Tree:  
  ...  
  // A recursive method counts the number of the given integer in a tree  
  def count(x: Int): Int = this match  
    case Leaf(n)           if n == x => 1  
    case Leaf(_)           => 0  
    case Branch(l, n, r) if n == x => l.count(x) + 1 + r.count(x)  
    case Branch(l, _, r)   => l.count(x) + r.count(x)  
  
import Tree.* // Import all constructors for variants of `Nat`  
Branch(Leaf(2), 3, Branch(Leaf(2), 2, Leaf(1))).count(2) // 3 : Int
```

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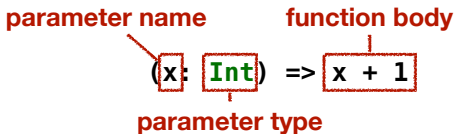
Maps and Sets

For Comprehensions

parameter name      function body

(x: Int) => x + 1

parameter type



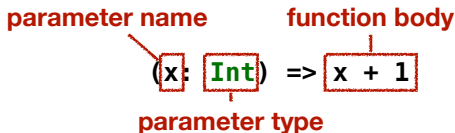
A **function** is a **first-class citizen** (i.e., a function is a value) in Scala.

```
// A function that increments its input
(x: Int) => x + 1                // a function `Int => Int`
((x: Int) => x + 1)(3)          // 3 + 1 = 4 : Int
```

parameter name      function body

(x: Int) => x + 1

parameter type



A **function** is a **first-class citizen** (i.e., a function is a value) in Scala.

```
// A function that increments its input
(x: Int) => x + 1                // a function `Int => Int`
((x: Int) => x + 1)(3)           // 3 + 1 = 4 : Int
```

We can **store** a function in a variable.

```
val inc: Int => Int = (x: Int) => x + 1
inc(3)                // 3 + 1 = 4 : Int
val inc: Int => Int = x => x + 1    // Type Inference: `x` is `Int`
inc(3)                // 3 + 1 = 4 : Int
val inc: Int => Int = _ + 1        // Placeholder Syntax
inc(3)                // 3 + 1 = 4 : Int
```



We can **pass** a function to a method (or function) as an **argument**.

```
// A method `twice` that applies the function `f` twice to `x`  
def twice(f: Int => Int, x: Int): Int = f(f(x))  
twice(inc, 5)           // inc(inc(5)) = 5 + 1 + 1 = 7 : Int  
  
// You can pass a function to `twice`  
twice((x: Int) => x + 1, 5) // 7 : Int  
twice(x => x + 1, 5)       // 7 : Int - Type Inference: `x` is `Int`  
twice(_ + 1, 5)           // 7 : Int - Placeholder Syntax
```

We can **pass** a function to a method (or function) as an **argument**.

```
// A method `twice` that applies the function `f` twice to `x`
def twice(f: Int => Int, x: Int): Int = f(f(x))
twice(inc, 5)                // inc(inc(5)) = 5 + 1 + 1 = 7 : Int

// You can pass a function to `twice`
twice((x: Int) => x + 1, 5)    // 7 : Int
twice(x => x + 1, 5)          // 7 : Int - Type Inference: `x` is `Int`
twice(_ + 1, 5)              // 7 : Int - Placeholder Syntax
```

We can **return** a function from a method (or function).

```
// A function `addN` returns a function that adds `n`
val addN = (n: Int) => (x: Int) => x + n
val add2 = addN(2)           // add2:           Int => Int
add2(3)                      // 3 + 2 = 5       : Int
addN(7)(5)                   // 5 + 7 = 12      : Int
twice(add2, 5)               // 5 + 2 + 2 = 9    : Int
twice(addN(7), 5)            // 5 + 7 + 7 = 19: Int
```

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List[T] type is an **immutable** sequence of elements of type T.

```
val list: List[Int] = List(3, 1, 2, 4)
```

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val list: List[Int] = List(3, 1, 2, 4)
```

We can define a list using :: (cons) and Nil (empty list).

```
val list = 3 :: 1 :: 2 :: 4 :: Nil
```

List[T] type is an **immutable** sequence of elements of type T.

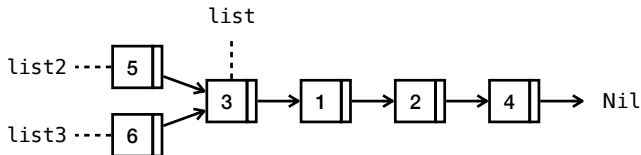
```
val list: List[Int] = List(3, 1, 2, 4)
```

We can define a list using :: (cons) and Nil (empty list).

```
val list = 3 :: 1 :: 2 :: 4 :: Nil
```

Lists are immutable.

```
val list2 = 5 :: list    // List(5, 3, 1, 2, 4): List[Int]
val list3 = 6 :: list    // List(6, 3, 1, 2, 4): List[Int]
```



We can **pattern match** on lists.

```
val list: List[Int] = 3 :: 1 :: 2 :: 4 :: Nil

// Get the second element of the list or 0
def getSnd(list: List[Int]): Int = list match
  case _ :: x :: _ => x
  case _           => 0

getSnd(list)           // 1 : Int

// Filter odd integers and double them in the list
def filterOddAndDouble(list: List[Int]): List[Int] = list match
  case Nil              => Nil
  case x :: xs if x % 2 == 1 => x * 2 :: filterOddAndDouble(xs)
  case _ :: xs          => filterOddAndDouble(xs)

filterOddAndDouble(list) // List(6, 2) : List[Int]
```

```
// A list of integers: 3, 1, 2, 4
val list: List[Int] = List(3, 1, 2, 4)

// Operations/functions on lists
list.length           // 4                      : Int
list ++ List(5, 6, 7) // List(3, 1, 2, 4, 5, 6, 7) : List[Int]
list.reverse          // List(4, 2, 1, 3)         : List[Int]
list.count(_ % 2 == 1) // 2                      : Int
list.foldLeft(0)(_ + _) // 0 + 3 + 1 + 2 + 4 = 10 : Int
list.sorted           // List(1, 2, 3, 4)         : List[Int]
list.map(_ * 2)        // List(6, 2, 4, 8)        : List[Int]
list.flatMap(x => List(x, -x)) // List(3, -3, ..., 4, -4) : List[Int]
list.filter(_ % 2 == 1) // List(3, 1)            : List[Int]

// Redefine `filterOddAndDouble` using `filter` and `map`
def filterOddAndDouble(list: List[Int]): List[Int] =
  list.filter(_ % 2 == 1)
    .map(_ * 2)

filterOddAndDouble(list) // List(6, 2)           : List[Int]
```



While Scala supports `null` to represent the absence of a value, **DO NOT USE NULL IN THIS COURSE.**

While Scala supports `null` to represent the absence of a value, **DO NOT USE NULL IN THIS COURSE.**

Instead, an **option** (`Option[T]`) is a container that may or may not contain a value of type `T`:

- 1 `Some(x)` represents a value `x` and
- 2 `None` represents the absence of a value

```
val some: Option[Int] = Some(42)
val none: Option[Int] = None

// Operations/functions on options
some.map(_ + 1)      // Some(43)      : Option[Int]
none.map(_ + 1)      // None           : Option[Int]
some.getOrElse(7)    // 42             : Int
none.getOrElse(7)    // 7              : Int
some.fold(7)(_ * 2)  // 42 * 2 = 84    : Int
none.fold(7)(_ * 2)  // 7              : Int
```

A **pair** (T, U) is a container that contains two values of types T and U:

```
val pair: (Int, String) = (42, "foo")

// You can construct pairs using `->`
42 -> "foo" == pair    // true           : Boolean
true -> 42             // (true, 42)    : (Boolean, Int)

// Operations/functions on options
pair(0)                // 42            : Int        - NOT RECOMMENDED
pair(1)                // "foo"         : String     - NOT RECOMMENDED

// Pattern matching on pairs
val (x, y) = pair      // x == 42 and y == "foo"
```

A **map** (`Map[K, V]`) is a mapping from keys of type `K` to values of type `V`:

```
val map: Map[String, Int] = Map("a" -> 1, "b" -> 2)

map + ("c" -> 3) // Map("a" -> 1, "b" -> 2, "c" -> 3) : Map[String, Int]
map - "a"        // Map("b" -> 2)                  : Map[String, Int]
map.get("a")     // Some(1)                        : Option[Int]
map.keySet       // Set("a", "b")                   : Set[String]
```

A **set** (`Set[T]`) is a collection of distinct elements of type `T`:

```
val set1: Set[Int] = Set(1, 2, 3)
val set2: Set[Int] = Set(2, 3, 5)

set1 + 4          // Set(1, 2, 3, 4) : Set[Int]
set1 + 2          // Set(1, 2, 3)   : Set[Int]
set1 - 2          // Set(1, 3)       : Set[Int]
set1.contains(2)  // true            : Boolean
set1 ++ set2      // Set(1, 2, 3, 5) : Set[Int]
set1.intersect(set2) // Set(2, 3)    : Set[Int]
set1.diff(set2)    // Set(1)         : Set[Int]
set1.subsetOf(set2) // false         : Boolean
```

A **for comprehension**<sup>1</sup> is a syntactic sugar for nested `map`, `flatMap`, and `filter` operations:

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

// Using `map`, `flatMap`, and `filter`
list.flatMap(x => List(x, -x)) // List(1, -1, 2, -2, 3, -3) : List[Int]
    .map(y => y * 3 + 1)        // List(4, -2, 7, -5, 10, -8) : List[Int]
    .filter(z => z % 5 == 0)    // List(-5, 10) : List[Int]

// Using a for comprehension
for {
  x <- list
  y <- List(x, -x)
  z = y * 3 + 1
  if z % 5 == 0
} yield z // List(-5, 10) : List[Int]
```

---

<sup>1</sup><https://docs.scala-lang.org/tour/for-comprehensions.html>

# Exercise #1

- Please see this document for the exercise.

[https://plrg.korea.ac.kr/courses/cose215/2024\\_1/ex/ex01.pdf](https://plrg.korea.ac.kr/courses/cose215/2024_1/ex/ex01.pdf)

- It is just an exercise, and it is **NOT** included in your grade.
- If you want to get feedback about your solution, you can send your answers to TA([kimjg1119@korea.ac.kr](mailto:kimjg1119@korea.ac.kr)) by 23:59 on March 17.

- Please see this document on GitHub:

<https://github.com/ku-plrg-classroom/docs/tree/main/scala-tutorial>

- The due date is 23:59 on Mar. 25 (Mon.).
- Please only submit `Implementation.scala` file to **Blackboard**.

## 1. Basic Features

- Basic Data Types

- Variables

- Methods

- Recursion

## 2. Algebraic Data Types (ADTs)

- Product Types – Case Classes

- Algebraic Data Types (ADTs) – Enumerations

- Pattern Matching

- Methods

## 3. First-Class Functions

## 4. Immutable Collections (Data Structures)

- Lists

- Options and Pairs

- Maps and Sets

- For Comprehensions



- Deterministic Finite Automata (DFA)

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