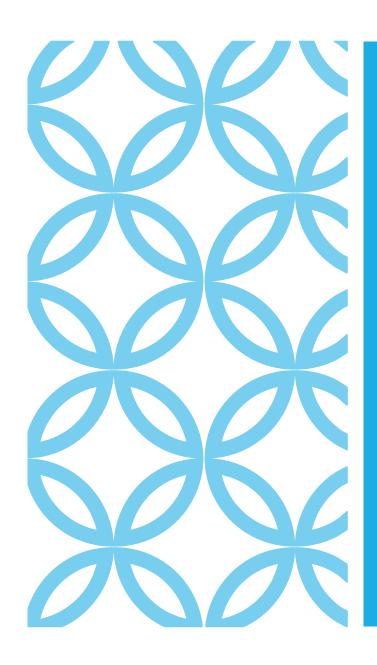


DESIGN PATTERNS AND FUNCTIONAL PROGRAMMING

OO Patterns in FP

Siva Jayaraman https://github.com/purefunctions/sdfp_oo_fp_design_patterns



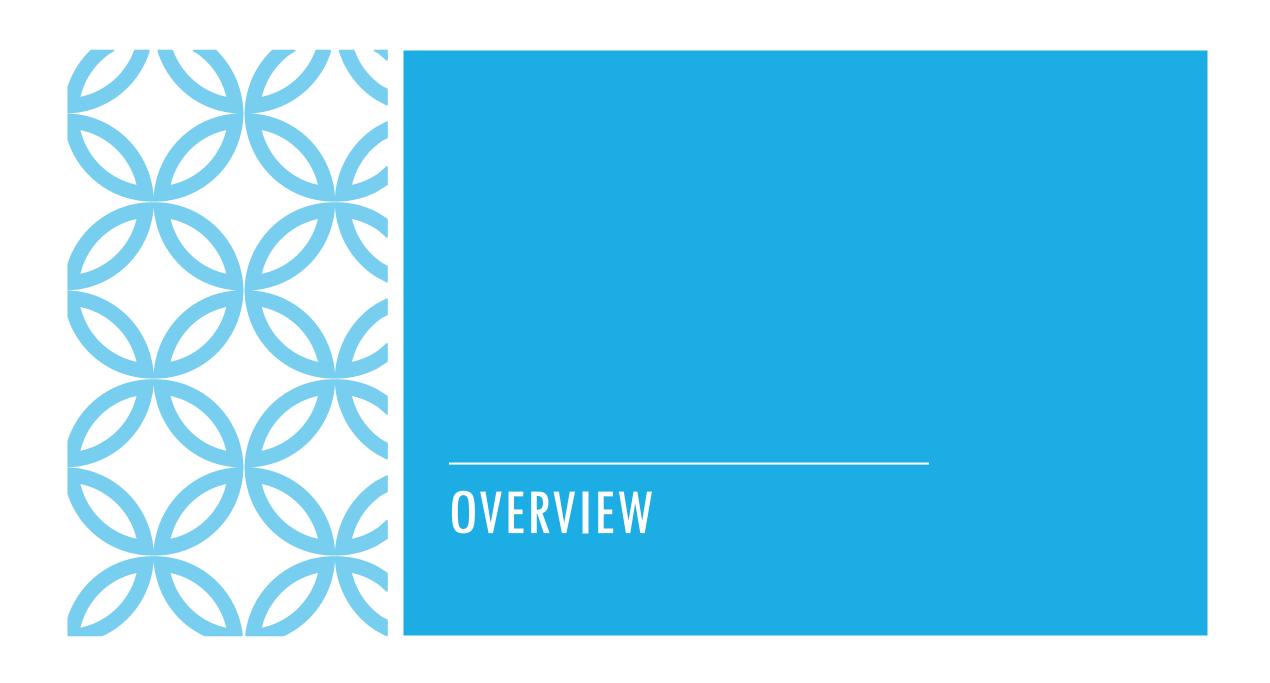
Overview

OO Design patterns & FP equivalents

Beyond OO Patterns

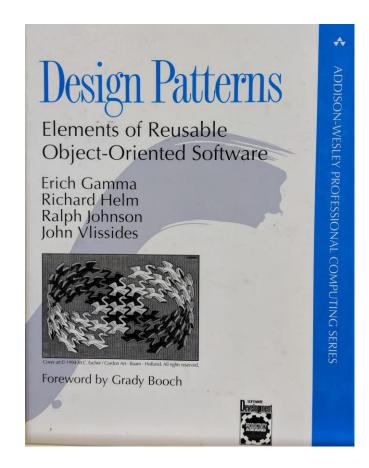
CONTENTS





DESIGN PATTERNS

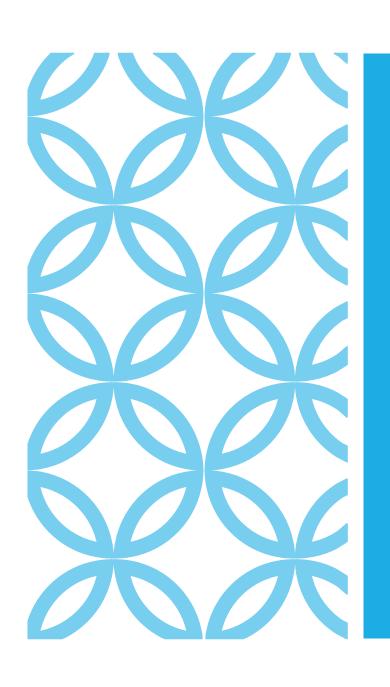
Gang of Four





"A pattern describes a problem which occurs over and over again, and then describes the core solution to that problem in such a way that you can use this solution a million times over, without ever doing it the same way twice"

- Christopher Alexander

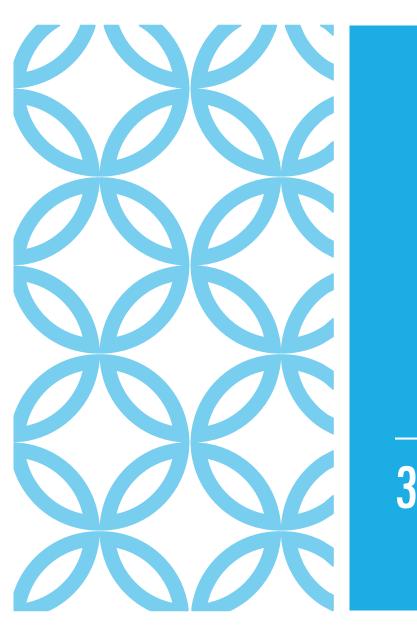


00 PATTERNS & FP EQUIVALENTS

FP EQUIVALENTS

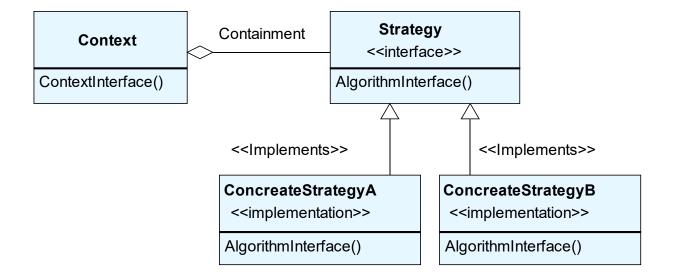
00	FP
SOLID	Functions
Strategy pattern	Functions
Visitor pattern	More functions
Decorator pattern	Function composition
Dependency injection	Functions
Chain of responsibility	Functions
Adapter	Functions

THANK YOU



3 PATTERNS IN 3 LANGUAGES

STRATEGY PATTERN



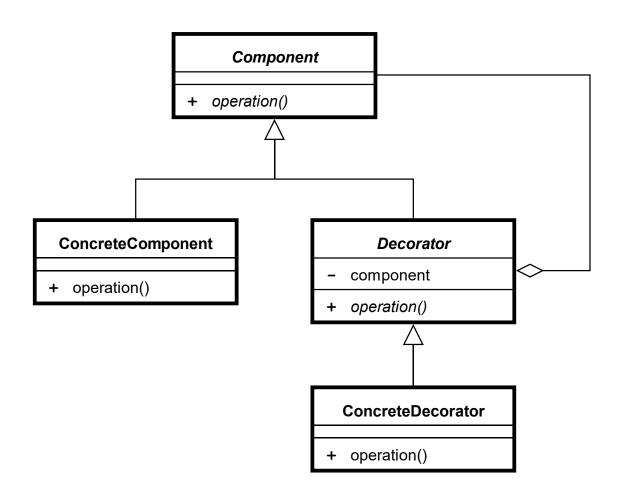
Define a family of algorithms, encapsulate each one, and make them interchangeable. Strategy lets the algorithm vary independently from the clients that use it.

The way it is defined, the strategy can be changed at run time (important for compiled languages)

STRATEGY PATTERN

Code examples in Java, Clojure & Haskell...

DECORATOR PATTERN



Attach additional responsibilities to an object dynamically. Provides a flexible and dynamic way alternative to sub-classing to extend functionality

DECORATOR PATTERN

Code examples in Java, Clojure & Haskell...

THE EXPRESSION PROBLEM...

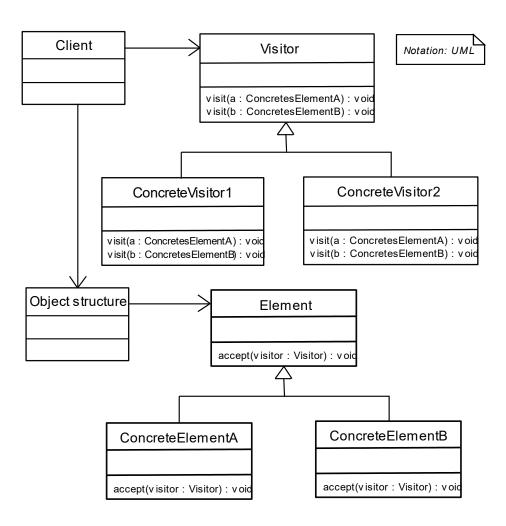
In an Object Oriented Language

	Insert	Lookup	Delete	Size		
OrderedMap						
HashMap	Existing implementations					
YourCoolNewMap	Your implementations					

In structured programming language

	Insert	Lookup	Delete	Size	Your new op
OrderedMap		Your			
HashMap		Implementations			

VISITOR PATTERN

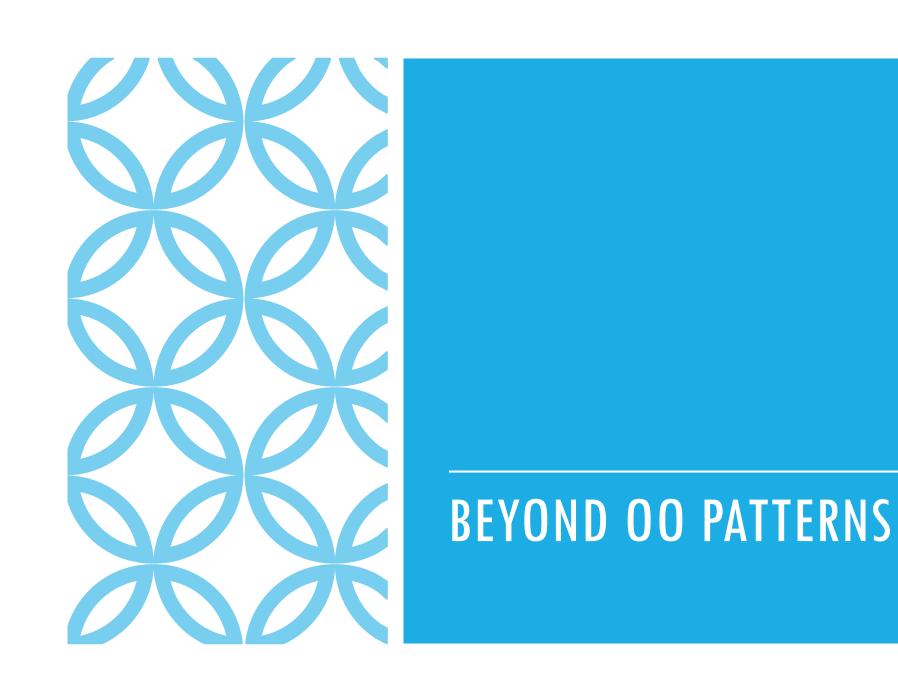


Visitor pattern lets you define a new operation without changing the class of the elements on which it operates

(Does it by inversion of control)

VISITOR PATTERN

Code examples in Java, Clojure & Haskell...



DON'T THINK IN OO PATTERNS

For some other day

Functions, functions... seriously, functions!

Functions in the small <u>and</u> functions in the large

Tail Recursion / Mutual Recursion

Partial function application / Closures

Function Composition

Controlled Mutation, enabling easy concurrency

Lazy collections

Pattern Matching

Functors, Monoids, err.. Monads

