

Key Syntactical Differences

Toby Weston

<http://baddotrobot.com>

@jamanifin



pluralsight 
hardcore dev and IT training



Module 2

Key Syntactical Differences

Module Introduction

Fields
Classes
Methods

Objects

Scala → bytecode → Java

Inheritance

Interfaces

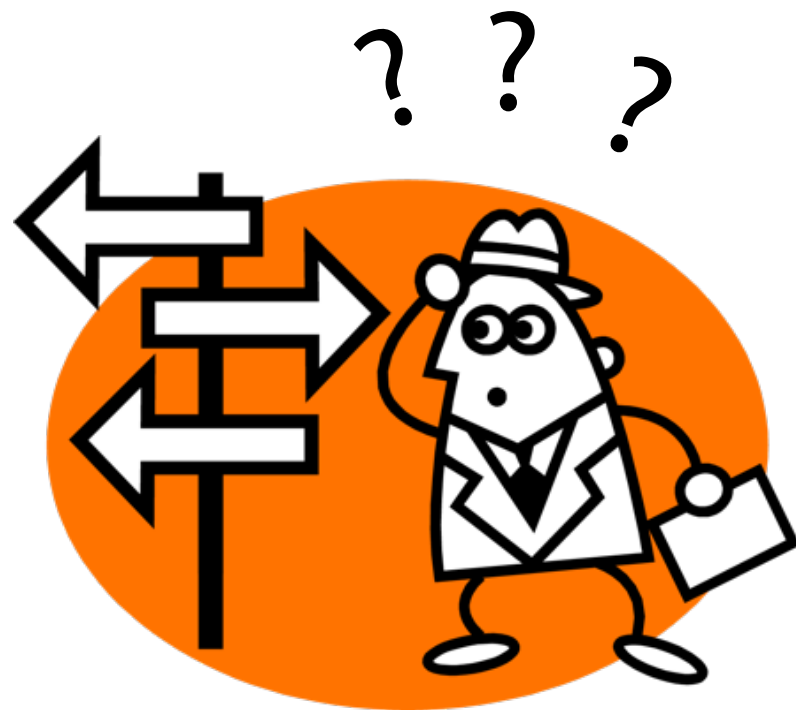
Abstract Classes

Control Structures

Generics

Mixins

very
Scala is Flexible





Scala Favors Immutability
and being declarative

```
for (int count = 0; count < 100; count++) {  
    System.out.println(count);  
}
```




```
(0 to 100).foreach(println(_))
```



Let's Get Started...



Module 2

Key Syntactical Differences

Classes and Objects

- Creating classes
- Defining fields
- Overriding Getter and Setters

New Topic

Creating Classes

01-classes-java/scala.demo

DEMO

```
class Customer(val name: String, val address: String) {  
    // body  
}
```

New Term

Primary constructor

```
class Customer(val name: String, val address: String) {  
    // body  
}
```


02-cfr-customer-decompile.demo

DEMO

<http://www.benf.org/other/cfr/>

New Topic

Defining Fields


New Topic

Overriding Setters and Getters

New Topic

Summary

```
class Customer(val name: String, val address: String) {  
    // body  
}
```



```
public class Customer {  
    private String name;  
    private String address;  
  
    public Customer(String name, String address) {  
        this.name = name;  
        this.address = address;  
    }  
}
```



```
class Example(val x: Int)
```

```
public def x(): Int
```

```
public def x_=(y: Int)
```

```
// generated constructor  
public Example(int x)
```

rev

```
class Example(var x: Int)
```

```
public def x(): Int
```

```
public def x_=(y: Int)
```

```
// generated constructor  
public Example(int x)
```


enum

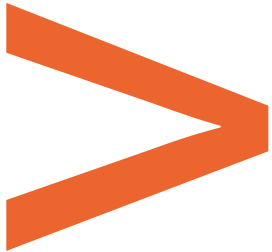
```
class Example(x: Int)

public def x(): Int

public def x_=(y: Int)

// generated constructor
public Example(int x) {
    // x only visible here
}
```

private



```
class Example(private val x: Int)
```

```
private def x(): Int
```

```
public def x_=(y: Int)
```

```
// generated constructor
```

```
public Example(int x)
```

private
rev

```
class Example(private var x: Int)
```

```
private def x(): Int
```

```
private def x_=(y: Int)
```

```
// generated constructor  
public Example(int x)
```

Creating Fields Within a Class Definition

<code>class Foo(? x)</code>	<code>val x</code>	<code>var x</code>	<code>x</code>	<code>private val x</code>	<code>private var x</code>
Getter created <code>x()</code>	✓ public	✓ public	✗	✓ private	✓ private
Setter created <code>x_=(y)</code>	✗	✓ public	✗	✗	✓ private
Generated constructor includes <code>x</code>	✓	✓	✗	✓	✓

Override generated methods

Override generated methods

1. Rename

Override generated methods

1. Rename
2. **Mark as private**

Override generated methods

1. Rename
2. Mark as private
3. **Recreate setter and getter**

Next up...



Module 2

Key Syntactical Differences

Classes and Objects

- Fields within classes
- Additional constructors
- Singleton objects
- Companion objects

New Topic

Fields Within Classes

Creating Fields Within a Primary Constructor

<code>class Foo()</code>	<code>val x</code>	<code>var x</code>	<code>private val x</code>	<code>private var x</code>
Getter created <code>x()</code>	✓ public	✓ public	✓ private	✓ private
Setter created <code>x_=(y)</code>	✗	✓ public	✗	✓ private

New Topic

Additional Constructors

New Term

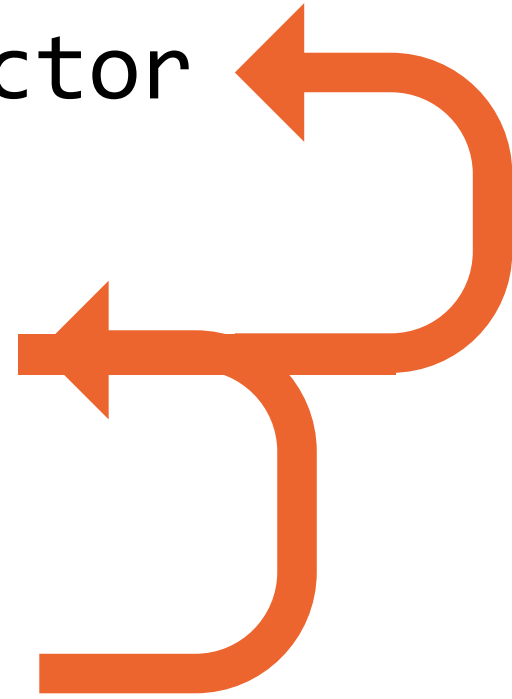
Auxiliary constructors

```
def this(...)
```

default constructor

def this(...)

def this(...)



New Topic

Singleton Objects

ShoppingCart



```
Logger.getLogger("example").log(INFO, "Everything is fine.");
```

New Topic

Companion Objects

```
class Customer() {  
}
```

```
object Customer() {  
}
```

~~static~~

Why Use Companion Objects?

- **Functions vs. methods**
- **Factory methods**

New Term

The “apply” method

New Term

Case classes

Next up...



Module 2

Key Syntactical Differences

Inheritance

- Sub-type Inheritance
- Interfaces
- Abstract Classes
- “Mixin” Behaviour

New Topic

Sub-type Inheritance

extends

final

07

DEMO

New Topic

Anonymous Sub-Classes

New Topic

Interfaces

Interfaces \approx Traits

08

DEMO

Classes : Abstract Classes : Traits

New Topic

Methods on Traits

10/11

DEMO

New Topic

Convert Anonymous Types to Lambdas

11

DEMO

New Topic

Concrete Fields on Traits

12

DEMO

New Topic

Abstract Fields on Traits

12

DEMO

Summary

Trait

- Default Implementations
- Fields
- Reuse State
- Implement n Traits
- “Mixins”

Interface

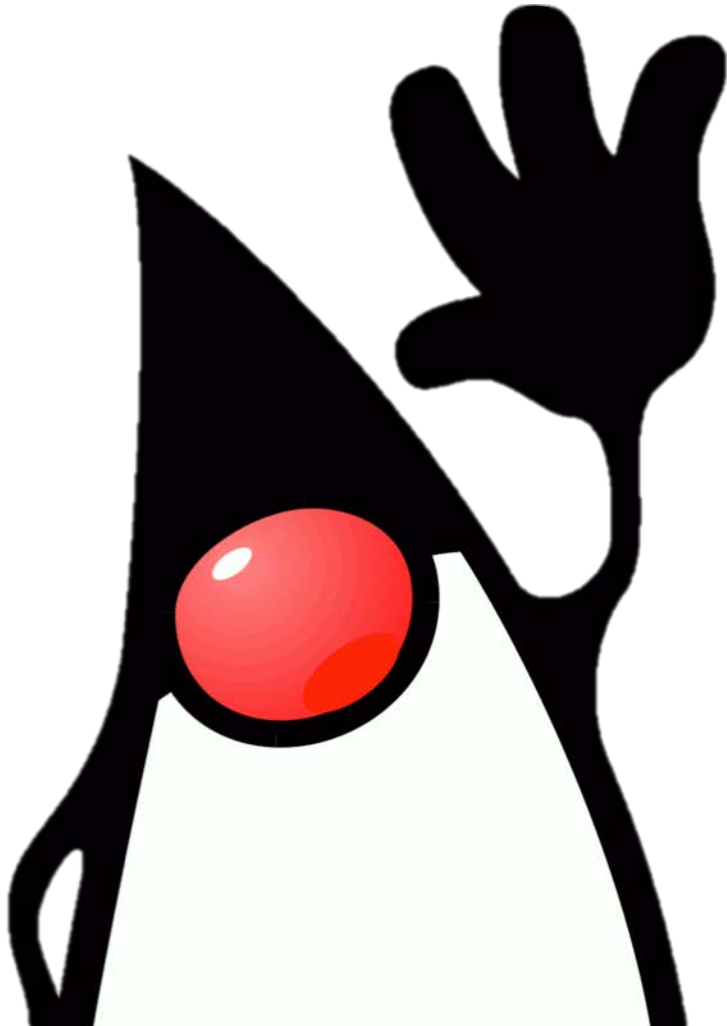
- Virtual Extension Methods in Java 8
- No Fields
- No State
- Implement n Interfaces
- “Mixins” (sort of)

New Topic

Abstract Classes

New Topic

Polymorphism and Traits



- **Sub-type Class**
 - For behaviour **and** state
- **Sub-type Interfaces**
 - For behaviour

Substitutability

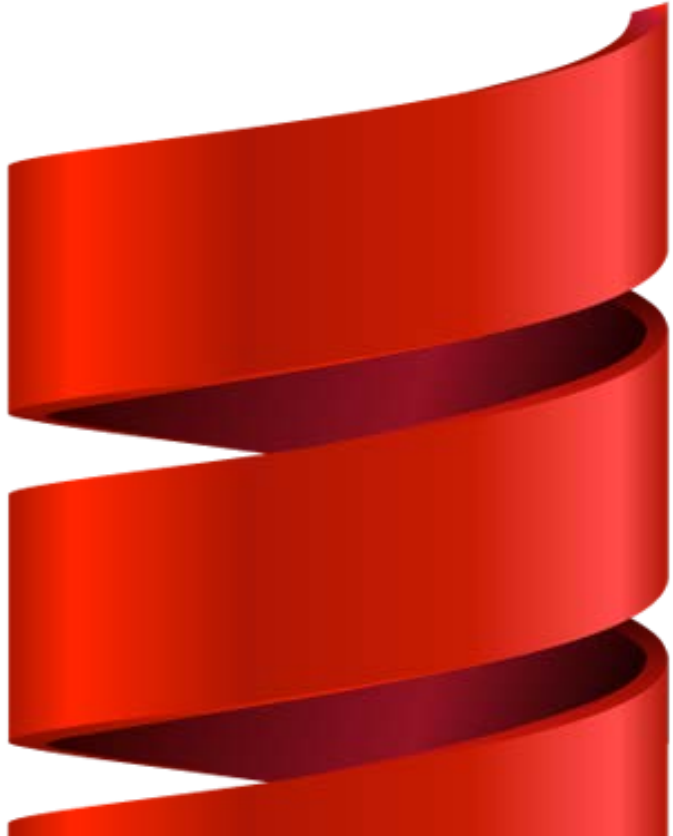
2

+

3

= 6

Inclusion Polymorphism



- **Traits**
 - Without default implementations
 - With implementations
- **Abstract Classes**
 - With and without fields
- **Classes Extension**
- **Structural Types**

New Topic

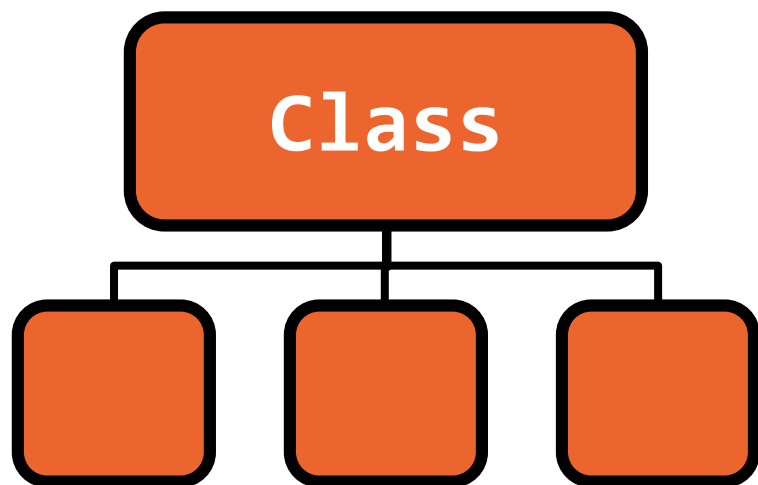
Traits vs. Abstract Classes

Traits

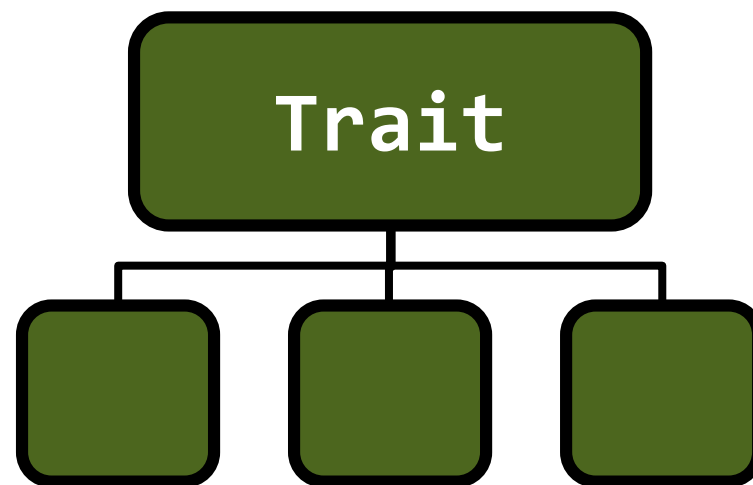
- No constructor arguments
- Provide for multiple-inheritance
- Classes can mix in n traits

Abstract Classes

- Constructor arguments
- Cause problems for multiple-inheritance
- Classes can extend only 1 super class



!=



New Term

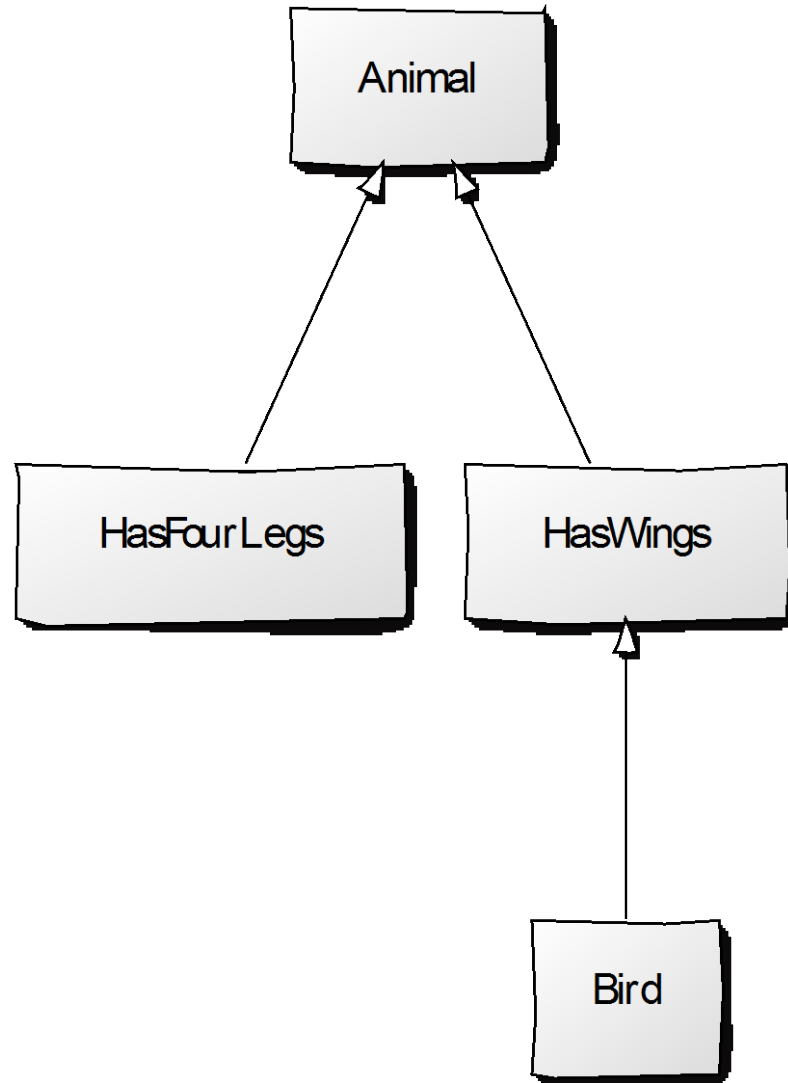
Linearization

```
class Animal
```

```
trait HasWings
```

```
trait Bird extends HasWings
```

```
trait HasFourLegs extends Animal
```



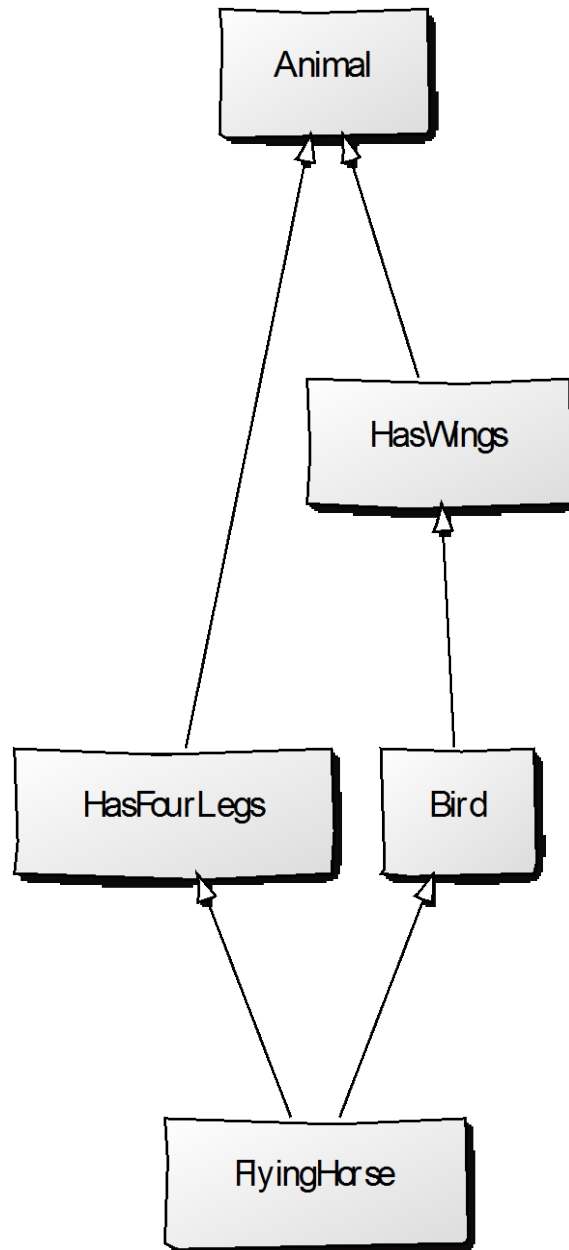
```
class Animal
```

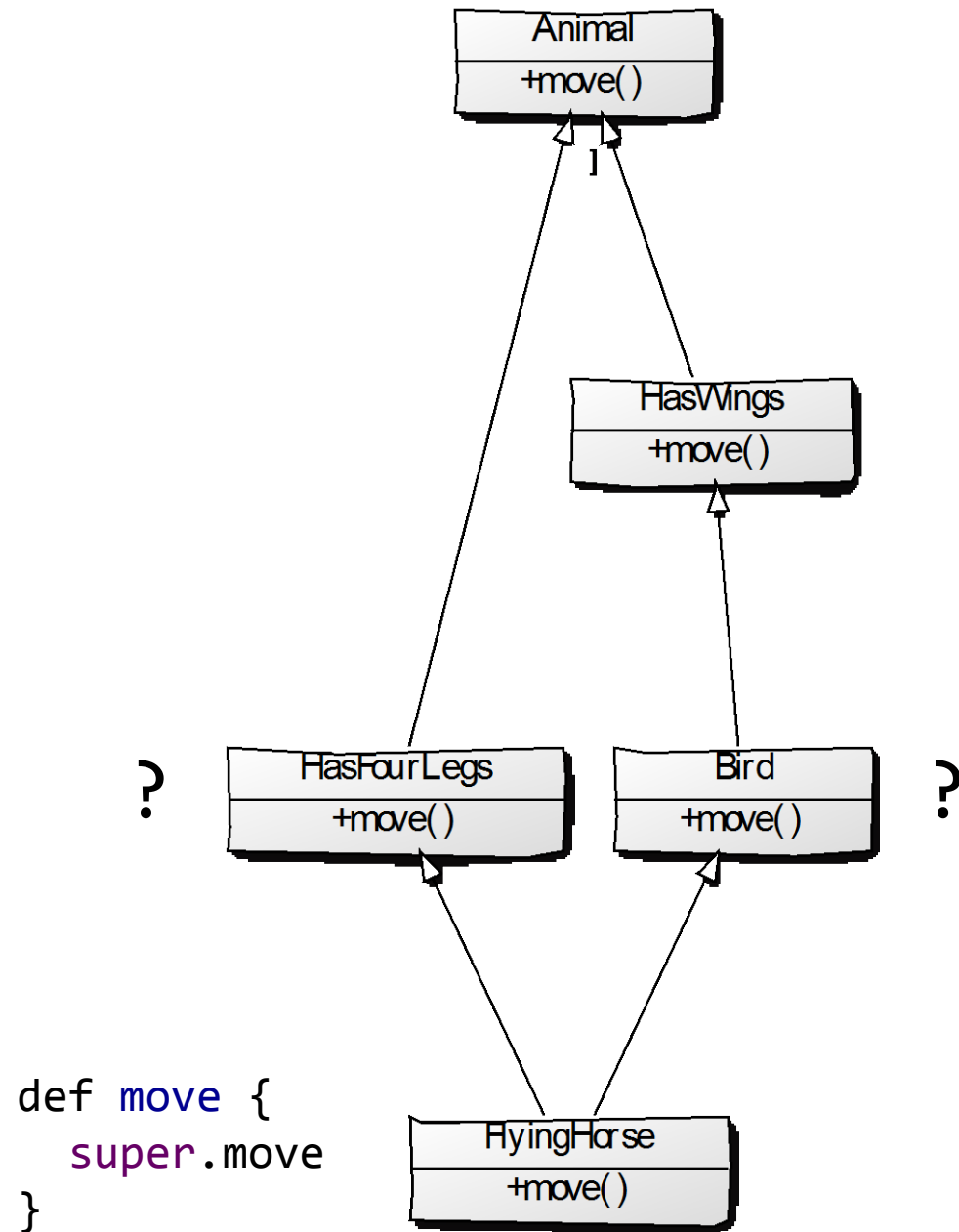
```
trait HasWings
```

```
trait Bird extends HasWings
```

```
trait HasFourLegs extends Animal
```

```
class FlyingHorse extends Animal with Bird with HasFourLegs
```





```
class Animal
```

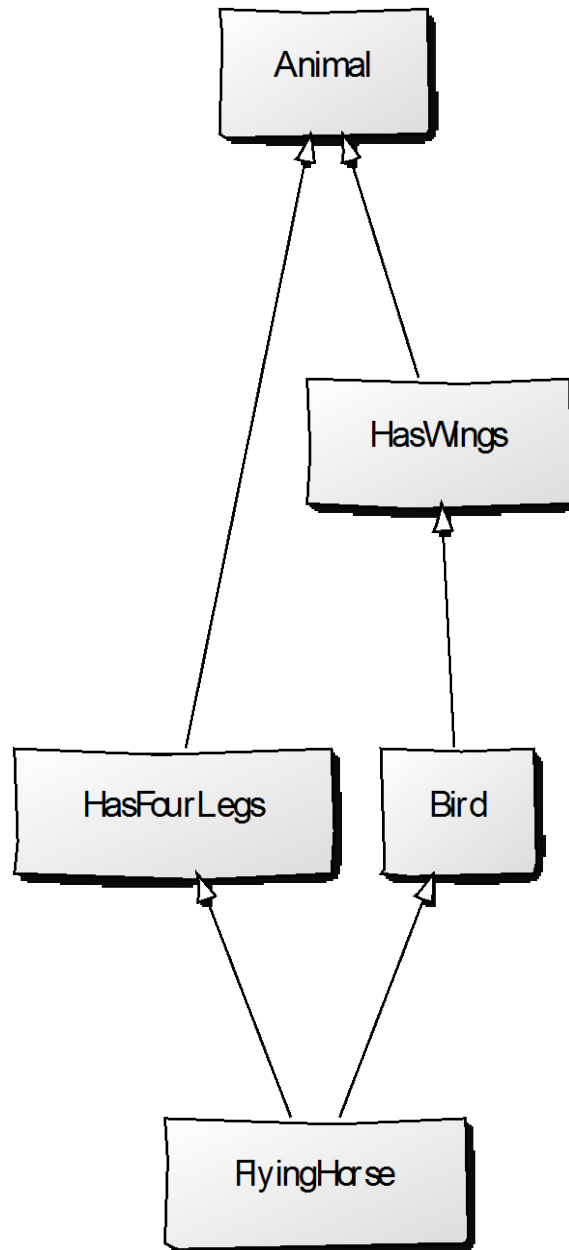
```
trait HasWings
```

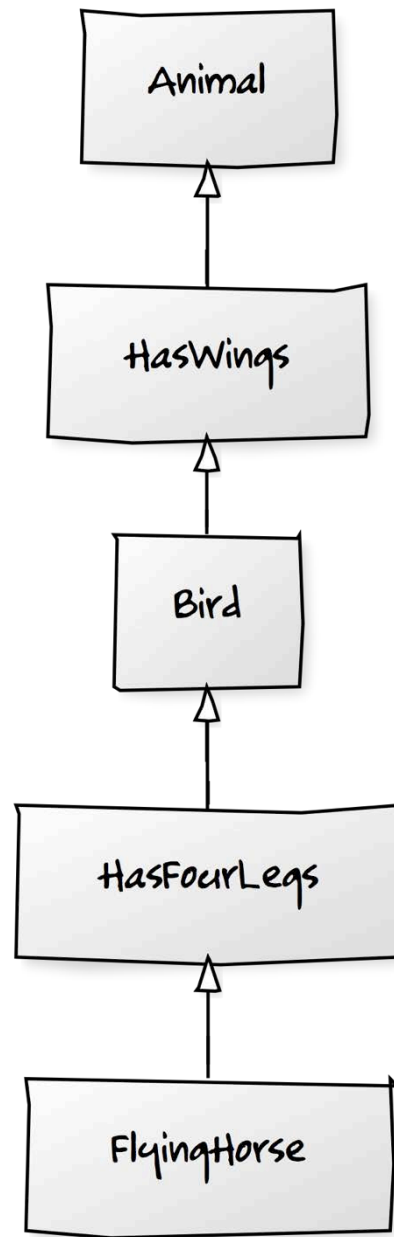
```
trait Bird extends HasWings
```

```
trait HasFourLegs extends Animal
```

```
class FlyingHorse extends Animal with Bird with HasFourLegs
```

```
// FlyingHorse, HasFourLegs, Bird, HasWings, Animal
```



```
class Animal
```

```
trait HasWings
```

```
trait Bird extends HasWings
```

```
trait HasFourLegs extends Animal
```

```
class FlyingHorse extends Animal with Bird with HasFourLegs
```

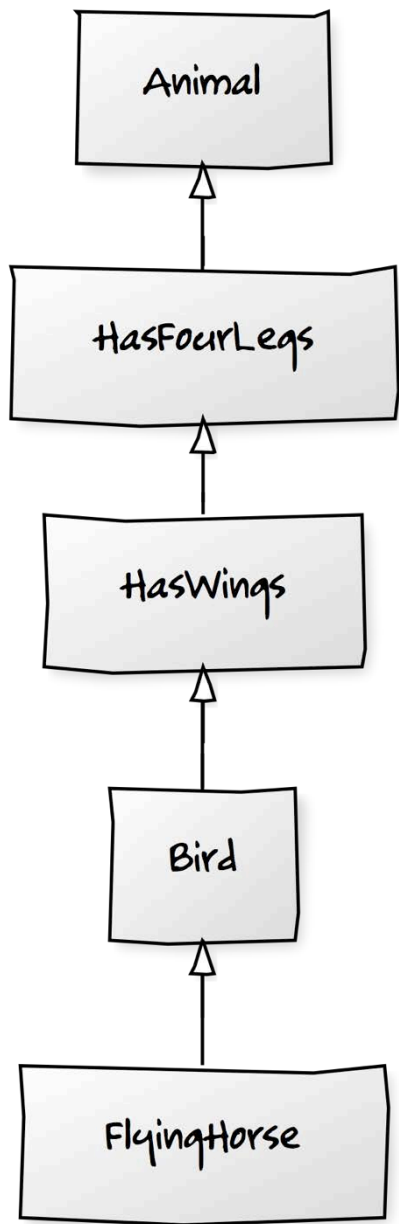
```
class Animal
```

```
trait HasWings
```

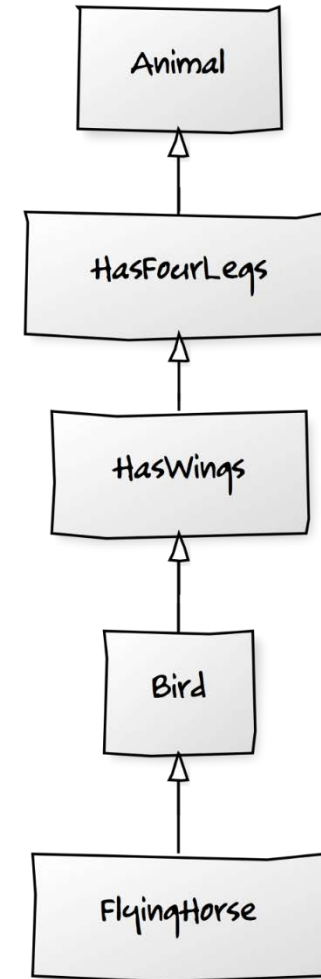
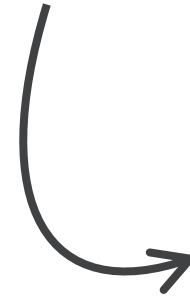
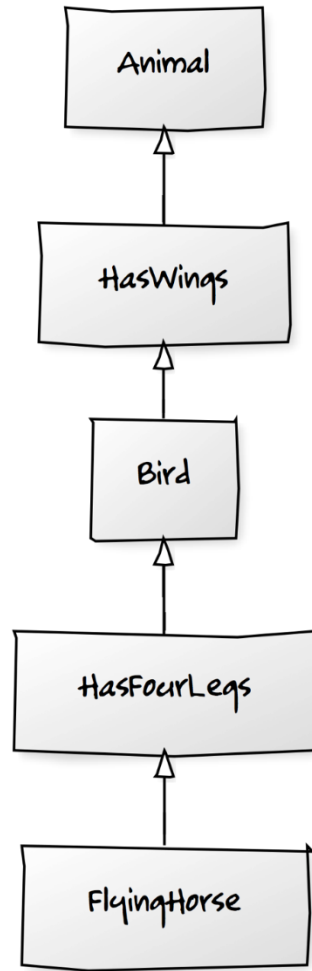
```
trait Bird extends HasWings
```

```
trait HasFourLegs extends Animal
```

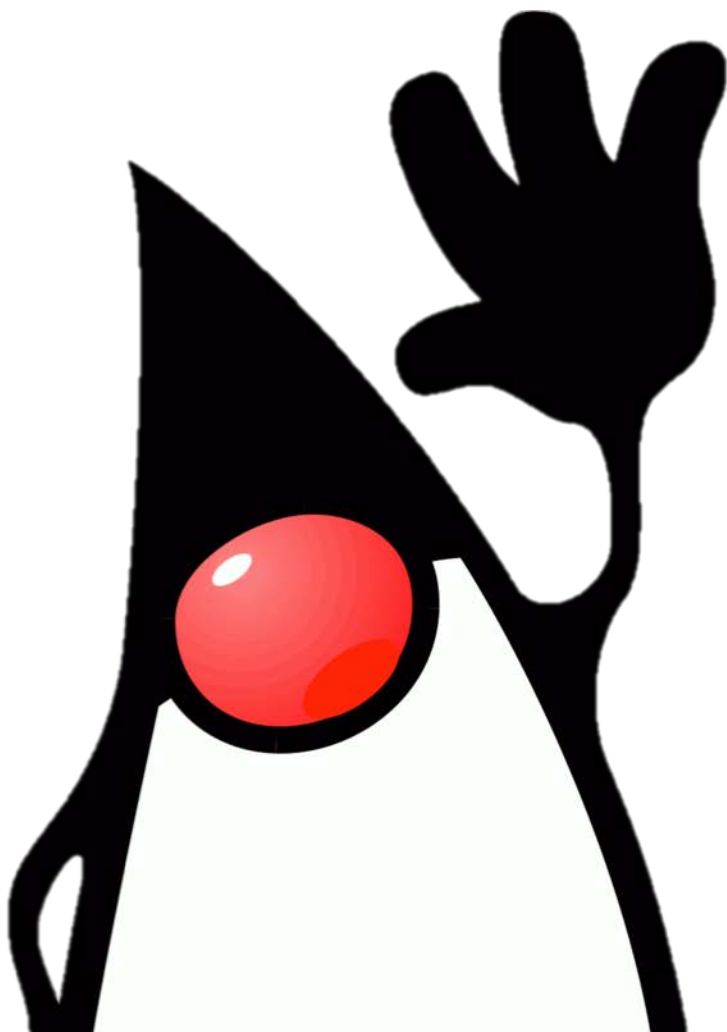
```
class FlyingHorse extends Animal with HasFourLegs with Bird
```



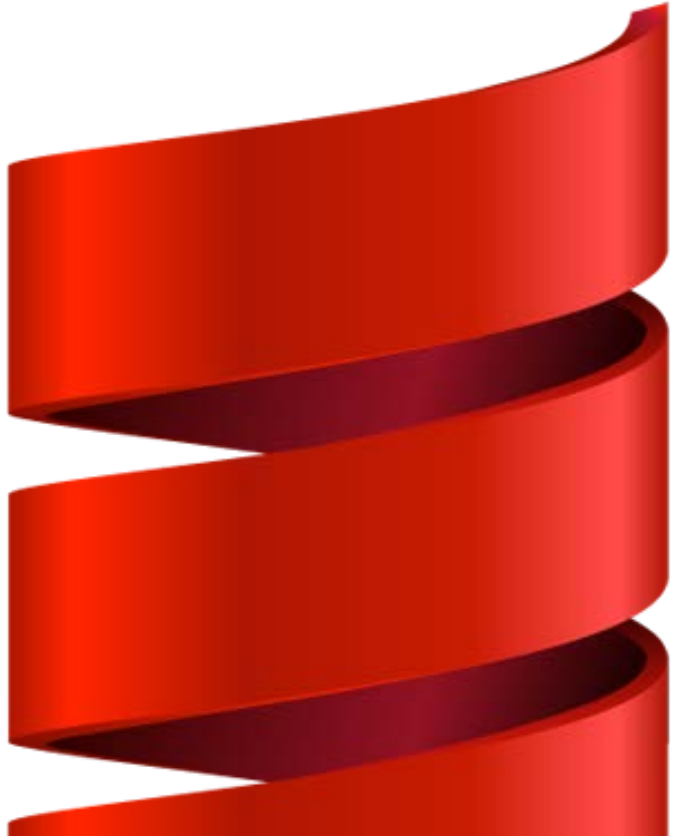
```
class FlyingHorse extends Animal with HasFourLegs with Bird
```



```
class FlyingHorse extends Animal with Bird with HasFourLegs
```

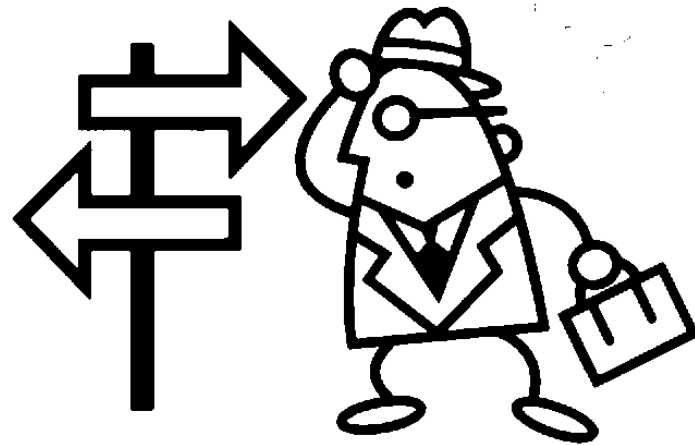


- **No Linearization in Java 8**
 - Clashes cause compiler errors



- **Stacked Traits**
 - Layered atop each other
 - Like AOP/decoration

Deciding Between the Options



Use a Trait

When “roles” can be substituted

Use a Class

When behaviour can be substituted

Use an Abstract Class

When the goal is implementation reuse for related classes

Use a Mix-in Trait

When goal is implementation reuse but for unrelated classes

A comprehensive step-by-step guide

Programming in

Scala

Second Edition



Updated for Scala 2.8

artima

Martin Odersky
Lex Spoon
Bill Venners

Next up...



Module 2

Key Syntactical Differences

Control Structures

- Conditionals
- Loops
- Breaks
- Exceptions

New Topic

Conditionals

if:then

01/02

DEMO

**An expression *returns* a value whereas a
statement *carries out an action***

An **expression** *returns* a value whereas a
statement *carries out an action*

An expression ***returns*** a value whereas a statement ***carries out an action***

An expression *returns* a value whereas a
statement *carries out an action*

An expression *returns* a value whereas a statement *carries out an action*

03/04

DEMO

New Topic

Ternaries

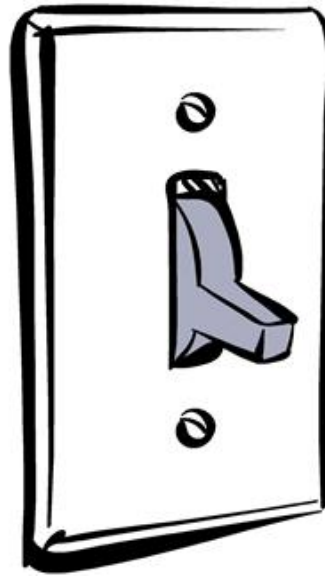
condition ? true : false

05

DEMO

- Java **ternaries** are *expressions*
- Java **ifs** are *statements*
- Scala has no **? :**
- Scala **ifs** are *expressions*
- So Scala **ifs** are *equivalent* to **? :**

New Topic



~~switch~~

New Term

Match Expressions

New Term

Pattern Matching

- Primitives
- Enums
- Strings

- Anything!
- Even Objects

06/07

DEMO

New Topic

Loops

For Loops

New Term

For comprehension

Initialise Check Update

```
for (int j = 0; j < i; j++) {  
    // do something  
}
```

**NOT IN
SCALA**

New Topic

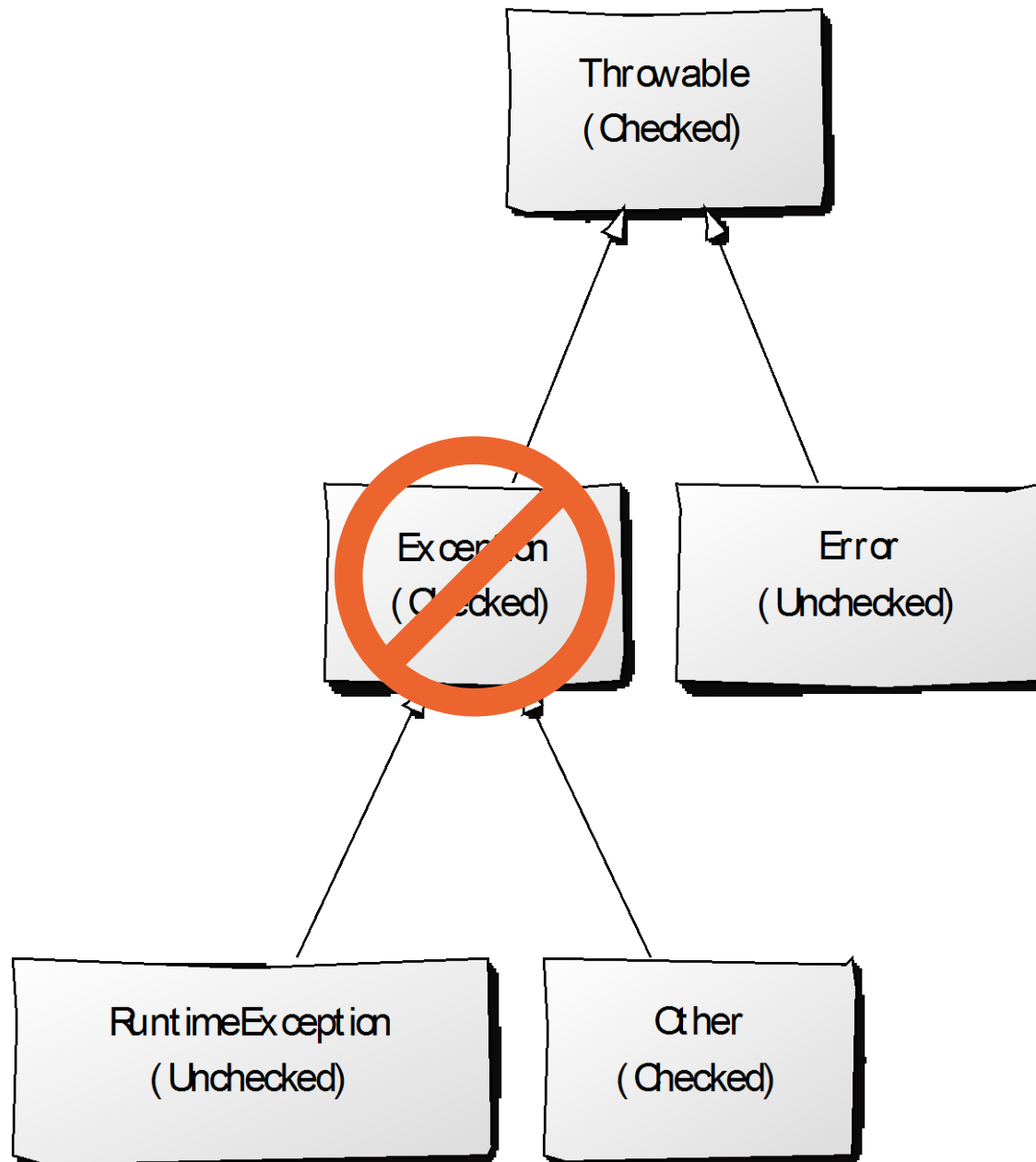
Breaks

~~break~~

~~continue~~

New Topic

Exceptions



All

All Exceptions

All Exceptions in

All Exceptions in Scala

All Exceptions in Scala are

All Exceptions in Scala are `RuntimeExceptions`

Catching Exceptions

New Term

Pattern Matching

Next up...



Module 2

Key Syntactical Differences

Generics

- Generic Types & Methods
- Bounded Types
- Wildcards
- Covariance / Contravariance

New Topic

Generic Programming

- *Inclusion* polymorphism
- *Ad hoc* polymorphism
- *Parametric* polymorphism

Parametric Polymorphism

```
List<Customer> customers = new ArrayList<>();
```

Parametric Polymorphism = Generics

```
List collection = new ArrayList();
```



```
List<Object> collection = new ArrayList<>();
```



New Topic

Class Generics

```
List<Customer> customers = new ArrayList<>();  
customers.add(new HockeyPuck());
```

01

DEMO

```
List<Customer> customers = new ArrayList<>();  
val customers: List[Customer] = List();
```

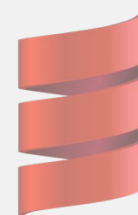
New Topic

Method Generics

```
public <A> void add(A a) {  
    // do something  
}
```



```
def add[A](a: A) {  
    // do something  
}
```



02-syntax-example-java/scala.demo

DEMO

New Topic

Bounded Types


```
List<Customer> customers = new ArrayList<>();
```

03-stack-java/scala.demo

DEMO

- **Bounded Types**
 - extends
 - super
- **Sub-type bounds (upper bounds)**
- **Super-type bounds (lower bounds)**
- **Classes or interfaces**

New Topic

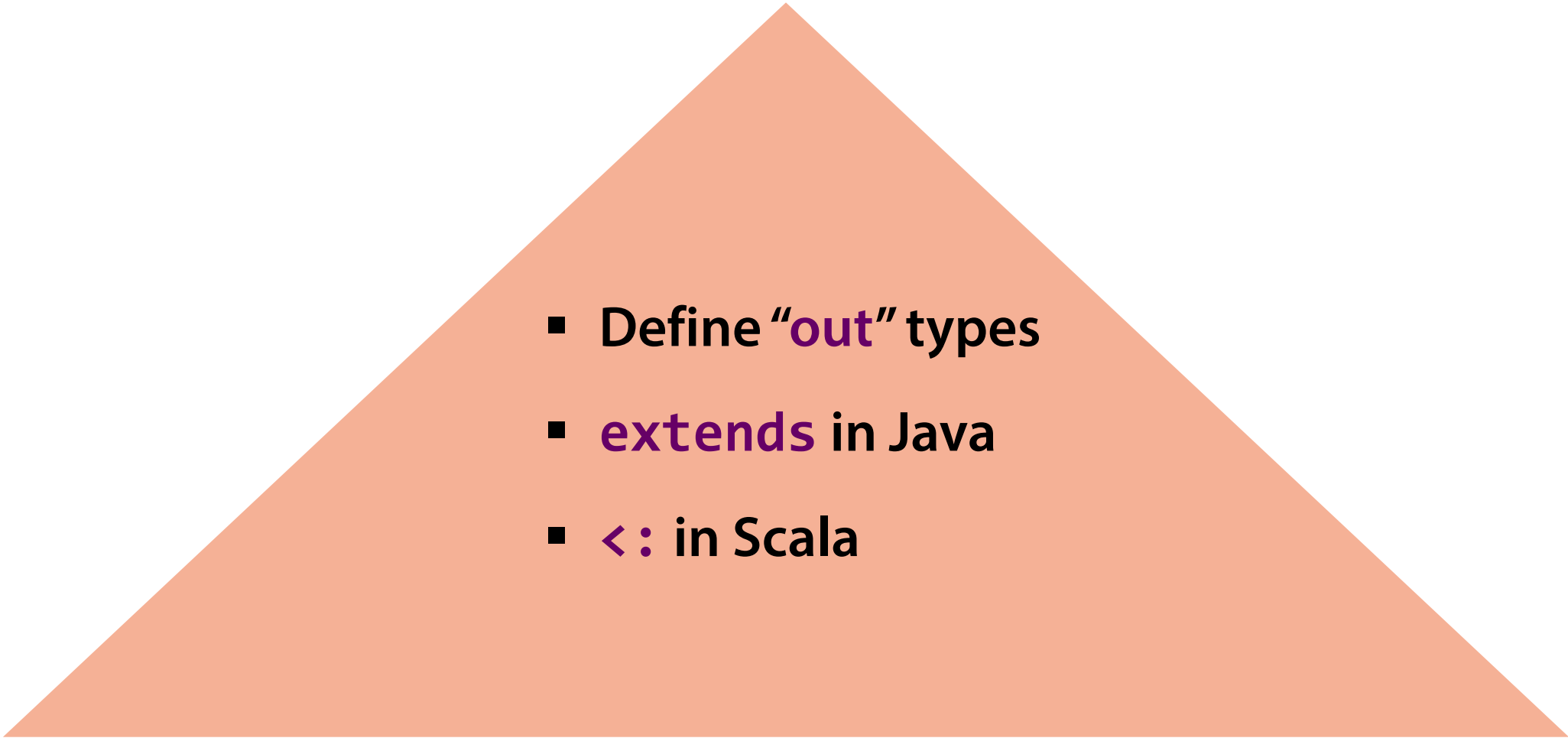
Upper Bounds

04-sortable-java/scala.demo

DEMO

```
class Customers implements Sortable<Customer> { ... }
```

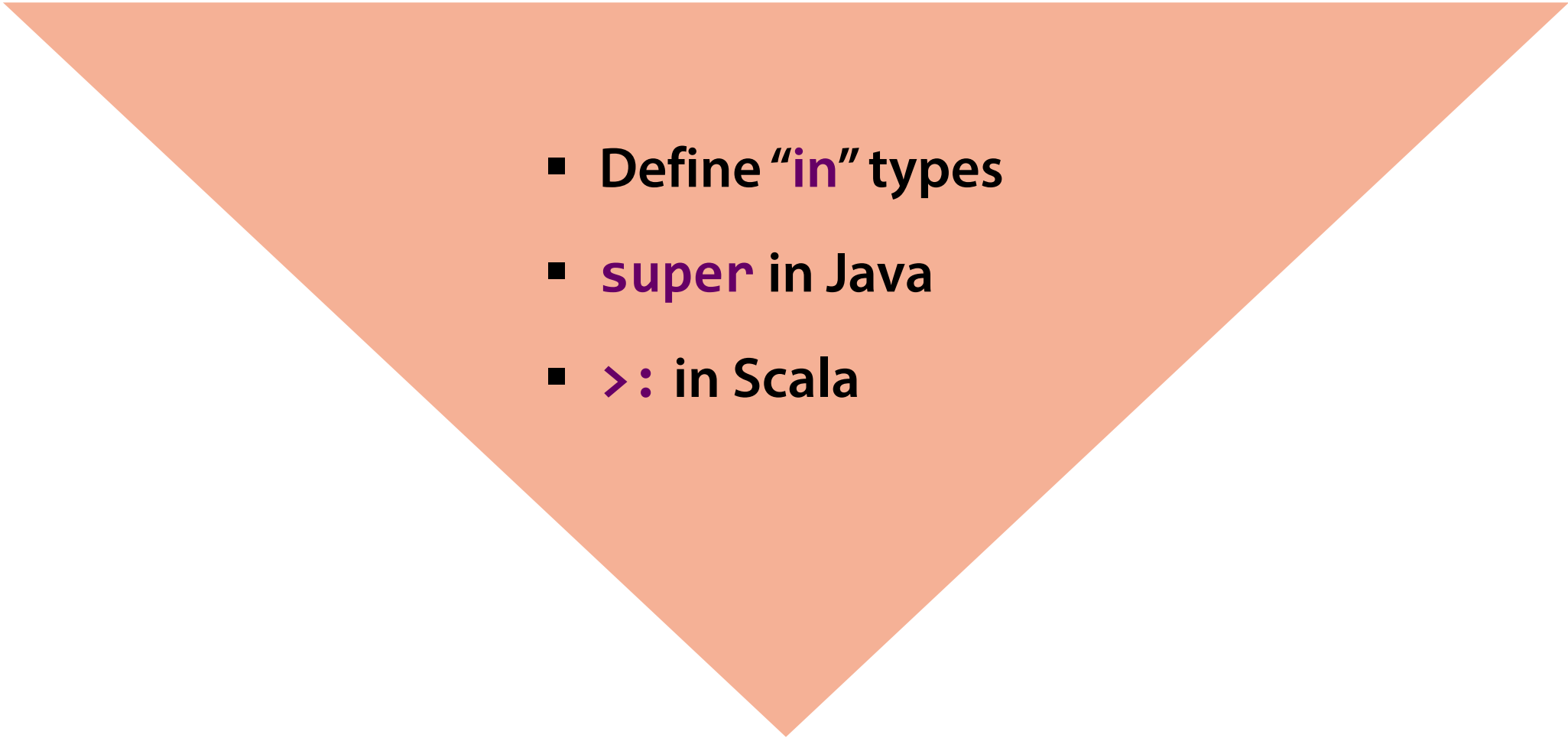
```
class Customers extends Sortable[Customer] { ... }
```

- 
- Define “out” types
 - `extends` in Java
 - `<:` in Scala

New Topic

Lower Bounds

```
class Example<T, U super T> { ... }
```

- 
- Define “**in**” types
 - **super** in Java
 - **>:** in Scala

New Topic

Wildcards

?

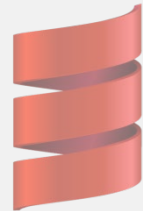
—

Upper Bounds

```
void printAnimals(List<? extends Animal> animals) {  
    for (Animal animal : animals) {  
        System.out.println(animal);  
    }  
}
```



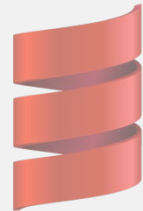
```
def printAnimals(animals: List[_ <: Animal]) {  
    for (animal <- animals) {  
        println(animal)  
    }  
}
```



```
void addNumbers(List<? super Integer> numbers) {  
    for (int i = 0; i < 100; i++) {  
        numbers.add(i);  
    }  
}
```



```
def addNumbers(numbers: List[_ >: Int]) {  
    for (i <- 0 to 99) {  
        // ...  
    }  
}
```

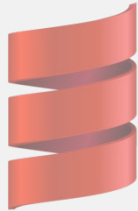


Unbounded

```
List<?> list
```



```
list: List[_]
```



New Topic

Multiple Bounds

- **Java**

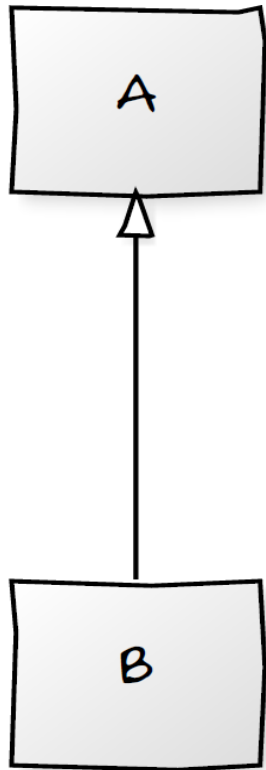
- Multiple upper bounds
- No lower **and** upper bounds

- **Scala**

- Can set upper **and** lower bounds
- No multiple upper bounds but...
- Can constrain by multiple traits

New Topic

Variance



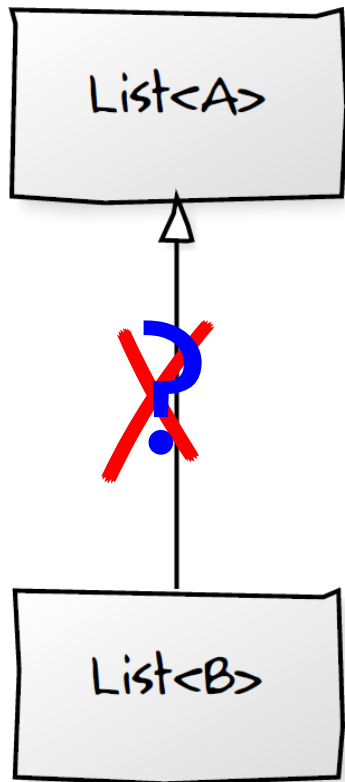
```
A a = new A();
```

```
B b = new B();
```

```
a = b;
```

```
b = a;    // compiler failure
```





```
List<A> a = new ArrayList<>();  
List<B> b = new ArrayList<>();  
  
a = b;    // compiler failure
```



Hello!

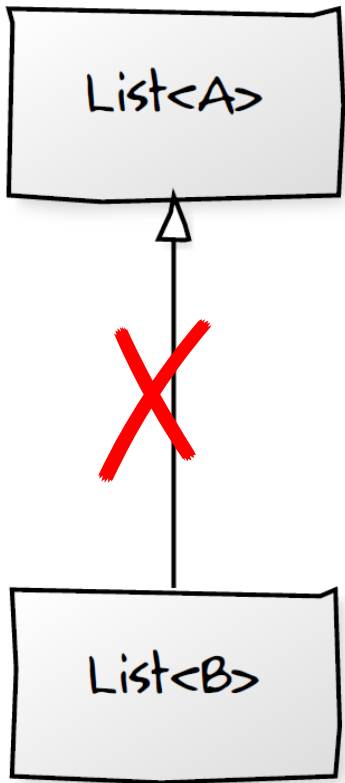
Variance



Invariant

Covariant

Contravariant

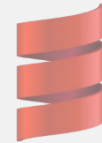


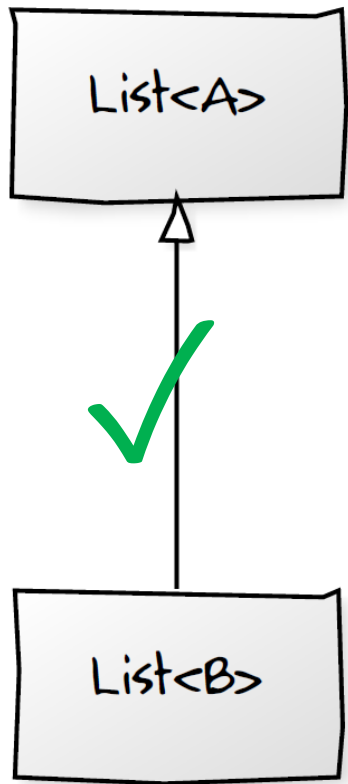
Invariant

```
public class List<T> { }
```



```
class List[T] { }
```

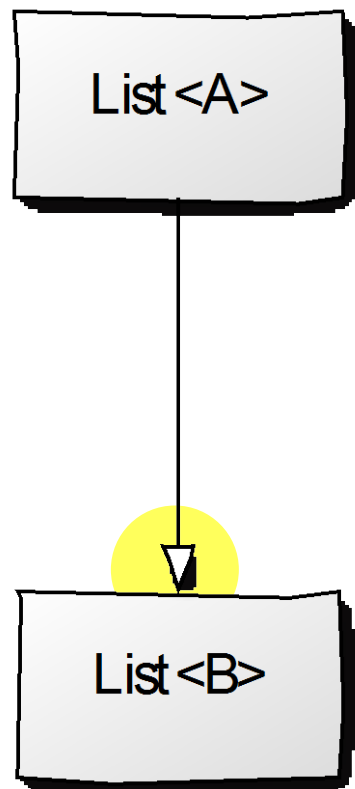




Covariant

```
class List[+T] { }
```





Contravariant

```
class List[-T] { }
```



Summary

	Description	Scala Syntax
Invariant	<code>List<A></code> and <code>List</code> are not related	<code>[T]</code>

Next up...