

■ More types

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## Agenda

- Recap
- Types
- Types & Values
- Custom types

## ■ Recap

## ■ Recap

Ok on our last lecture we learn that:

```
anItem : Html.Html msg
```

In this case anItem is a variable of type `Html.Html msg`

```
anItem = Html.li []  
        [ Html.text "Static" ]
```

```
anItem : String -> Html.Html msg
```

In this case anItem is a function that receives a `String` and returns an `Html.Html msg`

```
anItem str = Html.li []  
            [ Html.text str ]
```

## ■ Recap

We also learned that `List.map` is pretty powerfull

```
List.map (a -> b) -> List a -> List b
```

If we replace

- `a => String`
- `b => Html.Html msg`

```
List.map (String -> Html.Html msg) -> List String -> List (  
  Html.Html msg)
```

## ■ Recap

```
List.map (String -> Html.Html msg) -> List String -> List (
  Html.Html msg)
```

We can turn a String into an Html (1st parameter) with:

```
anItem : String -> Html.Html msg
anItem str = Html.li []
            [ Html.text str ]
```

So given an arbitrary list of strings we can:

```
List.map anItem ["1", "2"] => [ Html.li [] [ Html.text "1" ]
                               , Html.li [] [ Html.text "2" ]
                               ]
```

## Recap

```
Html.ul []                                     Html.ul []
    [ Html.li [] [ Html.text "1"
    ]                                           [ Html.li [] [ Html.text "1"
List.map anItem ["1", "2"] => , Html.li [] [ Html.text "2"
    ]                                           ]
```

We can use the `List.map` result `=> List (Html.Html msg)` as the second parameter of any `Html` element

## ■ Recap

Before I forget, I want to introduce a brand new tool:





## ■ Recap

Maybe you notice but I have a horrible memory, I forget to give tokens, I forget names, I forget which lecture we are at.

But I really want to encourage you to ask questions, so:

I am offering two free tokens:

- To the person that remind's me to setup askqueue and share the link
- To the person that remind's me to check askqueue if an hour has passed and I havent checked



## ■ Recap

### Learning material:

1. This slides
2. [https://www.youtube.com/watch?v=WgJ2FUW1miA&list=PLuGpJqnV9DXq\\_ItwUoJOGk\\_uCr72Yvzb](https://www.youtube.com/watch?v=WgJ2FUW1miA&list=PLuGpJqnV9DXq_ItwUoJOGk_uCr72Yvzb)
3. <https://elmprogramming.com/>
4. (Official guide) <https://guide.elm-lang.org/>
5. (Official docs) <https://package.elm-lang.org/packages/elm/core/latest/>
6. (Advanced level - Standard ML)  
<https://www.youtube.com/watch?v=jjX68oHAw-Y&list=PLsydD1kw8jng2t2G8USQNLz0faYZetPnH>

## Types

## Types

Let's say we want to track if a student approved or failed the course, which data type should we use?

Did I guess your solution?

```
approved : Bool
```

There's a little issue with using Bool, it's more limited than what we need. Right now did you pass this course? Should I register False?

```
approved : Bool  
approved = False
```

That doesn't represent reality, you haven't approved the course, yet you haven't failed the course either!

## Types

The current state about your grade is "pending" but a Bool only allows us two possible states.

Which data type should we use?

```
result : String
result = "Failed"

extraExam : String -> Bool
extraExam result =
  case result of
    "approved" -> False
    "failed" -> True
    "pending" -> False
    _ -> False
```

This solution has two big disadvantages:

1. We have to case on `_` because there are many **other possible strings** even if they are not real result values
2. This code outputs that `no one should pay!

```
("Failed" != "failed")
```



## Types & values



Which values does a traffic light might have?

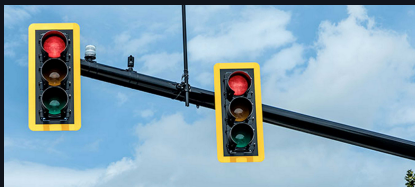
- Green
- Yellow
- Red



Even though

- There are more colors (Purple, Brown, Blue)
- There are more strings ("Apple", "Car", "Traffic")

## Types & values



Which values does a traffic light might have?

```
type TrafficLight
  = Green
  | Yellow
  | Red
```



Even though

- There are more colors (Purple, Brown, Blue)
- There are more strings ("Apple", "Car", "Traffic")



## Types & values

Types: Is a collection or grouping of data values, usually specified by a **set of possible values**, a set of allowed operations on these values, and/or a representation of these values as machine types.

A **Bool** (other type) can have the values:

- True
- False

A **traffic light** (our type) can have the values:

- Red
- Green
- Yellow

We can express this in elm with:

```
type TrafficLight
  = Green
  | Yellow
  | Red
```

## Types & values

A `Bool` can have the values:

- `True`
- `False`

We can create a `myBool` of type `Bool` and bind the value `True`, because `True` is a possible value of type `Bool`

```
myBool : Bool
myBool = True
```

```
type TrafficLight
  = Green
  | Yellow
  | Red
```

We can create a `myTrafficLight` of type `TrafficLight` and bind the value `Green`, because `Green` is a possible value of type `TrafficLight`

```
myTrafficLight : TrafficLight
myTrafficLight = Green
```

## Custom types

Let's come back to our initial problem, we want to track if a student approved or failed the course or if the grade is still "Pending", Bool is too constrained, String is too loose, let's make a new type (collection of values) that fits this specific problem. Let's make our own data type:

```
type GradeStatus
  = Approved
  | Failed
  | Pending
```

We created a new data type (just like Int, Float, Bool) that has three possible values!

We can create a variable of type GradeStatus

```
result: GradeStatus
result = Pending

false : Bool
false = False
```

## Custom types

Let's make our own data type:

```
type GradeStatus
  = Approved
  | Failed
  | Pending

result : GradeStatus
result = Pending
```

```
extraExam : GradeStatus -> Bool
extraExam result =
  case result of
    Approved -> False
    Failed -> True
    Pending -> False
```

Approved is a possible value of the data type GradeStatus.  
Just like True is a possible value of the data type Bool.

## Custom types exercises

1.0 Create a function "categoricalGrade" that given a list of grades (float) return a list of (type) "GradeStatus" (with one of the following values) (Approved | Failed | Pending) where any negative number is Pending

2.1 Create a type "AirplaneStatus" (OnTime | Boarding | Delayed | Cancelled)

2.2 Create a function "airplaneScheduleAction" that maps as the following graph:

2.3 Create a function "airportAction" that given a list of AirplaneStatus transform it into a list of strings with airplaneScheduleActions

