

Stairway to Scala - Flight 2

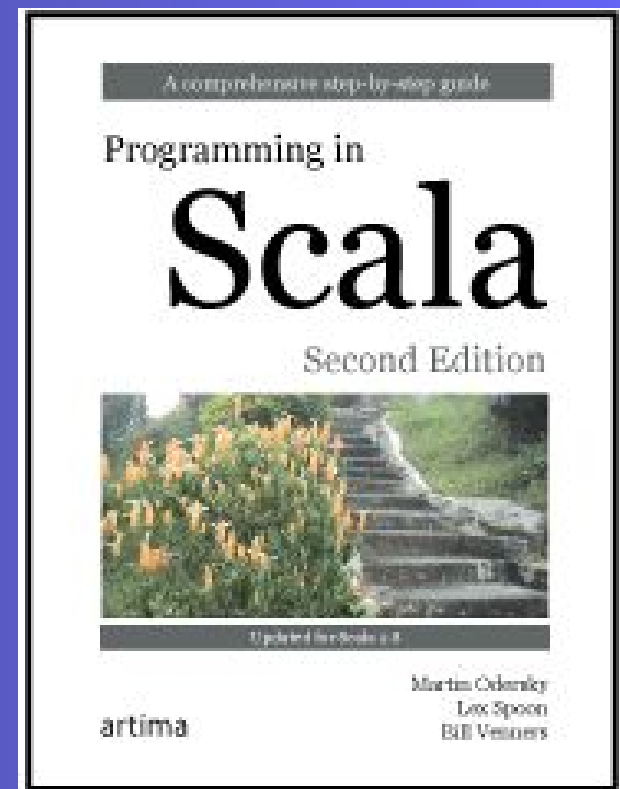
Next steps in Scala

Bill Venners

Dick Wall

escalatesoft.com

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Flight 2 goal

Get familiar with collections, look at what it means to be "functional," and learn how to process files with Scala scripts.

Parameterize arrays with types:

```
val greetStrings = new Array[String](3)
```

```
greetStrings(0) = "Hello"
```

```
greetStrings(1) = ", "
```

```
greetStrings(2) = "world!\n"
```

```
for (i <- 0 to 2)
```

```
  print(greetStrings(i))
```

All operations are method calls:

$$1 + 2$$

$$1.+ (2)$$

apply and update

```
greetStrings(i)
```

```
greetStrings.apply(i)
```

```
greetStrings(0) = "Hello"
```

```
greetStrings.update(0, "Hello")
```

Creating and initializing an array

```
val numNames = Array("zero", "one", "two")
```

```
val numNames2 = Array.apply("zero", "one", "two")
```

Creating and initializing a list

```
val oneTwoThree = List(1, 2, 3)
```

Lists are immutable

```
val oneTwo = List(1, 2)
val threeFour = List(3, 4)
val oneTwoThreeFour = oneTwo :: threeFour
println(oneTwo + " and " + threeFour + " were not mutated.")
println("Thus, " + oneTwoThreeFour + " is a new list.")
```

List(1, 2) and List(3, 4) were not mutated.

Thus, List(1, 2, 3, 4) is a new list.

Consing lists

```
val twoThree = List(2, 3)  
val oneTwoThree = 1 :: twoThree  
println(oneTwoThree)
```

List(1, 2, 3)

```
1 :: twoThree  
twoThree.::(1)
```

Initializing lists with cons and Nil

```
val oneTwoThree = 1 :: 2 :: 3 :: Nil  
println(oneTwoThree)
```

```
List(1, 2, 3)
```

Converting between Lists and Arrays

```
scala> Array(1,2,3).toList  
res0: List[Int] = List(1, 2, 3)
```

```
scala> List(1,2,3).toArray  
res1: Array[Int] = Array(1, 2, 3)
```

Creating and using a tuple

```
val pair = (99, "Luftballons")  
println(pair._1)  
println(pair._2)
```

99

Luftballons

```
val (num, what) = pair
```

Tuple types

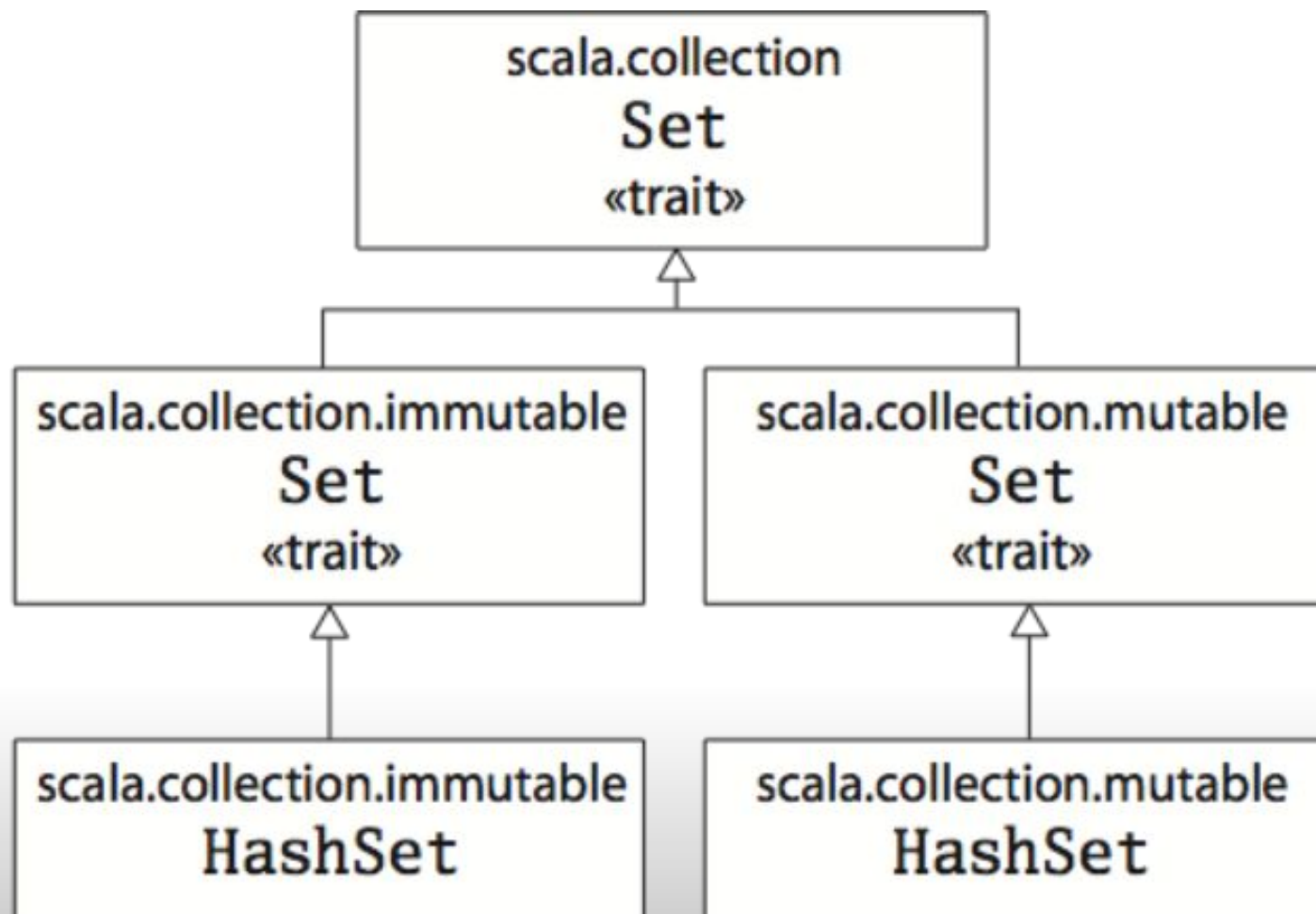
(99, "Luftballons")

Tuple2[Int, String]

('u', 'r', "the", 1, 4, "me")

Tuple6[Char, Char, String, Int, Int, String]

Set hierarchy



Creating, initializing, and using an immutable set

```
var jetSet = Set("Boeing", "Airbus")
```

```
jetSet += "Lear"
```

```
println(jetSet.contains("Cessna"))
```

```
jetSet = jetSet + "Lear"
```

Creating, initializing, and using a mutable set

```
import scala.collection.mutable
```

```
val movieSet = mutable.Set("Hitch", "Poltergeist")
```

```
movieSet += "Shrek"
```

```
println(movieSet)
```


If you need a set class other
than the default

```
import scala.collection.immutable.HashSet  
  
val hashSet = HashSet("Tomatoes", "Chilies")  
println(hashSet + "Coriander")
```

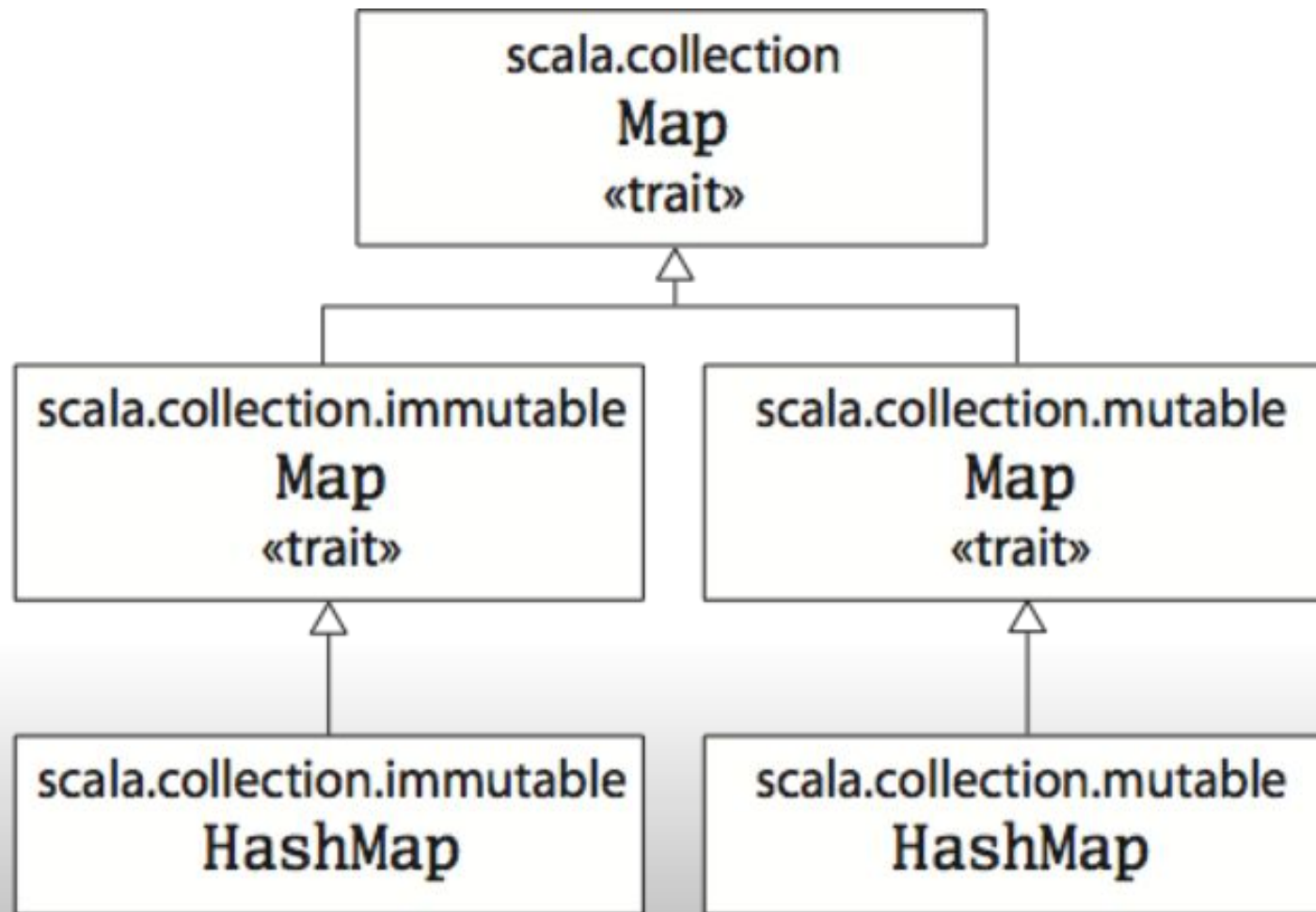
Importing a package

```
import scala.collection.mutable  
import scala.collection.immutable
```

```
val mut = mutable.Set(1, 2, 3)
```

```
val imm = immutable.Set(4, 5, 6)
```

Map hierarchy



Creating, initializing, and using a mutable map

```
import scala.collection.mutable
```

```
val treasureMap = mutable.Map.empty[Int, String]
```

```
treasureMap += (1 -> "Go to island.")
```

```
treasureMap += (2 -> "Find big X on ground.")
```

```
treasureMap += (3 -> "Dig.")
```

```
println(treasureMap(2))
```

Find big X on ground.

Implicit conversions

3 -> "Dig."

3.->("Dig.")

ArrowAssoc(3).->("Dig.")

Creating, initializing, and using an immutable map

```
val romanNumeral = Map(  
    1 -> "I", 2 -> "II", 3 -> "III", 4 -> "IV", 5 -> "V"  
)  
println(romanNumeral(4))
```

An imperative method

```
def printArgs(args: Array[String]): Unit = {  
  var i = 0  
  while (i < args.length) {  
    println(args(i))  
    i += 1  
  }  
}
```

More functional...

```
def printArgs(args: Array[String]): Unit = {  
  for (arg <- args)  
    println(arg)  
}
```

```
def printArgs(args: Array[String]): Unit = {  
  args.foreach(arg => println(arg))  
}
```


Fully functional

```
def formatArgs(args: Array[String]): String =  
  args.mkString("\n")
```

```
println(formatArgs(args))
```

```
val res = formatArgs(Array("zero", "one", "two"))  
assert(res == "zero\none\ntwo")
```

A balanced attitude for Scala programmers

Prefer vals, immutable objects and methods without side effects. Reach for them first. Use vars, mutable objects, and methods with side effects when you have a specific need and justification for them.

Reading lines from a file

// In file countchars1.scala

```
import scala.io.Source
```

```
if (args.length > 0) {  
  for (line <- Source.fromFile(args(0)).getLines)  
    print(line.length + " " + line)  
}  
else  
  Console.err.println("Please enter filename")
```

\$ scala countchars1.scala countchars1.scala

```
23 import scala.io.Source
```

```
1
```

```
23 if (args.length > 0) {
```

```
1
```

```
50 for (line <- Source.fromFile(args(0)).getLines)
```

```
36 print(line.length + " " + line)
```

```
2 }
```

```
5 else
```

```
47 Console.err.println("Please enter filename")
```

Exercises for Flight 2