

#### СУММИРУЕМ СПИСКИ

```
def concatAll(list: List[String]): String =
  list.foldLeft("")((x, y) => x + y)

def sumAll(list: List[Int]): Int =
  list.foldLeft(0)((x, y) => x + y)

def forAll(list: List[Boolean]): Boolean =
  list.foldLeft(true)((x, y) => x && y)
```

#### СУММИРУЕМ СПИСКИ

```
scala> sumAll(List(1,2,3))
res0: Int = 6
scala> concatAll(List("hello", ", ", "world", "!"))
res1: String = hello, world!
```

#### ВЫНОСИМ ЗА СКОБКИ

```
trait Monoid[A]{
  def empty: A
  def combine(x: A, y: A): A
}

def combineAll[A](list: List[A])(monoid: Monoid[A]): A =
  list.foldLeft(monoid.empty)(monoid.combine)
```

#### ВЫНОСИМ ЗА СКОБКИ

```
object IntMonoid extends Monoid[Int]{
 override def empty = 0
 override def combine(x: Int, y: Int) = x + y
object StringMonoid extends Monoid[String]{
 override def empty =
 override def combine(x: String, y: String) = x + y
object BooleanMonoid extends Monoid[Boolean]{
 override def empty = true
 override def combine(x: Boolean, y: Boolean) = x \& y
```

#### ВЫНОСИМ ЗА СКОБКИ

```
scala> combineAll(List(1,2,3))(IntMonoid)
```

res3: Int = 6

```
def combineAll[A](list: List[A])(monoid: Monoid[A]): A =
  list.foldLeft(monoid.empty)(monoid.combine)
```

```
def combineAll[A](list: List[A])(monoid: Monoid[A]): A =
  list.foldLeft(monoid.empty)(monoid.combine)
```

```
implicit \sqrt{\phantom{a}}
```

def combineAll[A](list: List[A])(implicit monoid: Monoid[A]): A =
 list.foldLeft(monoid.empty)(monoid.combine)

```
object IntMonoid extends Monoid[Int]{
 override def empty = 0
  override def combine(x: Int, y: Int) = x + y
object StringMonoid extends Monoid[String]{
 override def empty =
 override def combine(x: String, y: String) = x + y
object BooleanMonoid extends Monoid[Boolean]{
  override def empty = true
  override def combine(x: Boolean, y: Boolean) = x \& y
```

```
object IntMonoid extends Monoid[Int]{
  override def empty = 0
  override def combine(x: Int, y: Int) = x + y
object StringMonoid extends Monoid[String]{
  override def empty =
  override def combine(x: String, y: String) = x + y
object BooleanMonoid extends Monoid[Boolean]{
  override def empty = true
  override def combine(x: Boolean, y: Boolean) = x \& y
```

```
implicit object IntMonoid extends Monoid[Int]{
  override def empty = 0
  override def combine(x: Int, y: Int) = x + y
implicit object StringMonoid extends Monoid[String]{
  override def empty =
  override def combine(x: String, y: String) = x + y
implicit object BooleanMonoid extends Monoid[Boolean]{
  override def empty = true
  override def combine(x: Boolean, y: Boolean) = x \& y
```

```
object Monoid {
 implicit object IntMonoid extends Monoid[Int]{
   override def empty = 0
   override def combine(x: Int, y: Int) = x + y
  implicit object StringMonoid extends Monoid[String]{
   override def empty =
   override def combine(x: String, y: String) = x + y
  implicit object BooleanMonoid extends Monoid[Boolean]{
   override def empty = true
   override def combine(x: Boolean, y: Boolean) = x \& y
```

```
scala> combineAll(List(1, 2, 3))
res4: Int = 6
```

# вывод типов

combineAll[A](List(1,2,3) : List[A])(monoid: Monoid[A])

# ВЫВОД ТИПОВ

```
combineAll[A](List(1,2,3) : List[A])(monoid: Monoid[A])
```



combineAll[A](List(1,2,3) : List[Int])(monoid: Monoid[A])

## ВЫВОД ТИПОВ

```
combineAll[A](List(1,2,3) : List[A])(monoid: Monoid[A])

combineAll[A](List(1,2,3) : List[Int])(monoid: Monoid[A])

combineAll[Int](List(1,2,3) : List[Int])(monoid: Monoid[A])
```

### вывод типов

```
combineAll[A](List(1,2,3) : List[A])(monoid: Monoid[A])
combineAll[A](List(1,2,3) : List[Int])(monoid: Monoid[A])
combineAll[Int](List(1,2,3) : List[Int])(monoid: Monoid[A])
combineAll[Int](List(1,2,3) : List[Int])(monoid: Monoid[Int])
```

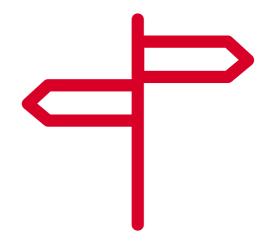








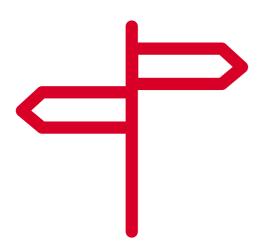










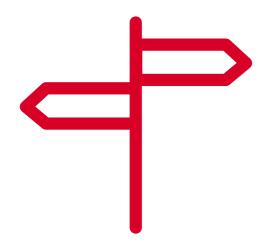










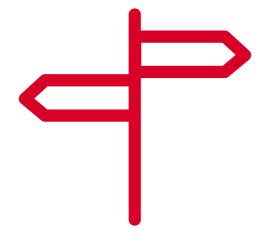














# В этом разделе мы изучили модификаторы



В следующем изучим обобщенные типы