Get rid of the boilerplate with Scala

by Michał Pawlik

ocado TECHNOLOGY

What's boilerplate?

What's boilerplate?

Something you have to write but you don't want to

Like what?

Like this

```
<!DOCTYPE html>
<html class="no-js" lang="">
<head>
  <meta charset="utf-8">
  <meta http-equiv="x-ua-compatible" content="ie=edge">
  <title></title>
  <meta name="description" content="">
  <meta name="viewport" content="width=device-width, initial- scale=1, shrink-to-fit=no">
  <link rel="stylesheet" href="css/main.css">
</head>
```

How to identify boilerplate?

Boilerplate characteristics

- repetitive
- unnecessary
- burdensome

Is it a real problem?

What's your opinion?

Seems it is

2015 study on popular Java projects shows that 60% of methods can be uniquely identified by the occurrence of 4.6% of its tokens, making the remaining 95.4% boilerplate irrelevant to logic

Martin Velez; Dong Qiu; You Zhou; Earl T. Barr; Zhendong Su (5 Feb 2015). "On the Lexical Distinguishability of Source Code" https://arxiv.org/abs/1502.01410

ocado TECHNOLOGY

Can we really avoid it?

Let's give it a try!

Get rid of boilerplate with Scala

ocado TECHNOLOGY

What's scala anyway

- Functional and Object oriented
- concise, high-level language
- statically typed
- runs on JVM, JS and Native with LVM

How does it help?

Let's see some examples,

Take the good old `hello world` for starters

Java

```
public class MyMainClass {
        public static void main(String[] args) {
                System.out.println("Hello World!");
        }
}
```

Python

```
def main():
  print("hello world")

if __name__ == '__main__':
  main()
```

Python

```python
def main():
  print("hello world")

# this might be omitted depending how Pythonic you feel
if __name__ == '__main__':
  main()
```

Scala

```scala
@main
def main() =
  println("hello world")
```


ocado TECHNOLOGY

Which one did you like the most?

Let's move on to something more serious

Do you have pets at home?

Because we're gonna model one

Let's model a Pet

Nothing sophisticated, any pet, it has a `name` and an `owner`

Java

```java
public class Pet {
        private String name;
        private String owner;

        public Pet(String name, String owner) {
                this.name = name;
                this.owner = owner;
        }

        public String getName() {
                return name;
        }

        public void setName(String name) {
                this.name = name;
        }

        public String getOwner() {
                return owner;
        }

        public void setOwner(String owner) {
                this.owner = owner;
        }
}
```


ocado TECHNOLOGY

Python

```
class Pet:

  def __init__(self, name, owner):
    self.__name = name
    self.__owner = owner
```

Scala

```scala
case class Pet(owner: String, name: String)
```


ocado TECHNOLOGY

Maybe it's the problem with the types then?

Python seems to be doing well in those comparisons

Not exactly

```
from dataclasses import dataclass

@dataclass()
class Pet:
  name: str
  owner: str

doge = Pet("Doge", "Adam")

doge.name = 128

print(doge)
```

Output

```
Pet(name=128, owner='Adam')
```

Types are not a boilerplate

They make the compiler help you verify the correctness of the program

Speaking of the type system

Scala can do a lot in the compile time

Refined types

Let's model part of the order

Order Line

```
case class UnsafeOrderLine(product: String, quantity: Int)

// Valid order line, we want those!
UnsafeOrderLine("123", 10)

// Wait that's illegal
UnsafeOrderLine("", 10)
UnsafeOrderLine("banana", -2)
// ☝ this will cause runtime errors 😱
```

Even with types, the correctness is not verified

Order Line with validation

```
case class UnsafeOrderLine(product: String, quantity: Int)

object UnsafeOrderLine {

  def safeApply(product: String, quantity: Int): UnsafeOrderLine =
    if (product.isEmpty())
      throw new RuntimeException("Product is empty")
    else if (quantity ⩽ 0)
      throw new RuntimeException("Quantity lower than 1")
    else
      UnsafeOrderLine(product, quantity)

}

// Works fine!
UnsafeOrderLine.safeApply("123", 10)
// Throws runtime exception 👇
UnsafeOrderLine.safeApply("", 10)
```


Is there any boilerplate?

Let's try with refined types

```
import eu.timepit.refined.auto._
import eu.timepit.refined.types.string._
import eu.timepit.refined.types.numeric._

case class OrderLine(product: NonEmptyString, quantity: PosInt)
OrderLine("123", 10) // Returns OrderLine
OrderLine("", 10) // Doesn't compile
```


With https://github.com/fthomas/refined library for refined types

Even the complete order model

```
import cats.data.NonEmptyList
import eu.timepit.refined.api.Refined
import eu.timepit.refined.auto._
import eu.timepit.refined.types.string._
import eu.timepit.refined.types.numeric._

case class OrderLine(product: NonEmptyString, quantity: PosInt)
case class Order(orderId: String Refined Uuid, lines: NonEmptyList[OrderLine])
```

- The compiler verifies the correctness
- No need to write code for validation
- Less code ↔ Less tests
- Interoperability with serialization libs for JSON, XML, Databases etc.

ocado TECHNOLOGY

What makes Scala concise

Let's see a few more techniques that make the code type safe and yet not bloated

Type inference

To make the statically typed language feel like a dynamic one, it needs to be able to guess the types for you

Type inference

```
val list = List(1, 2, 3)
// is an equivalent to
val list: List[Int] = List(1, 2, 3)
```

Notice how we didn't even need to do `List[Int](1, 2, 3)`, the compiler has deduced it

Type inference

```
val coordinates = Map(
  "Wrocław" → (51.107883, 17.038538),
  "Kraków" → (50.049683, 19.944544)
)
// is an equivalent to
val coordinates: Map[String, (Double, Double)] = Map(
  "Wrocław" → (51.107883, 17.038538),
  "Kraków" → (50.049683, 19.944544)
)
```

And so on with even more complex types

Pattern matching

Do you still remember constructs like `switch / case`?

Pattern matching

Imagine a flow control structure so powerful it can inspect the value, runtime type and even the internal structure of a type

Pattern matching

The simplest example

```
def matchInt(x: Int) = x match {
  case 1 ⇒ "one"
  case 2 ⇒ "two"
  case _ ⇒ "other"
}
```

Pattern matching

Decomposing objects

```
def matchList(l: List[Int]) = l match {
  case List(1, 2, 3)                          ⇒ "one, two three"
  case 1 :: 1 :: 2 :: 3 :: 5 :: _             ⇒ "starts like Fibonacci"
  case anything if anything.forall(_ > 0) ⇒ "list of positive numbers"
  case List(9, 9, x)                          ⇒ s"nine nine and $x"
  case _                                      ⇒ "just a list"
}
```

One more exercise

Remember the Pet model?

It was too generic, let's see how we could model an extensible enum in Scala

Animals

```
enum Animal(name: String):
  case Dog(name: String) extends Animal(name)
  case Burek extends Animal("Burek")
  case Cat(name: String) extends Animal(name)
  case Horse(name: String, weight: Double) extends Animal(name)
  case Snake(name: String, length: Double) extends Animal(name)
```

The enum as you know them, but each implementation can have it's own properties

Let's play with it a bit

Write a function that takes a sequence of animals, and only returns:

- Cats whose name starts with an `"A"`
- Snakes longer than `1.5m`

The filter

Here comes the power of pattern matching

```
def filterAnimals(animals: Seq[Animal]) =
  animals.collect {
    case cat @ Cat(name) if name.startsWith("A")  ⇒ cat
    case snake @ Snake(_, length) if length > 1.5 ⇒ snake
  }
```

Let's test it

```
import Animal.*

@main
def main() =
  val testData = List(
    Dog("Doge"), Burek, Cat("A"), Cat("B"),
    Snake("Python", 2.0), Snake("Snek", 0.5)
  )
  println(filterAnimals(testData))
```

Output

```
List(Cat(A), Snake(Python,2.0))
```

One more case for boilerplate

Extending someone else's API

ocado TECHNOLOGY

One more case for boilerplate

Extending someone else's API

Say you want to be able to find odd numbers on any `List[Int]`

Extension methods

In this case `List` is a class that comes from library, but let's extend it

```
extension (x: List[Int])
  def odds = x.filter(_ % 2 == 1)
```

Extension methods

```
extension (x: List[Int])
  def odds = x.filter(_ % 2 == 1)

@main
def main() =
  val testData = (1 to 10).toList
  println(testData.odds)
```

Output

```
List(1, 3, 5, 7, 9)
```

Extension methods

Notice how selectively we can extend the imported APIs. If we switch to `List[String]` the compiler will prevent us from making a mistake

```
extension (x: List[Int])
  def odds = x.filter(_ % 2 == 1)

@main
def main() =
  val testData = List("123", "456")
  println(testData.odds)
```

Extension methods

Compiler error:

```
value odds is not a member of List[String].
An extension method was tried, but could not be fully constructed:

    odds(testData)    failed with

        Found:    (testData : List[String])
        Required: List[Int]
  println(testData.odds)
            ^^^^^^^^^^^^^
```

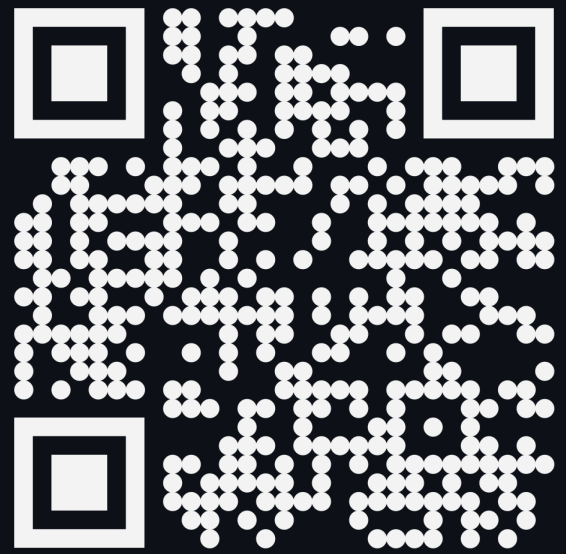
There's a lot more

- No more `null`s with `Option`
- Union types and match types
- Async with `Future`, `IO` or `ZIO`
- Typeclass derivation
- Type safe metaprogramming

Try it for yourself

Thank you!

- https://blog.michalp.net
- https://hostux.social/@majkp
- https://github.com/majk-p



ocado TECHNOLOGY