Scala Cheat Sheet

Variables

```
var x = <mark>"mutable"</mark>
val y = <mark>"immutable"</mark>
lazy val z = <mark>"lazy"</mark>
```

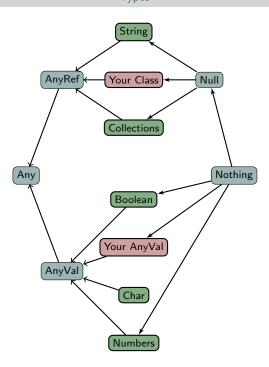
Methods

```
def id(arg: Char): Char = arg
def add(x: Int, y: Int): Int = x+y
def add(x: Int)(y: Int): Int = x+y
def twice[A](f: => A) = { f; f }
```

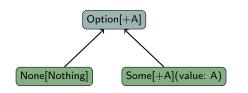
Function Types

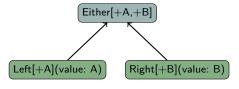
```
() => A === Function0[A]
Unit => A === Function1[Unit,A]
A => B === Function1[A,B]
(A,B) => C === Function2[A,B,C]
```

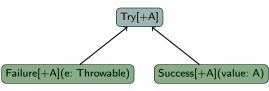
Types



Collections







Either

- getOrElse
- fold
- ...

Either

- getOrElse
- fold
- ...
- Either
- getOrElse
- fold
- ...

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Try

- \bullet getOrElse
- fold
- ...

Futures

Timeouts

- import scala.concurrent.duration._
- Await.result(future, 42.seconds)

Implicits

- implicit conversions
- implicit arguments

Type Parameters

Type Hierarchy

Text 2

IntelliJ