



Scalacheat

Languages

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ABOUT

Thanks to [Brendan O'Connor](#), this cheatsheet aims to be a quick reference of Scala syntactic constructions. Licensed by Brendan O'Connor under a CC-BY-SA 3.0 license.

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variables

<code>var x = 5</code>	variable
<code>GOOD val x = 5</code>	constant
<code>BAD x=6</code>	
<code>var x: Double = 5</code>	explicit type

functions

<code>GOOD def f(x: Int) = { x*x }</code>	define function
<code>BAD def f(x: Int) { x*x }</code>	hidden error: without = it's a Unit-returning procedure; causes havoc
<code>GOOD def f(x: Any) = println(x)</code>	define function
<code>BAD def f(x) = println(x)</code>	syntax error: need types for every arg.
<code>type R = Double</code>	type alias
<code>def f(x: R) vs.</code>	call-by-value
<code>def f(x: => R)</code>	call-by-name (lazy parameters)
<code>(x:R) => x*x</code>	anonymous function
<code>(1 to 5).map(_*2) vs.</code>	anonymous function: underscore is positionally matched arg.
<code>(1 to 5).reduceLeft(_+_)</code>	
<code>(1 to 5).map(x => x*x)</code>	anonymous function: to use an arg twice, have to name it.
<code>GOOD (1 to 5).map(2*)</code>	anonymous function: bound infix method. Use <code>2*_</code> for sanity's sake instead.
<code>BAD (1 to 5).map(*2)</code>	
<code>(1 to 5).map { x => val y=x*2; println(y); y }</code>	anonymous function: block style returns last expression.
<code>(1 to 5) filter {_%2 == 0} map {_*2}</code>	anonymous functions: pipeline style. (or parens too).
<code>def compose(g:R=>R, h:R=>R) = (x:R) => g(h(x))</code>	anonymous functions: to pass in multiple blocks, need outer parens.
<code>val f = compose({_*2}, {_-1})</code>	
<code>val zscore = (mean:R, sd:R) => (x:R) => (x-mean)/sd</code>	currying, obvious syntax.
<code>def zscore(mean:R, sd:R) = (x:R) => (x-mean)/sd</code>	currying, obvious syntax
<code>def zscore(mean:R, sd:R) (x:R) = (x-mean)/sd</code>	currying, sugar syntax. but then:
<code>val normer = zscore(7, 0.4)</code>	need trailing underscore to get the partial, only for the sugar version.
<code>-</code>	
<code>def mapmake[T](g:T=>T)(seq: List[T]) = seq.map(g)</code>	generic type.
<code>5.+(3); 5 + 3</code>	infix sugar.
<code>(1 to 5) map (_*2)</code>	
<code>def sum(args: Int*) = args.reduceLeft(_+_)</code>	varargs.



packages

<code>import scala.collection._</code>	wildcard import.
<code>import scala.collection.Vector import scala.collection. {Vector, Sequence}</code>	selective import.
<code>import scala.collection. {Vector => Vec28}</code>	renaming import.
<code>import java.util.{Date => _, _}</code>	import all from java.util except Date.
<code>package pkg at start of file package pkg { ... }</code>	declare a package.

data structures

<code>(1,2,3)</code>	tuple literal. (<code>Tuple3</code>)
<code>var (x,y,z) = (1,2,3)</code>	destructuring bind: tuple unpacking via pattern matching.
<code>BAD var x,y,z = (1,2,3)</code>	hidden error: each assigned to the entire tuple.
<code>var xs = List(1,2,3)</code>	list (immutable).
<code>xs(2)</code>	paren indexing. (slides)
<code>1 :: List(2,3)</code>	cons.
<code>1 to 5 same as 1 until 6 1 to 10 by 2</code>	range sugar.
<code>() (empty parens)</code>	sole member of the Unit type (like C/Java void).

control constructs

<code>if (check) happy else sad</code>	conditional.
<code>if (check) happy same as if (check) happy else ()</code>	conditional sugar.
<code>while (x < 5) { println(x); x += 1}</code>	while loop.
<code>do { println(x); x += 1} while (x < 5)</code>	do while loop.
<code>import scala.util.control.Breaks._ breakable { for (x <- xs) { if (Math.random < 0.1) break } }</code>	break. (slides)
<code>for (x <- xs if x%2 == 0) yield x*10 same as xs.filter(_%2 == 0).map(_*10)</code>	for comprehension: filter/map
<code>for ((x,y) <- xs zip ys) yield x*y same as (xs zip ys) map { case (x,y) => x*y }</code>	for comprehension: destructuring bind



```
yield x*y same as
xs flatMap {x => ys map {y
=> x*y}}
```

```
for (x <- xs; y <- ys) {
  println("%d/%d =
%.1f".format(x, y,
x/y.toFloat))
}
```

for comprehension: imperative-ish

[sprintf-style](#)

```
for (i <- 1 to 5) {
  println(i)
}
```

for comprehension: iterate including the upper bound

```
for (i <- 1 until 5) {
  println(i)
}
```

for comprehension: iterate omitting the upper bound

pattern matching

```
GOOD (xs zip ys) map {
case (x,y) => x*y }
BAD (xs zip ys) map( (x,y)
=> x*y )
```

use case in function args for pattern matching.

```
BAD
val v42 = 42
Some(3) match {
case Some(v42) =>
println("42")
case _ => println("Not
42")
}
```

"v42" is interpreted as a name matching any Int value, and "42" is printed.

```
GOOD
val v42 = 42
Some(3) match {
case Some(`v42`) =>
println("42")
case _ => println("Not
42")
}
```

"v42" with backticks is interpreted as the existing val v42 , and "Not 42" is printed.

```
GOOD
val UppercaseVal = 42
Some(3) match {
case Some(UppercaseVal) =>
println("42")
case _ => println("Not
42")
}
```

UppercaseVal is treated as an existing val, rather than a new pattern variable, because it starts with an uppercase letter. Thus, the value contained within UppercaseVal is checked against 3 , and "Not 42" is printed.

object orientation

```
class C(x: R) same as
class C(private val x: R)
var c = new C(4)
```

constructor params - private

```
class C(val x: R)
var c = new C(4)
c.x
```

constructor params - public



<code>assert(x > 0, "positive please")</code>	constructor is class body
<code>var y = x</code>	declare a public member
<code>val readonly = 5</code>	declare a gettable but not settable member
<code>private var secret = 1</code>	declare a private member
<code>def this = this(42)</code>	alternative constructor
<code>}</code>	
<code>new{ ... }</code>	anonymous class
<code>abstract class D { ... }</code>	define an abstract class. (non-createable)
<code>class C extends D { ... }</code>	define an inherited class.
<code>class D(var x: R)</code>	inheritance and constructor params. (wishlist: automatically pass-up params by default)
<code>class C(x: R) extends D(x)</code>	
<code>object O extends D { ... }</code>	define a singleton. (module-like)
<code>trait T { ... }</code>	traits.
<code>class C extends T { ... }</code>	interfaces-with-implementation. no constructor params. mixin-able .
<code>class C extends D with T { ... }</code>	
<code>...</code>	
<code>trait T1; trait T2</code>	multiple traits.
<code>class C extends T1 with T2</code>	
<code>class C extends D with T1</code>	
<code>with T2</code>	
<code>class C extends D {</code>	must declare method overrides.
<code>override def f = ...}</code>	
<code>new java.io.File("f")</code>	create object.
<code>BAD new List[Int]</code>	type error: abstract type
<code>GOOD List(1,2,3)</code>	instead, convention: callable factory shadowing the type
<code>classOf[String]</code>	class literal.
<code>x.isInstanceOf[String]</code>	type check (runtime)
<code>x.asInstanceOf[String]</code>	type cast (runtime)
<code>x: String</code>	ascription (compile time)

API

Current
Nightly

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