

Attaining Truly Functional Functions



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Understanding Partial Function Application

`scale(factor, x)` \rightarrow `factor * x`

`double(x)` \rightarrow `scale(2, x)`

`scale(3,4)` \rightarrow `12`

`apply(scale, 3,4)` \rightarrow `12`

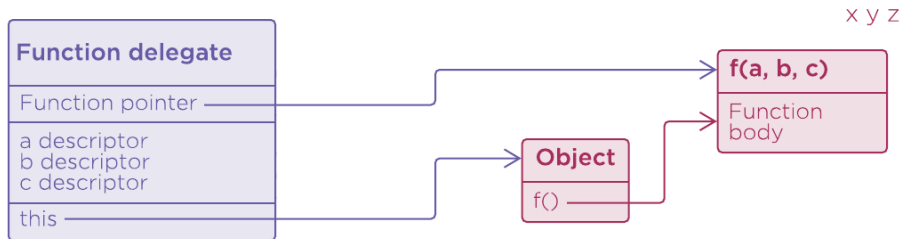
`apply(scale, factor, x)` \rightarrow `factor * x`

`apply(scale, factor)` \rightarrow `f(x)`

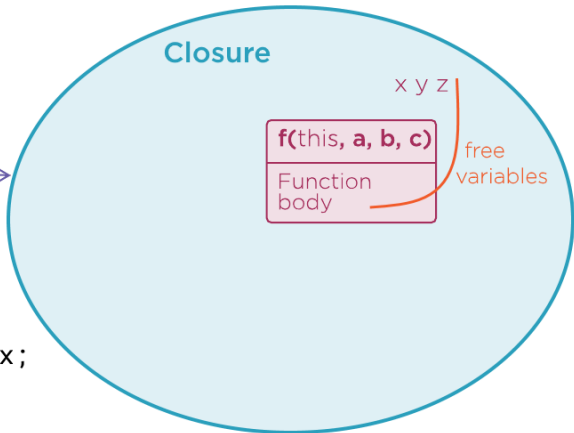
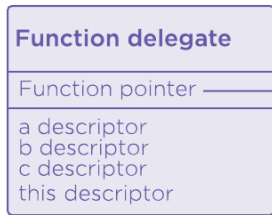
`apply(scale, 2)` \rightarrow `double`

`apply(apply(scale, 2), 3)` \rightarrow `apply(double, 3)` \rightarrow `6`

Delegates and Closures

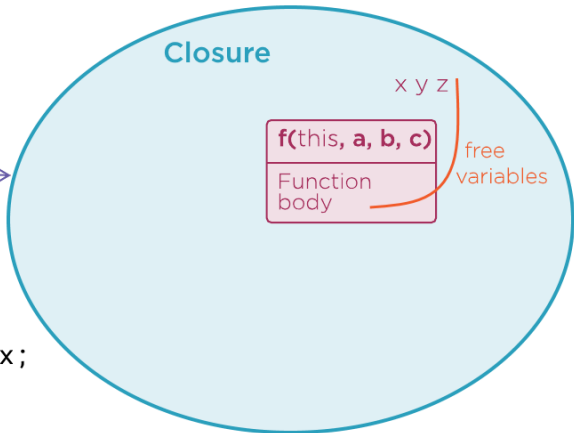
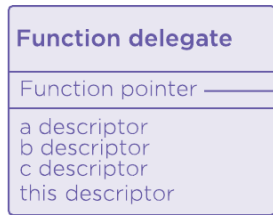


Delegates and Closures



```
Func<int, int> f = x => 2 * x;  
int y = f.Invoke(5);
```

Delegates and Closures



```
Func<int, int> f = x => 2 * x;  
int y = f.Invoke(5);  
int z = f(5);
```

Lexical vs. Dynamic Scoping

```
namespace Demo scope
{
  class Program scope
  {
    void Main() scope
    {
      int factor = 2;
      int scale(x) => factor * x; scope
    }
  }
}
```

Lexical vs. Dynamic Scoping

namespace Demo

{

class Program

{

void Main()

{

int factor = 2;

int scale(x) => factor * x;

}

}

}

bind

A diagram illustrating lexical binding. A red curved arrow labeled "bind" connects the parameter 'x' in the function signature 'int scale(x)' to the variable 'x' in the function body 'factor * x'. Both 'x' characters are enclosed in small red squares. The entire function definition line is highlighted with a light blue background.

Lexical vs. Dynamic Scoping

namespace Demo

{

class Program

{

void Main()

{

int factor = 2;

int scale(x) => factor * x;

}

}

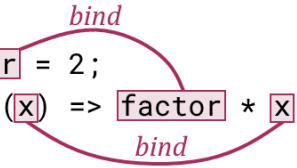
}

bind

bind

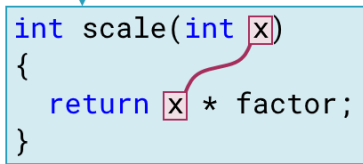
Lexical vs. Dynamic Scoping

```
namespace Demo
{
    class Program
    {
        void Main()
        {
            int factor = 2;
            int scale(x) => factor * x;
        }
    }
}
```



*As opposed to
dynamic scoping:*

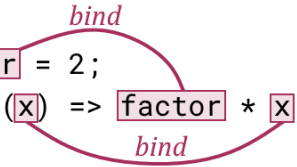
```
void theCaller()
{
    int factor = 2;
    scale(3);
}
```



```
int scale(int x)
{
    return x * factor;
}
```

Lexical vs. Dynamic Scoping

```
namespace Demo
{
    class Program
    {
        void Main()
        {
            int factor = 2;
            int scale(x) => factor * x;
        }
    }
}
```

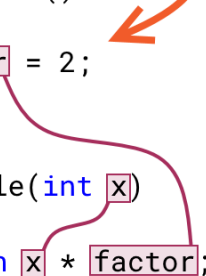


*As opposed to
dynamic scoping:*

Not C#!

```
void theCaller()
{
    int factor = 2;
    scale(3);

    int scale(int x)
    {
        return x * factor;
    }
}
```



Summary



Partial function application in F# and C#

- Built into functional languages
- In C# modelled via Func delegates
- Some help comes from lambda syntax

Closures in C#

- Compiler rewrites code
- Closure becomes a proper object
- Free variables are fields in the closure



Summary



Mutable free variables

- Execution environment observes the same free variable as the function
- Changes to free variable observed by the lambda

Advice

- Avoid changing free variables
- Keep free variables immutable

Next module:

Treating All Objects as Values

