

Programming in Haskell

Introduction

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Coordinates

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- **Homepage:**
<https://github.com/proglang/HaskellKurs2017>

Contents

- Basics of functional programming using Haskell
- Haskell development tools
- Writing Haskell programs
- Using Haskell libraries
- Your first Haskell project

What is Haskell?

In September of 1987 a meeting was held at the conference on Functional Programming Languages and Computer Architecture in Portland, Oregon, to discuss an unfortunate situation in the functional programming community: there had come into being more than a dozen non-strict, purely functional programming languages, all similar in expressive power and semantic underpinnings. There was a strong consensus at this meeting that more widespread use of this class of functional languages was being hampered by the lack of a common language. It was decided that a committee should be formed to design such a language, providing faster communication of new ideas, a stable foundation for real applications development, and a vehicle through which others would be encouraged to use functional languages.

From "History of Haskell"

What is Functional Programming?

A different approach to programming

Functions and values

rather than

Assignments and pointers

What is Functional Programming?

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It will make you a better programmer

Why Haskell?

- Haskell is a very high-level language
(many details taken care of automatically).
- Haskell is expressive and concise
(can achieve a lot with a little effort).
- Haskell is good at handling complex data and combining components.
- Haskell is a high-productivity language
(prioritize programmer-time over computer-time)

Functional Programming: Variables

Functional (Haskell)

```
x :: Int
```

```
x = 5
```

Variable `x` has value 5 forever

Functional Programming: Variables

Functional (Haskell)

```
x :: Int  
x = 5
```

Variable `x` has value 5 forever

Imperative (Java)

```
int x = 5;  
...  
x = x+1;
```

Variable `x` can change its content over time

Functional Programming: Functions

Functional (Haskell)

```
f :: Int -> Int -> Int
```

```
f x y = 2*x + y
```

```
f 42 16 // always 100
```

Value of a function **only** depends on its inputs

Functional Programming: Functions

Functional (Haskell)

```
f :: Int -> Int -> Int
```

```
f x y = 2*x + y
```

```
f 42 16 // always 100
```

Value of a function **only** depends on its inputs

Imperative (Java)

```
boolean flag;
```

```
static int f (int x, int y) {  
    return flag ? 2*x + y , 2*x - y;  
}
```

```
f (42, 16); // who knows?
```

Return value depends on non-local variable `flag`

Functional Programming: Laziness

Haskell

```
x = expensiveComputation  
g anotherExpensiveComputation
```

- The expensive computation will only happen if `x` is ever used.
- Another expensive computation will only happen if `g` uses its argument.

Functional Programming: Laziness

Haskell

```
x = expensiveComputation  
g anotherExpensiveComputation
```

- The expensive computation will only happen if `x` is ever used.
- Another expensive computation will only happen if `g` uses its argument.

Java

```
int x = expensiveComputation;  
g (anotherExpensiveComputation)
```

Both expensive computations will happen anyway.

Many more features that make programs more concise

- Algebraic datatypes
- Polymorphic types
- Parametric overloading
- Type inference
- Monads & friends (for IO, concurrency, ...)
- Comprehensions
- Metaprogramming
- Domain specific languages
- ...

References

- Paper by the original developers of Haskell in the conference on History of Programming Languages (HOPL III):
<http://dl.acm.org/citation.cfm?id=1238856>
- The Haskell home page: <http://www.haskell.org>
- Haskell libraries repository: <https://hackage.haskell.org/>
- Haskell Tool Stack:
<https://docs.haskellstack.org/en/stable/README/>



Let's get started!