





**MODÉLER UNE POUTRE**

CHAND (AKA FLATMAN AKA BIN D) / NMAP

MAGNÉT-QUALITÄT S-THOMAS & SÖHN

**chain**:  $\langle E, A, B \rangle (f: (a: A) \Rightarrow E.\text{Either}\langle E, B \rangle) \Rightarrow (ma: E.\text{Either}\langle E, A \rangle) \Rightarrow E.\text{Either}\langle E, B \rangle$

**map**:  $\langle A, B \rangle (f: (a: A) \Rightarrow B) \Rightarrow (fa: E.\text{Either}\langle E, A \rangle) \Rightarrow E.\text{Either}\langle E, B \rangle$

```
type weapon = string
type target = string
type impacted = { impacted: target }
```

```
let must_be_carried = (w : target) : Either<string, target> =>
  w == "bow" ? E.right(w) : E.left("not carried »")
```

```
let hit_monster = (w: Either<string, weapon>, t: Either<string, target>): Either<string, impacted> =>
  pipe(
    w,
    E.chain(
      (_carried) => pipe(
        t,
        E.map(
          (targeted) => ({ impacted: targeted })
        )
      )
    )
  )
```

# MODÉLISER UNE ERREUR POTENTIELLE

## CHAIN (AKA FLATMAP AKA BIND) / MAP

```
type weapon = string
type target = string
type impacted = { impacted: target }

let must_be_carried = (w : target) : Either<string, target> =>
  w == "bow" ? E.right(w) : E.left("not carried »)

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  pipe(
    w,
    E.chain(
      (_carried) => pipe(
        t,
        E.map(
          (targeted) => ({ impacted: targeted })
        )
      )
    )
  )
```

**chain**: <E, A, B>(f: (a: A) => E.Either<E, B>) => (ma: E.Either<E, A>) => E.Either<E, B>

**map**: <A, B>(f: (a: A) => B) => (fa: E.Either<E, A>) => E.Either<E, B>



# MODÉLISER UNE ERREUR POTENTIELLE

EN JAVA  $\geq$  17