





**MODÉLISER UN ÉVÉNEMENT EN VALEUR**



MAGNET 2-DUALS - THOUGHTS

```
type weapon
type target
type impacted = | Impacted
```

```
type 'a option =
  | Some of 'a
  | None
```

```
let arm_your_bow : weapon option = None
let targeted_monster : target option = None
let hit_monster : weapon -> target -> impacted option =
  fun w t -> None
```

```
class Weapon {}  
class Target {}  
class Impacted{}
```

```
interface Option<A>{}  
class None<A> implements Option<A>{}  
class Some<A> implements Option<A>{  
    protected A value;  
}
```

```
Option<Weapon> armYouBow = new None();  
Option<Target> targetMonster = new None();  
Option<Impacted> hitMonster(Weapon w, Target t) {  
    return new None();  
}
```

```
import java.util.Optional;
```

```
class Weapon {}
```

```
class Target {}
```

```
class Impacted{}
```

```
Optional<Weapon> armYouBow = Optional.empty();
```

```
Optional<Target> targetMonster = Optional.empty();
```

```
Optional<Impacted> hitMonster(Optional<Weapon> w,
```

```
Optional<Target> t) {
```

```
    return Optional.empty();
```

```
}
```



```
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```

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let arm_your_bow : weapon option = None
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  fun w t -> None
```

# MODÉLISER UNE ABSENCE POTENTIELLE DE VALEUR

## OPTION

```
import java.util.Optional;
class Weapon {}
class Target {}
class Impacted{}

Optional<Weapon> armYouBow = Optional.empty();
Optional<Target> targetMonster = Optional.empty();
Optional<Impacted> hitMonster(Optional<Weapon> w,
Optional<Target> t) {
    return Optional.empty();
}
```

```
type weapon
type target
type impacted = | Impacted

let arm_your_bow : weapon option = None
let targeted_monster : target option = None
let hit_monster : weapon -> target -> impacted option =
    fun w t -> None
```

# MODÉLISER UNE ABSENCE POTENTIELLE DE VALEUR

## TRAITER LES VALEURS OPTIONNELLES

```
Optional<Impacted> hitMonsterIf(Optional<Weapon> w,  
Optional<Target> t) {  
    if (w.isPresent() && t.isPresent()) {  
        return Optional.of(new Impacted());  
    }else{  
        return Optional.empty();  
    }  
}
```

```
let hit_monster_pattern_match w t =  
  match w with  
  | None -> None  
  | Some w -> match t with  
  | None -> None  
  | Some t -> Some Impacted
```