1 Object and Classes (WIP)

The closest thing to an object in Haskell is a typeclass. Typeclasses are like Java interfaces – they ensure a variable have certain properties. Examples are: 'Num', 'Order' and 'Read' typeclasses.

You may ask: how does Haskell glue data and methods together like in OOP? That can be achieve via 'let' and 'where' bindings inside functions and lists, but it is still limited in OOP sense. That is reasonable – Haskell is purely functional, and it has its own way to achieve the tasks without using OOP concepts.

1.1 References

- https://stackoverflow.com/questions/5414323/does-haskell-support-object-oriented-programming