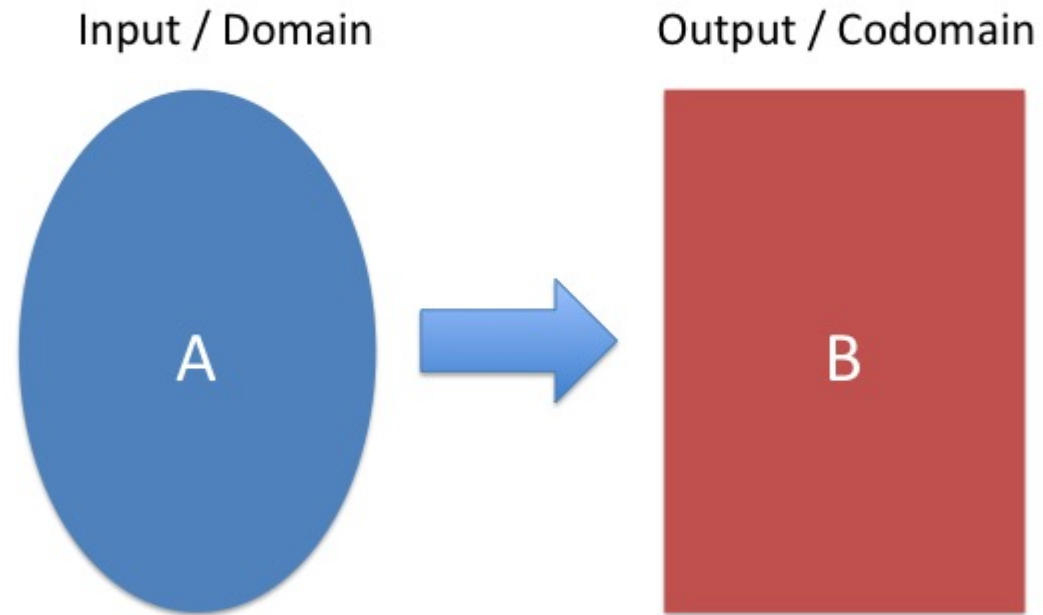


FOUNDATION

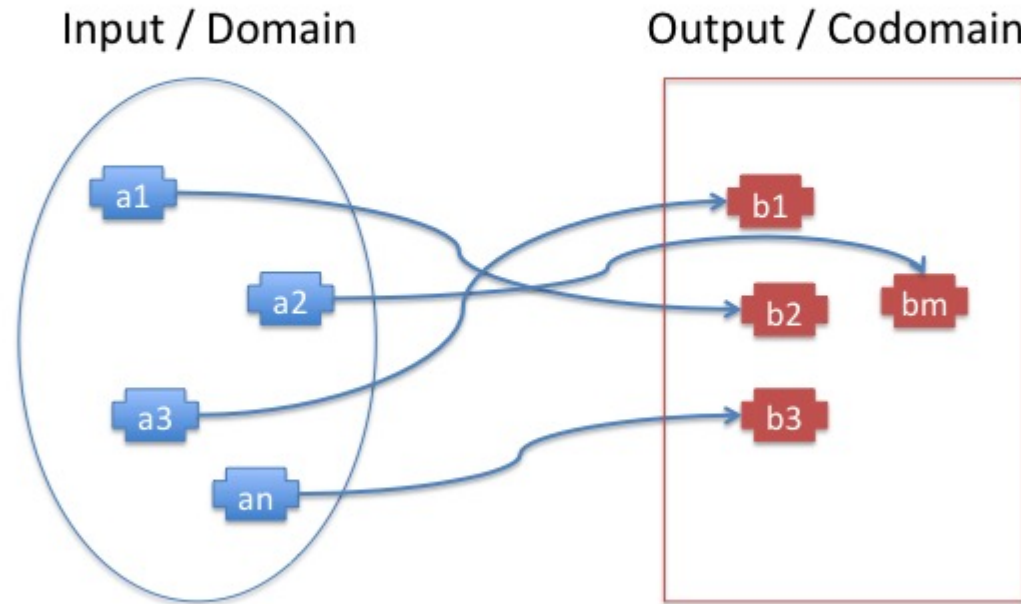


Function

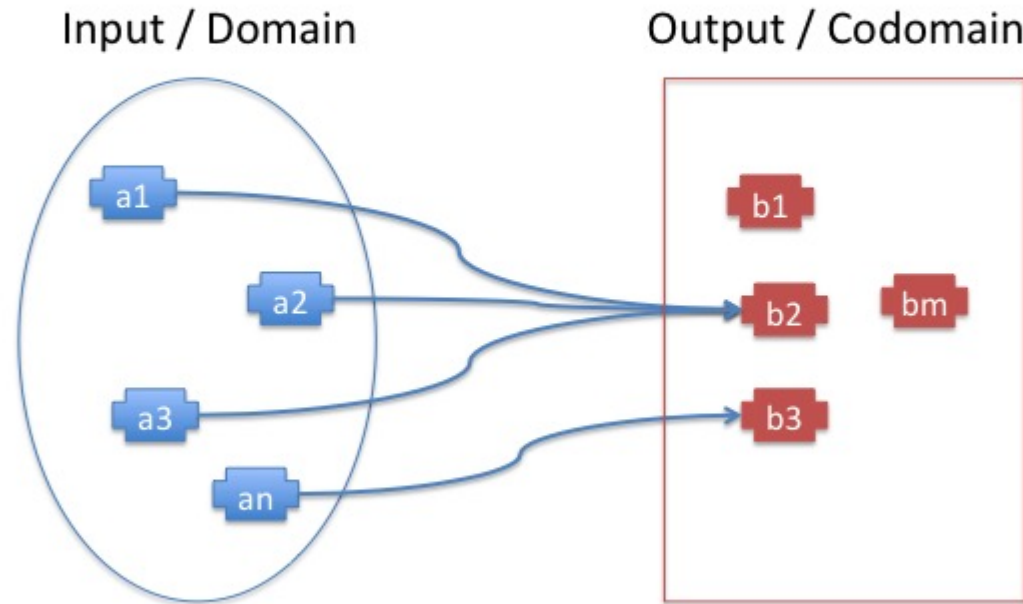
Function



Function is a mapping



Function is a mapping



Programming function

\neq

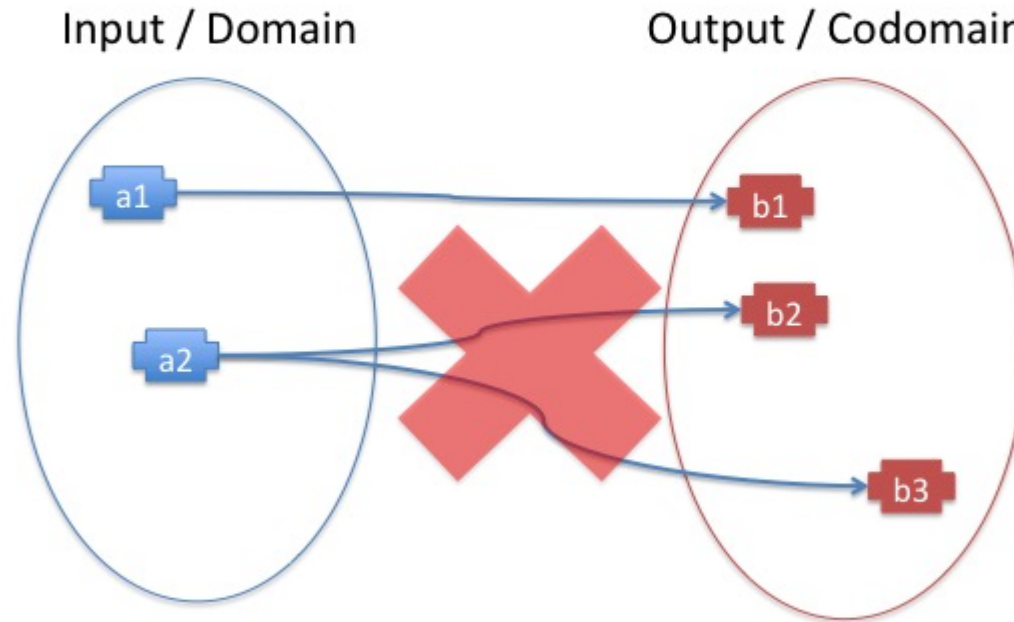
Maths function



Pure function



Nondeterministic



Nondeterministic

```
import scala.util.Random
```

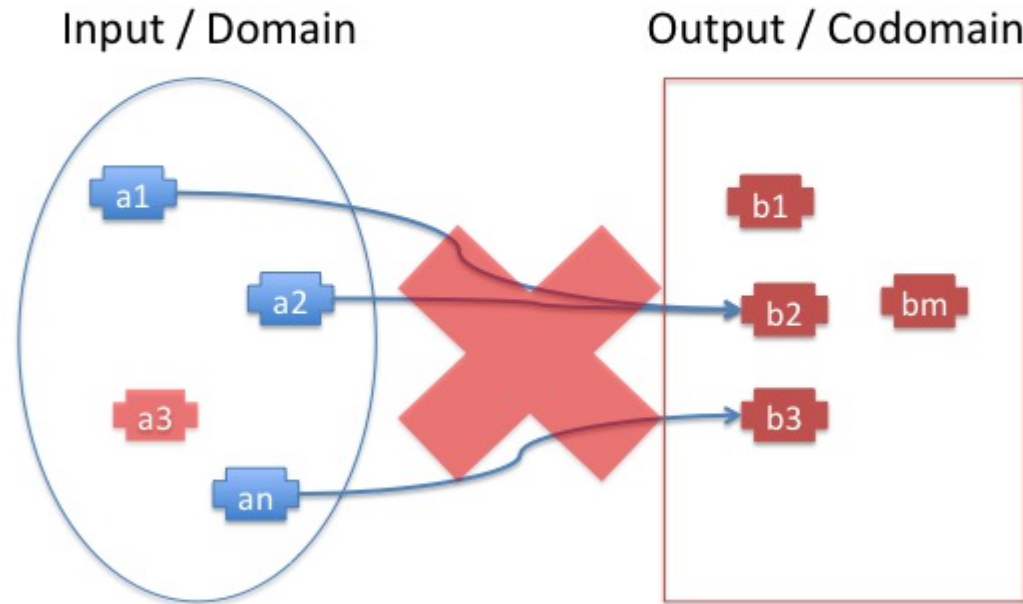
```
scala> Random.nextInt(100)  
res0: Int = 63
```

```
scala> Random.nextInt(100)  
res1: Int = 30
```

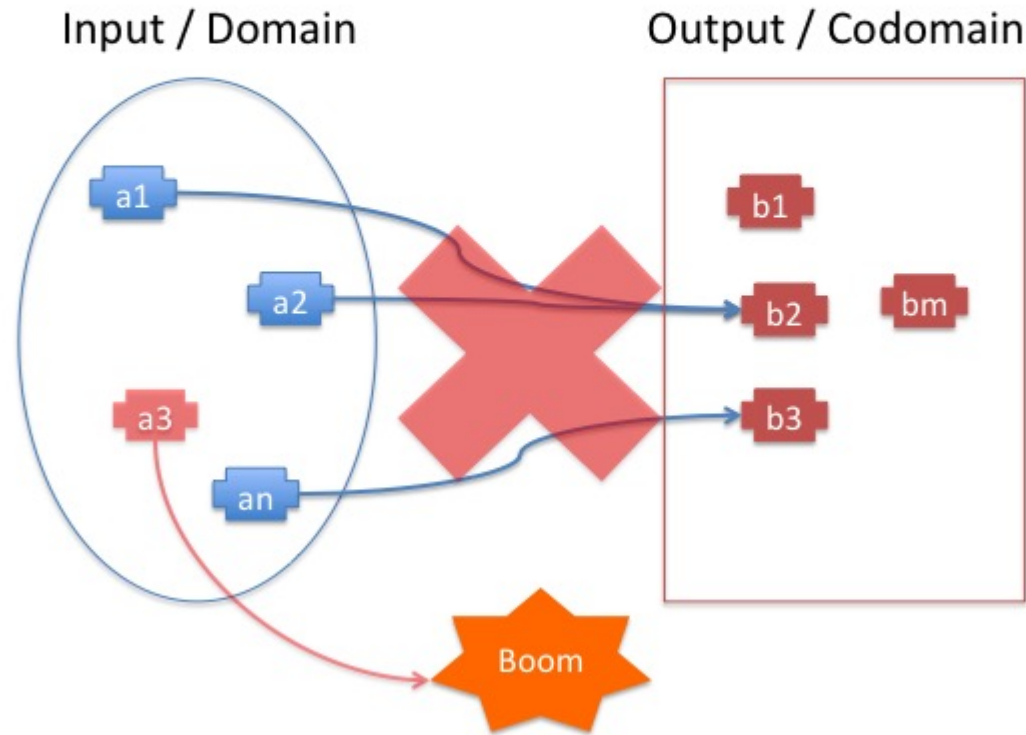
```
scala> Random.nextInt(100)  
res2: Int = 28
```



Partial function



Partial function



Partial function

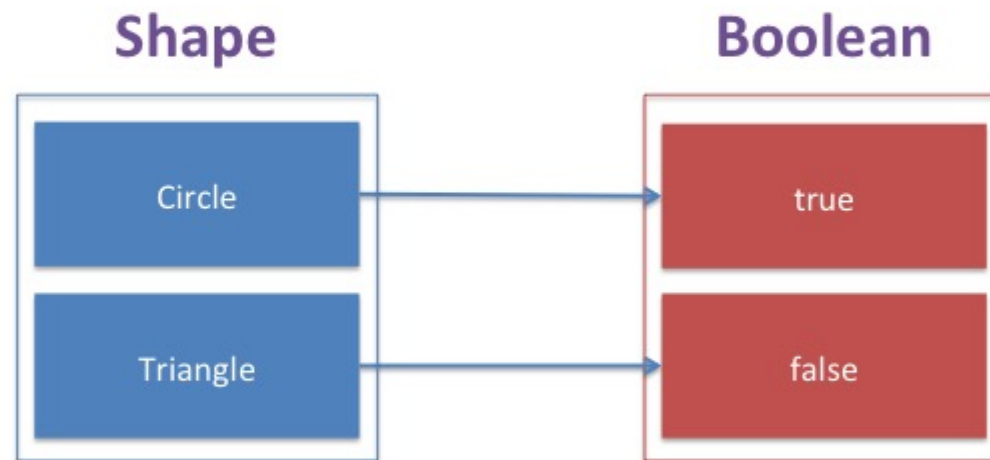
```
def head(xs: List[Int]): Int = xs match {  
  case Nil    => sys.error("Can't access head of empty List")  
  case x :: _ => x  
}
```

```
scala> head(List(1,2,3))  
res3: Int = 1
```

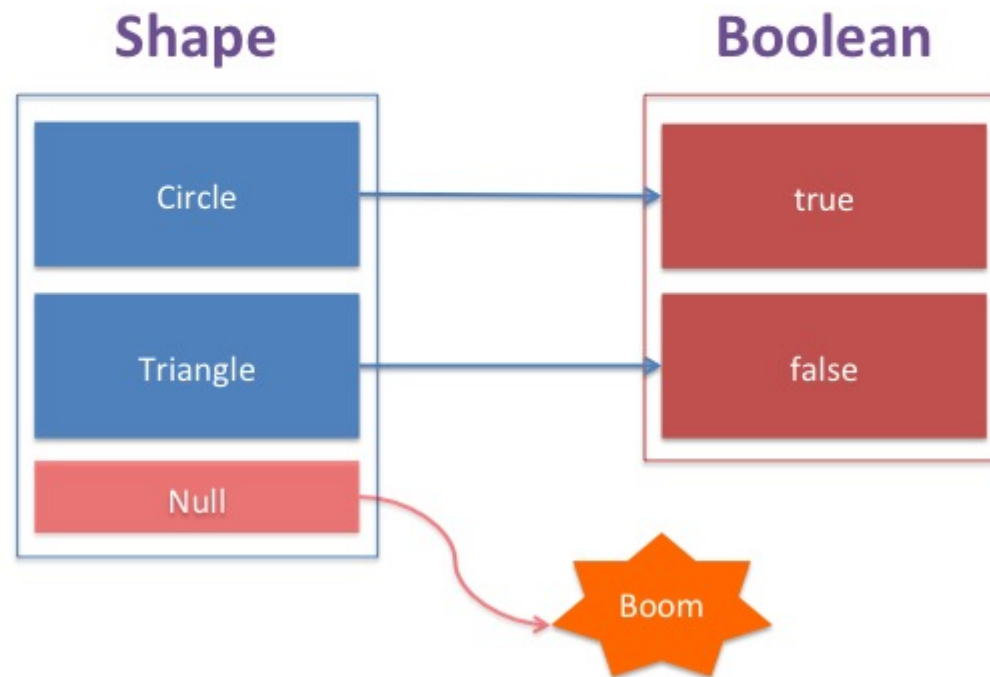
```
scala> head(Nil)  
java.lang.RuntimeException: Can't access head of empty List  
  at scala.sys.package$.error(package.scala:30)  
  at .head(<console>:14)  
  ... 43 elided
```



Null



Null



Null

```
sealed trait Shape
```

```
case class Circle(radius: Int) extends Shape
```

```
case class Rectangle(width: Int, height: Int) extends Shape
```

```
def isCircle(x: Shape): Boolean = x match {  
  case Circle(_)      => true  
  case Rectangle(_, _) => false  
}
```

```
scala> isCircle(Circle(5))
```

```
res5: Boolean = true
```

```
scala> isCircle(Rectangle(5, 10))
```

```
res6: Boolean = false
```

```
scala> isCircle(null)
```

```
scala.MatchError: null
```

```
  at .isCircle(<console>:18)
```

```
  ... 43 elided
```



Reflection

```
def foo[A](a: A): A = a match {  
  case x: Int    => (x + 1).asInstanceOf[A]  
  case x: String => x.reverse.asInstanceOf[A]  
  case _         => a  
}
```

```
scala> foo(5)  
res8: Int = 6
```

```
scala> foo("Hello")  
res9: String = olleH
```

```
scala> foo(true)  
res10: Boolean = true
```



Reflection

```
def foo[A](a: A): Int = a match {  
  case _: List[Int]    => 0  
  case _: List[String] => 1  
  case _               => 2  
}
```

```
scala> foo(List(1,2,3))  
res11: Int = 0
```

```
scala> foo(List("abc"))  
res12: Int = 0
```



Without Reflection

```
def foo[A](a: A): A = ???
```



Without Reflection

```
def foo[A](a: A): A = a
```



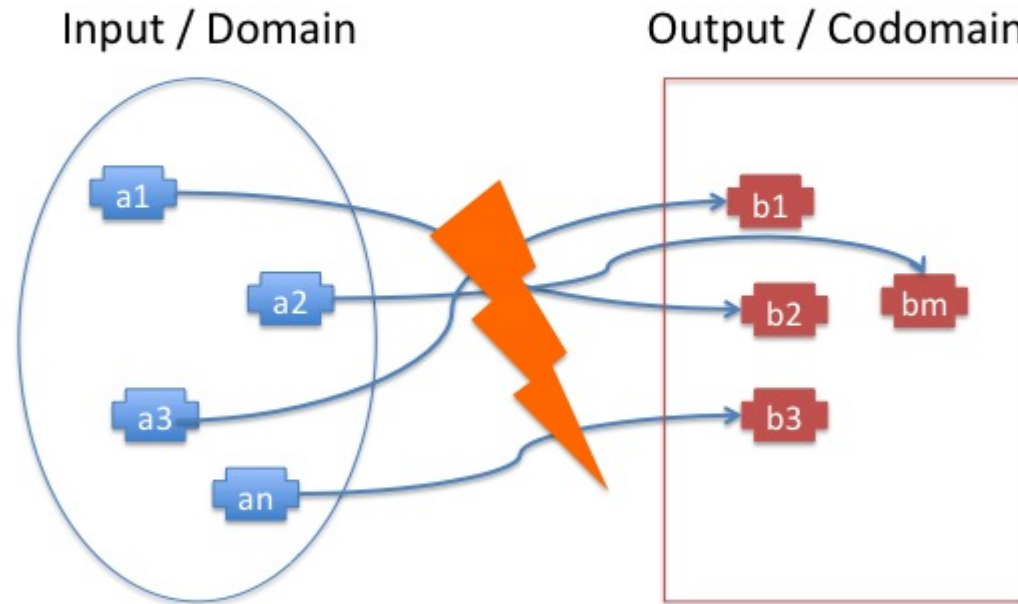
Reflection

```
def bar(a: Any): Any = a match {  
  case x: Int    => x + 1  
  case x: String => x.reverse  
  case _         => a  
}
```

```
trait MyInterface  
case class Impl1(value: Int) extends MyInterface  
case class Impl2(value: String) extends MyInterface  
  
def bar(a: MyInterface): Int = a match {  
  case x: Impl1 => x.value + 1  
  case x: Impl2 => x.value.size  
  case _        => 0  
}
```



Side effect



Side effect

```
def println(message: String): Unit = ...
```



Side effect

```
def println(message: String): Unit = ...
```

```
scala> val x = println("Hello")  
Hello  
x: Unit = ()
```



Side effect

```
scala> scala.io.Source.fromURL("http://google.com").take(100).mkString  
res13: String = <!doctype html><html itemscope="" itemtype="http://schema.org/WebPage" lang="en"><head><meta content
```



Side effect

```
var x: Int = 0

def count(): Int = {
  x = x + 1
  x
}
```

```
scala> count()
res14: Int = 1
```

```
scala> count()
res15: Int = 2
```

```
scala> count()
res16: Int = 3
```



Pure Function

- deterministic (not nondeterministic)
- total (not partial)
- no mutation
- no exception
- no null
- no reflection
- no side effect



Scalazzi subset

- deterministic (not nondeterministic)
- total (not partial)
- no mutation
- no exception
- no null
- no reflection
- no side effect



Exercises



Why pure function?



Referential transparency



Referential transparency

A function is referentially transparent if we can replace all the calls of the function by its output without changing the behaviour of the program.



Referential transparency

A function is referentially transparent if we can replace all the calls of the function by its output without changing the behaviour of the program.

```
bar(foo(42), foo(42))
```

```
val x = foo(42)  
bar(x, x)
```



Referentially transparent

```
var countCall = 0

def isEven(x: Int): Boolean = {
  countCall += 1
  x % 2 == 0
}
```



Referentially transparent

```
var countCall = 0

def isEven(x: Int): Boolean = {
  countCall += 1
  x % 2 == 0
}
```

```
scala> val five = isEven(5)
five: Boolean = false

scala> val six = isEven(6)
six: Boolean = true

scala> countCall
res17: Int = 2
```



Referentially transparent

```
var countCall = 0

def isEven(x: Int): Boolean = {
  countCall += 1
  x % 2 == 0
}
```

```
scala> val five = isEven(5)
```

```
five: Boolean = false
```

```
scala> val six = isEven(6)
```

```
six: Boolean = true
```

```
scala> countCall
```

```
res17: Int = 2
```

```
forall((x: Int) => !isEven(x + 1) == isEvent(x))
```



Referentially transparent

```
var countCall = 0

def isEven(x: Int): Boolean = {
  countCall += 1
  x % 2 == 0
}
```

```
scala> val five = isEven(5)
five: Boolean = false

scala> val six = !isEven(5) // isEven(6)
six: Boolean = true

scala> countCall
res18: Int = 2
```

```
forall((x: Int) => !isEven(x + 1) == isEvent(x))
```



Referentially transparent

```
var countCall = 0

def isEven(x: Int): Boolean = {
  countCall += 1
  x % 2 == 0
}
```

```
scala> val five = isEven(5)
five: Boolean = false

scala> val six = !five // isEven(6)
six: Boolean = true

scala> countCall
res19: Int = 1
```

```
forall((x: Int) => !isEven(x + 1) == isEvent(x))
```



Referentially transparent

```
import scala.concurrent.Future
import scala.concurrent.ExecutionContext.Implicits.global

def doSomethingExpensive(x: Int): Future[Int] =
  Future { ??? }

for {
  x <- doSomethingExpensive(5)
  y <- doSomethingExpensive(8) // one after the other
} yield x + y
```



Referentially transparent

```
import scala.concurrent.Future
import scala.concurrent.ExecutionContext.Implicits.global

def doSomethingExpensive(x: Int): Future[Int] =
  Future { ??? }

for {
  x <- doSomethingExpensive(5)
  y <- doSomethingExpensive(8) // one after the other
} yield x + y
```

```
val fx = doSomethingExpensive(5)
val fy = doSomethingExpensive(8) // in parallel

for {
  x <- fx
  y <- fy
} yield x + y
```



Referentially transparent

```
def confirm(id: OrderId): Order = {  
  val order = getOrder(id)  
  val status = updateStatus(id, Confirmed)  
  val log = audit.info(s"Order $id confirmed")  
  val user = getUser(order.userId)  
  order  
}
```



Referentially transparent

```
def confirm(id: OrderId): Order = {  
  val order = getOrder(id)  
  val status = updateStatus(id, Confirmed)  
  val log    = audit.info(s"Order $id confirmed")  
  // val user = getUser(order.userId)  
  order  
}
```



Referentially transparent

```
def confirm(id: OrderId): Order = {  
  val order = getOrder(id)  
  // val status = updateStatus(id, Confirmed)  
  // val log     = audit.info(s"Order $id confirmed")  
  // val user    = getUser(order.userId)  
  order  
}
```



Referentially transparent
means
local reasoning



Referentially transparent
means
fearless refactoring



Testing

```
var counter: Long = 1

def foo(x: Int, b: Boolean): Long = {
  counter += x
  if(b) counter *= 2
  else counter = 0
  counter
}
```



Testing

```
var counter: Long = 1

def foo(x: Int, b: Boolean): Long = {
  counter += x
  if(b) counter *= 2
  else counter = 0
  counter
}
```

```
scala> foo(5, true) == 12L
res22: Boolean = true
```

```
scala> foo(5, false) == 0L
res23: Boolean = true
```

```
scala> foo(5, true) == 10L
res24: Boolean = true
```



Testing

```
def foo(x: Int, b: Boolean): Long = ???
```



Testing

```
def foo(x: Int, b: Boolean): Long = ???
```

```
foo(5, true) == 12L
```

```
foo(5, false) == 0L
```



Caching

```
def expensiveFunc(x: Long): Boolean = ???
```



Caching

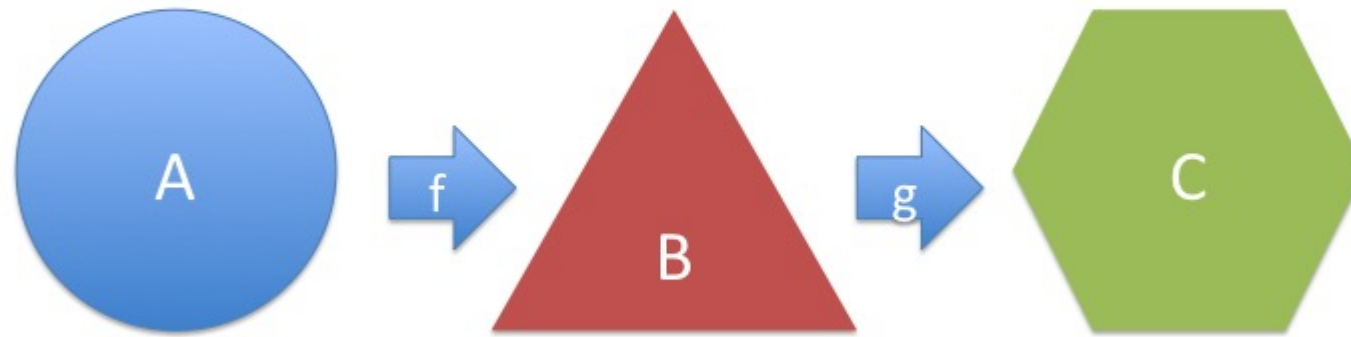
```
def expensiveFunc(x: Long): Boolean = ???
```

```
def memoize[A, B](f: A => B): A => B = ???
```

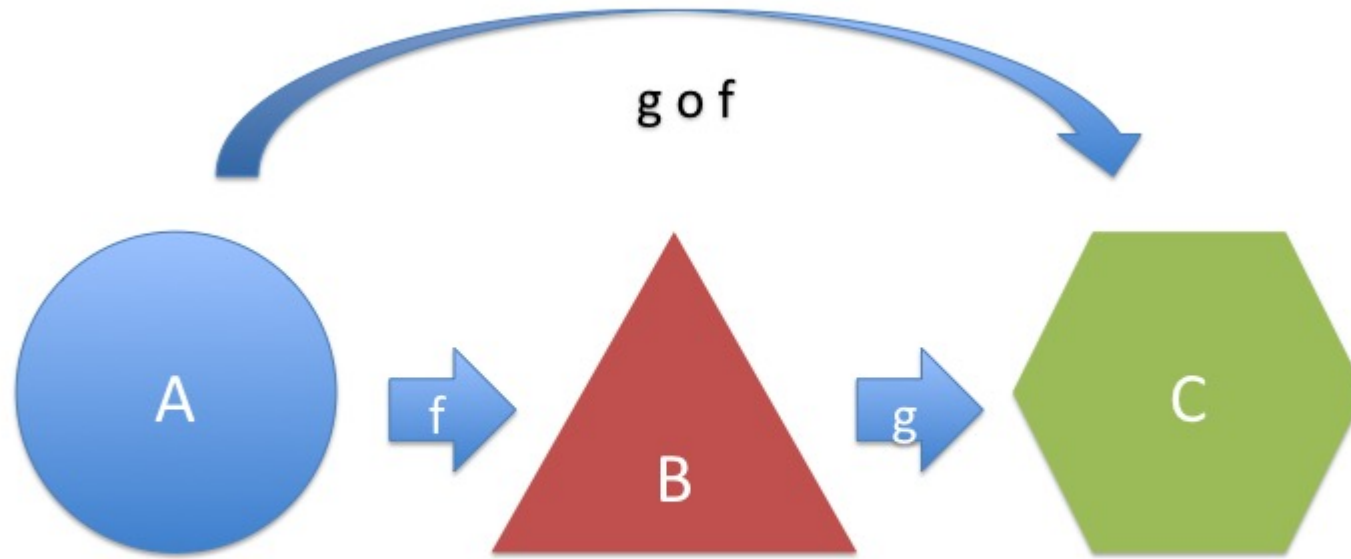
```
val cachedExpensiveFunc: Long => Boolean =  
  memoize(expensiveFunc)
```



Function composition



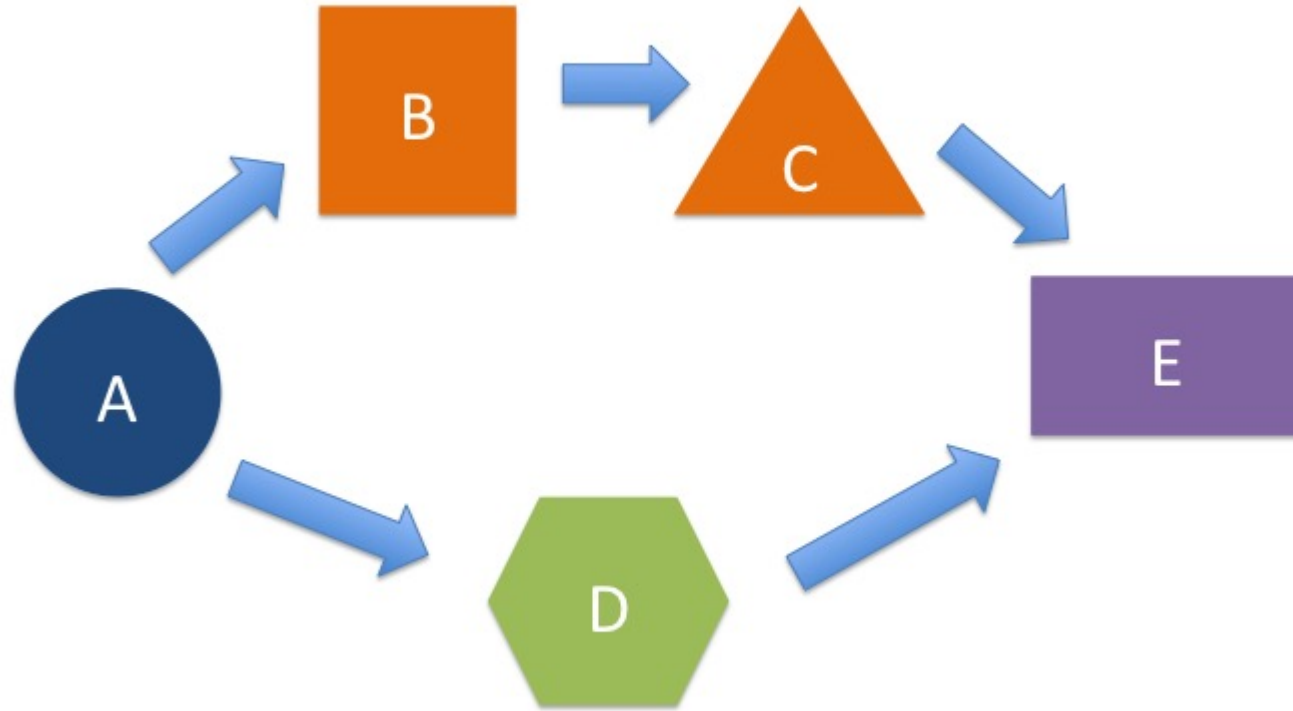
Function composition



Function composition



Graph



Downsides of pure function

- We can't **DO** anything



Downsides of pure function

- We can't **DO** anything
- We have to re-learn almost everything e.g. error handling, state, data structure



Downsides of pure function

- We can't **DO** anything
- We have to re-learn almost everything e.g. error handling, state, data structure
- Some things used to be easy e.g. logging



$$A \Rightarrow F[B]$$



Module 2: Type

