

Side effect Elm:

1. ...always returns the same result, given the same input.
2. ...does not have any side effects.

When to embrace side effects: State change, e.g.IO

When to avoid: when/wherever possible, use currying/lambda instead

Pure function i java ex:

```
public static int sum(int a, int b) {  
    return a + b;  
}
```

Impure i java da returværdi kan være forskellig med samme input:

```
public static int sum(int a, int b) {  
    return new Random().nextInt() + a + b;  
}
```

Impure i java pga side effect:

```
public static int sum(int a, int b) {  
    writeSomethingToFile();  
    return a + b;  
}
```

Eksempel Elm med fejl besked, var multiplier forsøges ændret i funktion:

(Elm repl er en undtagelse pga "sandbox")

```
multiplier =  
    6  
multiplyByFive number =  
    let  
        multiplier =  
            5  
    in  
        number * multiplier
```

Fejl besked:

The name `multiplier` is first defined here:

```
172| multiplier =  
    ^^^^^^^^^^^
```

But then it is defined AGAIN over here:

```
178|          multiplier =  
    ^^^^^^^^^^^
```

Pure function i Java:

```
public static int sum(int a, int b) {  
    return a + b;  
}
```

Kode eksempel impure function JS:

Mult er en global variabel, værdien kan ændres og funktionen vil derefter returnere et andet (muteret) resultat med samme parameter (num)

```
function multiply(num, mult){  
  return num * mult;  
}  
  
// Function 2  
  
var mult = 2;  
  
function multiply(num){  
  return num * mult;  
}
```

var scoreMultiplier ændres (muterer) i funktionen doubleScores, fra 2 til 3

```
var scoreMultiplier = 2;  
var highestScores = [316, 320, 312, 370, 337, 318, 314];  
  
function doubleScores(scores) {  
  var newScores = [];  
  
  for (var i = 0; i < scores.length; i++) {  
    newScores[i] = scores[i] * scoreMultiplier;  
  }  
  
  scoreMultiplier = 3;  
  
  return newScores;  
}
```