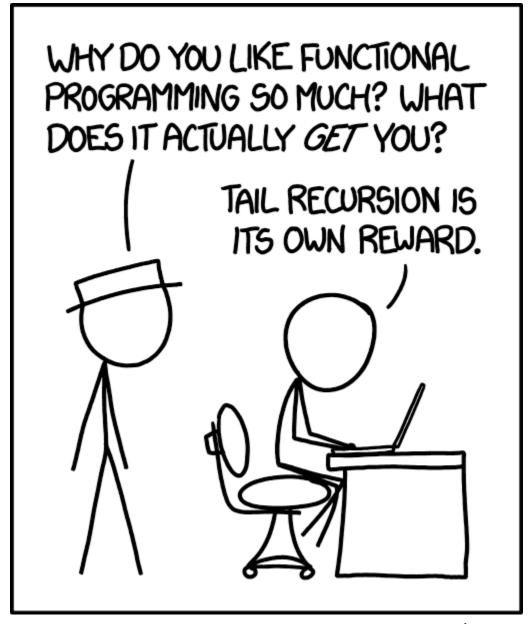
Hva er (greia med)

# FUNKSJONELL PROGRAMMERING

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applicative pure algebraic datatypes currying monoid β-reduction existential quantification functor endofunctor the Curry–Howard correspondence ad hoc polymorphism monad homomorphism

## method overloading

inheritance polymorphism

S.O.L.I.D.

dependency injection

visitor pattern

OOP

Liskov substitution principle

AbstractSingletonProxyFactoryBean.java

decorator

encapsulation

dependency inversion

singleton

covariance

# Så hva er FP egentlig?

Fravær av side-effekter Fancypants funksjoner





Scala

Scheme

**Common Lisp** 

C#

Java JavaScript

SQL













```
calc_area radius =
  fire_missiles [%,%,%,%]
  radius_squared = radius * radius
  return (2 * pi * radius_squared)
```



```
calc_area radius =
    _fire_missiles [#,#,#,#]
    radius_squared = radius * radius
    return (2 * pi * radius_squared)
```



```
important_number = 4
// ...
important_number = 5
```



```
important_number = 4
// ...
important_number = 5
```



```
important_number = 4
// ...
important_number = 5
```

```
a = [ , , , ]
b = a.add( )

// a: [ , , , ]
// b: [ , , , ]
```

# Koden blir...



Enklere å teste



Enklere å resonere rundt





I will have your finest functions, sir!

```
filter_odd numbers =
   odd_numbers = []
   for num in numbers:
        if is_odd num:
        odd_numbers += num
   return odd_numbers
```

```
filter_odd numbers =
   odd_numbers = []
   for num in numbers:
        if is_odd num:
        odd_numbers += num
   return odd_numbers
```

```
filter_odd numbers =
   filter is_odd numbers
```

```
filter_odd numbers =
   odd_numbers = []
   for num in numbers:
        if is_odd num:
        odd_numbers += num
   return odd_numbers
```

```
filter_odd numbers =
   filter is_odd numbers
```

filter is\_odd

```
filter odd numbers =
    odd numbers = []
    for num in numbers:
        if is_odd num:
            odd_numbers += num
    return odd_numbers
filter_odd numbers =
    filter is_odd numbers
filter odd =
   filter is_odd
```

# $h = f \cdot g$

# $h = f \cdot g$ // h(x) = f(g(x))

# $h = f \cdot g$ // h(x) = f(g(x))

is\_even = not • is\_odd

## Koden blir...





