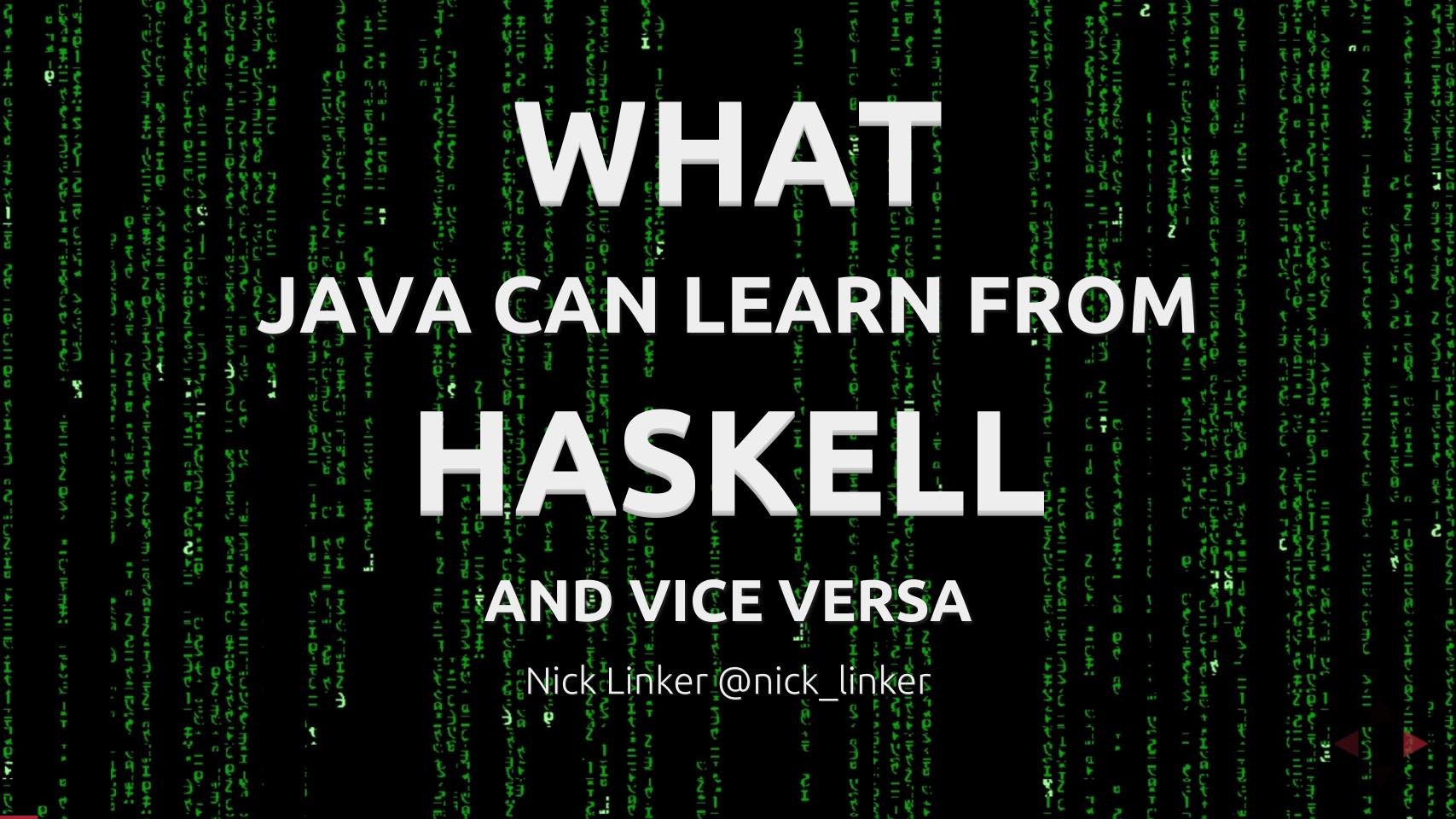
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#### **EXAMPLES (SOURCE)**

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### HASKELL IS ...

- Functional
- Pure
- Lazy (by default)
- With advanced type system
- GHC
  - 25 years old, but moves fast
  - last release 2016-05-21

### WHAT JAVA CAN LEARN

- Expressive syntax
- Purity
- Expressive Type System
- GHCi (REPL)
- ...



### **EXPRESSIVE SYNTAX (1)**

```
size xs = loop xs 0
where
loop [] acc = acc
loop (_ : xs) acc = loop xs (acc + 1)

-- Usage
size [1,2,3]
```

### **EXPRESSIVE SYNTAX (2)**

The type of size above

```
size :: [t] -> Integer -- ?

size :: Num a => [t] -> a -- actuall type
```

### In general

```
f:: (C1 a) => a -> b -> c -> d -> e

(f a1) :: b -> c -> d -> e

(f a1 b1) :: c -> d -> e

(f a1 b1 c1) :: d -> e

(f a1 b1 c1 d1) :: e
```

### **EXPRESSIVE SYNTAX (3)**

A spherical program in vacuum

```
module My.Foo where
import Data.Time hiding (Day)

foo :: IO ()
foo = do
    ct <- getCurrentTime
    putStrLn ("UTC time = " ++ show ct)</pre>
```



### PURITY (1)



Seriously, what about file system? Network? Random?

### PURITY (2)

```
long getLength(String str) {
    return str.length();
}
long getFileLength(String path) {
    return new File(path).length();
}
```

They have the same Java type.

However, these functions are not interchangeable!

### PURITY (3)

In Haskell they'd have different types:

getLength :: String -> Integer

getFileLength :: String -> IO Integer

(Monad tutorial goes here...)



## EXPRESSIVE TYPES (1) NEWTYPES

// call this as runScript("sql/RunStuff.sql")
Result runScript(String script) { ...}

- Milliseconds vs seconds
- Username vs password
- Paths vs contents
- Indices

In Haskell wrapping can be free!

### EXPRESSIVE TYPES (2) NEWTYPES

-- typesafe runScript newtype Path = Path String

runScript :: Path -> IO Result

Looks like a separate type, but low-level representation is the same.

## EXPRESSIVE TYPES (3) ALGEBRAIC DATA TYPES AND PATTERN MATCHING

```
data Void
data X = X
data Y = Y Int Text X
data Z = Zx X | Zy Y
data Day = Mon | Tue | Wed | Thu | Fri | Sat | Sun
data User = User { id :: Int, name :: Text, day :: Day }
```

#### **EXPRESSIVE TYPES (4)**

#### **ALGEBRAIC DATA TYPES AND PATTERN MATCHING**

Constructing values and matching

```
let z = Zy (Y 123 "Hey" X)
let u1 = User { id = 1, name = "Vasya", day = Mon }
let u2 = User 2 "Petya" Tue
let d = Sat

wd :: Day -> String
wd d | d `elem` [Mon, Tue, Wed, Thu] -> "Working day"
wd d | d `elem` [Sat, Sun] -> "Weekend day"
wd Fri -> "Friday"

case u1 of
User id name day -> ...
```

Typeclasses decouple the declaration that a type implements an interface from the declaration of the type itself

Data Type	Eq	Ord	ToJSON	FromJSON
Apple				
Orange				



Typeclasses decouple the declaration that a type implements an interface from the declaration of the type itself

Data Type	Eq	Ord	ToJSON	FromJSON
Apple	Eq			
Orange				



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Data Type	Eq	Ord	ToJSON	FromJSON
Apple	Eq	Ord		
Orange				



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Apple	Eq	Ord		
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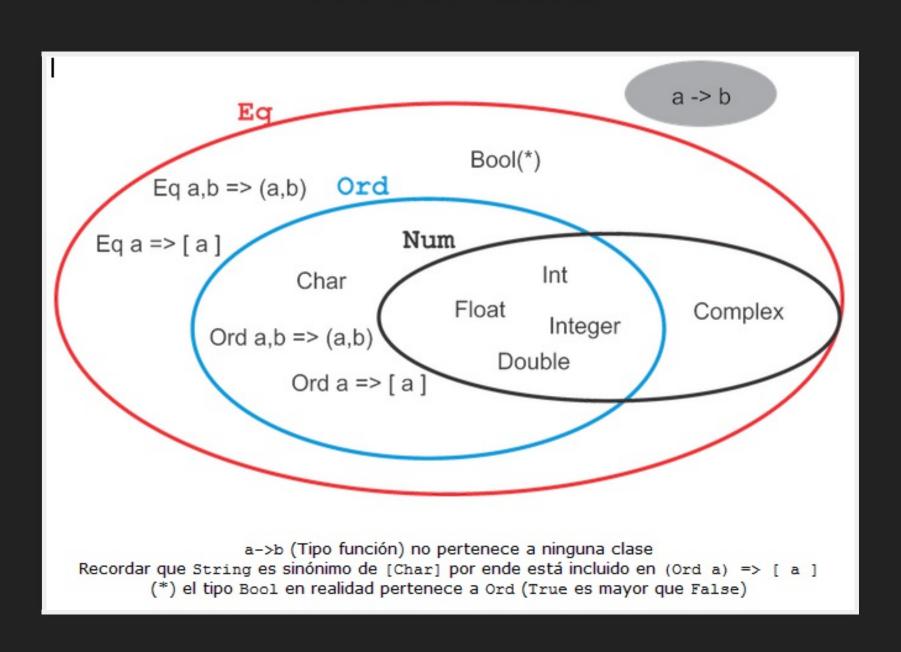
Data Type	Eq	Ord	ToJSON	FromJSON
Apple	Eq	Ord		
Orange	Eq		ToJSON	



Typeclasses decouple the declaration that a type implements an interface from the declaration of the type itself

Data Type	Eq	Ord	ToJSON	FromJSON
Apple	Eq	Ord		
Orange	Eq		ToJSON	
Lemon	Eq	Ord	ToJSON	FromJSON





### EXPRESSIVE TYPES (7) IT IS POSSIBLE TO CHECK AT COMPILE TIME

- Arrays bounds
- Open vs closed files
- Nested transactions
- Guaranteed closing resources
- REST endpoints
- And test are available too!



# WHAT HASKELL CAN LEARN

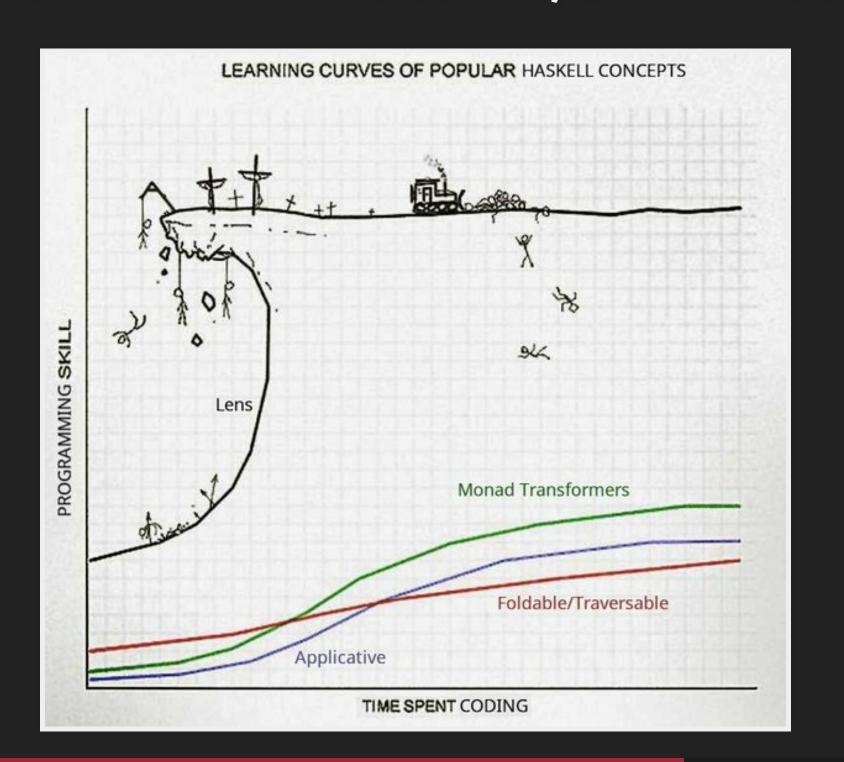
- Flat learning curve
- Intellij IDEA
- Stackoverflow

• ...

# HASKELL LEARNING CURVE



# LEARNING CURVE (1) HASKELL LEARNING CURVE, COMPARISON



### LEARNING CURVE (2) THINGS TO LEARN IN HASKELL

- 1. Syntax, functions from Prelude
- 2. Monads
- 3. Concurrency & parallelism, STM
- 4. Libraries
- 1. Monad transformers
- 2. Free monads, recursive schemes
- 3. Arrows, Lens, Type families
- 4. Type safe DSLs, TH
- 5. Whatever you want

### LEARNING CURVE (4) COMPARE WITH C++

The new book released, the translation of the C++17 Standard Draft to Russian. 888 pages. You say, Haskell is too complex?

Okay... @dshevchenko

#### **INTELLIJ IDEA**

There is no analog for Haskell.

There are plugins/extensions for

- Atom
- Vim
- Emacs
- Sublime

However, Haskell's stepping debugger (GHCi) is not universal.

#### **STACKOVERFLOW AND DOCS**

For Java it is easy to find examples and good documentation.

#### For Haskell

- The documentation is often poor
- Needed to look into the libraries' code
- Fortunately I could ask my colleagues directly.



#### **OUR CASE**

- 1. There were communication problems inside the team
- 2. There was a split between haskellers and javaists
- 3. ...Despite the pretty good quality of the services itself
- 4. The productivity would not save us :-/

#### **OUR CASE**

- 1. There were communication problems inside the team
- 2. There was a split between haskellers and javaists
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- 4. The productivity would not save us :-/

One should take the social aspects into account during the introduction of the new technologies.



#### IS IT WORTH TO USE HASKELL IN PRODUCTION?

- 1. Only if all team members are eager to learn Haskell
- 2. Maybe for some separate task, e.g. compiler
- 3. I believe one can grow a team of Haskellers
- 4. .. but cannot easy switch team to Haskell (you cannot force people to learn)

Examples: GHC, Corrode, Elm, PureScript, Agda, Kaleidoscope, Pandoc

Haskell is not for Production and Other Tales, Katie Miller Video and Slides

#### IS IT WORTH TO LEARN HASKELL? (1)

### YES!

- 1. to get a new way of thinking and to push the boundaries
- 2. to know how to structure things without inheritance
- 3. to know the alternatives to the buzzwords: DDD, Anemic, Patterns, IOC, SOLID, DI, ...
- 4. to finally understand monads

#### IS IT WORTH TO LEARN HASKELL? (2)

### OO is full of design problems

- is hard to get it done right
- a lot of buzzwords
- as opposite to algorithms there is no clear criteria whether is one solution better than another
  - cow.eat(grass)
  - grass.beEatenBy(cow)
  - field.eatingInteraction(cow, grass)

### IS IT WORTH TO LEARN HASKELL? (2)

#### OO pattern/principle

- Single Responsibility Principle
- Open/Closed principle
- Dependency Inversion Principle
- Interface Segregation
   Principle
- Factory pattern
- Strategy pattern
- Decorator pattern
- Visitor pattern

#### FP pattern/principle

- Functions
- Functions
- Functions, also
- Functions
- Yes, functions
- Oh my, functions again!
- Functions
- Functions []

