some->>, some-> Use to avoid issues with nil

```
(->> "12345" (re-matches #"\d+") Long/parseLong)
```



```
(->> "ABC12345" (re-matches #"\d+") Long/parseLong)
```

java.lang.NumberFormatException: null

```
(some->> "ABC12345" (re-matches #"\d+") Long/parseLong)
```



```
(or
 (some->> "ABC12345" (re-matches #"\d+") Long/parseLong)
 :not-an-integer)
```

=> :not-an-integer

some->>, some->

Use to avoid issues with nil

```
(->> "12345" (re-matches #"\d+") Long/parseLong)
=> 12345
(->> "ABC12345" (re-matches #"\d+") Long/parseLong)
java.lang.NumberFormatException: null
(some->> "ABC12345" (re-matches #"\d+") Long/parseLong)
=> nil
(or
  (some->> "ABC12345" (re-matches #"\d+") Long/parseLong)
  :not-an-integer)
=> :not-an-integer
```

cond->>, cond->

Use when you might want to update