

Your First Haskell Terminal Application

A Gentle Project-Based Introduction to Haskell

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Prelude

Hello, World

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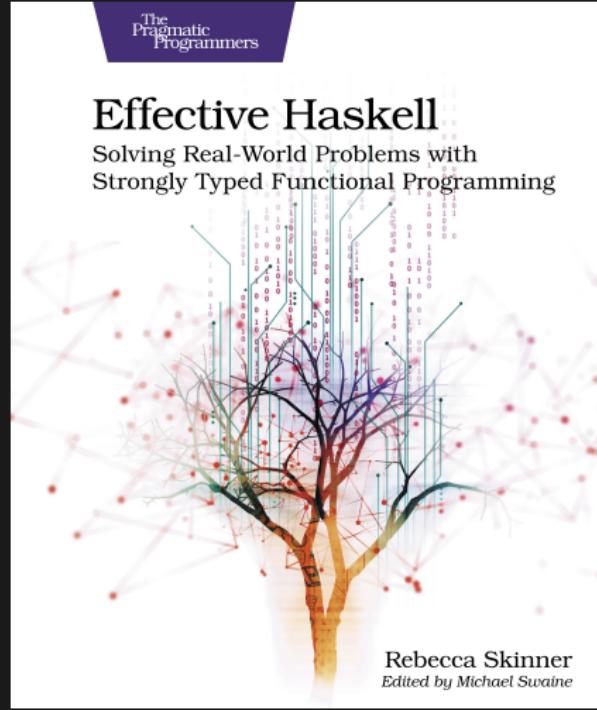


About This Talk



- ▶ This talk is inspired by the first half of Effective Haskell.
- ▶ We'll focus on one happy path, there are tools and libraries that are good but won't be covered.
- ▶ This talk will give you a "lay of the land" but we'll leave out some details.

Effective Haskell



Rebecca Skinner
Edited by Michael Swaine



<https://tinyurl.com/2744kfu7>

Now in Beta!

Build Your Tools!

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HCat: A Haskell Pager

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We're going to build our own pager in Haskell. I'm calling mine `hcat`.

HCat: A Screenshot

```
{-# LANGUAGE RecordWildCards #-}
{-# LANGUAGE OverloadedStrings #-}
{-# LANGUAGE LambdaCase #-}
{-# LANGUAGE TypeApplications #-}

module HCat where

import qualified System.IO.Error as IOError
import qualified Control.Exception as Exception

import qualified System.Environment as Environment
import qualified System.Exit as Exit
import qualified Data.List as List
import qualified Data.Maybe as Maybe
import qualified Data.Char as Char
import qualified Text.Printf as Printf
import qualified Data.Text as Text
import qualified Data.Text.IO as TextIO
import qualified Data.ByteString as BS
import System.IO (
    openFile
    , hPutStr
    , hFlush
    , hClose
    , hFileSize
    , hGetContents
    , stdin
    , stdout
    , hGetChar
    , hSetBuffering
    , hGetBuffering
    , hSetEcho
    , BufferMode(..)
    , Handle
    , IOMode(..)
)
import qualified System.Info
import qualified System.Process as Process
import Text.Read
import Control.Monad
import qualified Data.Time.Clock as Clock
import qualified Data.Time.Format as TimeFormat

-- import qualified System.Posix.User as PosixUser
import qualified System.Directory as Directory

--START:FileInfo
./src/HCat.hs | permissions: rw- | 19337 bytes | modified: 2022-01-25 04:15:03 | page: 1 of 15]
```

Re-Inventing a Thousand Wheels

Why write something boring like a pager?

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Re-Inventing a Thousand Wheels

Why write something boring like a pager?

- ▶ Teaches you how to do basic IO and work with the local system
- ▶ Implementing word wrap and pagination will help you think about problems in a functional way
- ▶ Building something similar to tools you use ever day will help you make good decisions, and give you something you can benefit from

Choosing Haskell for Developer Tooling

Why choose **Haskell** to build your developer tooling?

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Why choose **Haskell** to build your developer tooling?

- ▶ You want to learn Haskell, and building things for yourself is a good way to learn
- ▶ Haskell is a compiled language, so you don't have to deal with the startup times of a JIT language like Java
- ▶ Haskell is garbage collected (fewer memory errors)
- ▶ Haskell is **statically typed** so you'll have fewer runtime errors
- ▶ Haskell has good performance
 - ▶ Frequently, but not always slower than C and C++ programs
 - ▶ About as fast as Java programs while using a bit less memory, and having no JIT warmup cost
 - ▶ Nearly always faster than Python programs

Setting Up Your Environment

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Operating System

Haskell works on all of the major operating systems.

- ▶ Linux
 - ▶ x86 and arm. Best on x86
- ▶ macOS
 - ▶ Intel and Apple hardware are well supported
- ▶ Windows
 - ▶ x86. Native and WSL supported, but best with WSL.

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I use NixOS. Haskell works great with NixOS, but it's a steep learning curve.

Operating System



Installing Haskell

The best way to install Haskell is with ghcup:

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- ▶ Managing Haskell with nixpkgs works well, but is a steep learning curve.
- ▶ Avoid using linux distro packages, homebrew, etc.
- ▶ Installing Haskell with Stack is no longer recommended, but you can install stack with ghcup if you like.

Configuring Your Editor

VSCode is the most popular editor for working with Haskell. It will help you set up additional tooling and offers the most IDE-like experience. Emacs and vim also have good Haskell support, and can be configured with more IDE like features if you want.

Linting

hint is the most popular Haskell linter by far. You should try to use **hint** when you are developing.

- ▶ **hint** will sometimes tell you things that you might not have learned yet, try not to worry about that too much.
- ▶ **hint** sometimes makes bad suggestions, but most of the time it's suggestions are good and will help you learn to write better Haskell programs.
- ▶ **hint** is very configurable, so you can tune it if there are things that you find annoying.

Pretty Printing

There are a lot of different pretty printers for Haskell. None of them do a perfect job, and they'll all make your code worse on occasion, so you should treat them as a tool to help you format your code, rather than something that should be enforced.

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- ▶ Fourmolu is modestly configurable, and tends to work reliably. It's also fairly aggressive and is more likely to uglify your code.
- ▶ Stylish Haskell tends to lag a bit in supporting newer GHC versions, and can be a little flaky, but is less intrusive and it's style is a bit more idiomatic to classic haskellers

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There are a bunch of other options you can explore if you want

Too Much Text



IDEs and Not-IDEs

The Haskell Language Server (HLS) provides the most IDE-like experience for working with Haskell. Other tools you might like are:

`ghci` The GHC REPL

`ghcid` The ghci repl as a deamon, with some extra features

`halfsp` A minimal Haskell language server with good performance

`haskell-mode` Emacs major mode with good REPL integration

`hasktags` ctags and etags support for navigating files

Picking a GHC Version

- ▶ As a rule of thumb, staying one version behind the newest release is a safe strategy for getting new features in a timely manner while avoiding broken packages.
- ▶ Tools tend to take longer to update than libraries, so if you are flexible about what tools you want you can typically upgrade sooner.

Getting Help

Browse Documentation on Hackage

<https://hackage.haskell.org>

Hot Tip When browsing documentation the **s** key to bring up a box that will let you search for functions by name or type

Hot Tip The **source** links take you to a page where you can browse the source of packages. The source is typically **hyperlinked** to source in other packages, so you can follow definitions to other code from your browser

Hot Tip In search engines like DuckDuckGo and Kagi you can use **!hackage <package>** to search for a package.

Browse Documentation on Hackage

img/hackage-demo.webm

Search Libraries with Hoogle

img/hoogle-demo.webm

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Haskell Packaging Overview

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Usually you want to use a tool like **cabal** to make it easier to manage dependencies, build your program, and run tests.

Picking a Build Tool

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- cabal** The default tool for building packages with GHC.
- stack** Another popular tool. It aims to make dependency management easier.
- nix** Uses cabal under the hood. Provides reproducibility.

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There are three popular ways to build Haskell programs:

cabal The default tool for building packages with GHC.

stack Another popular tool. It aims to make dependency management easier.

nix Uses cabal under the hood. Provides reproducibility.

cabal is a good default choice and we'll stick with it in this talk.

Cabal Basics

`cabal init` Start a new project

`cabal build` Compiler your project

`cabal exec` Run your project

`cabal repl` Load your code into an interactive environment

The Cabal File

App, Src, and Test

- ▶ Most haskell applications have a very minimal application. Often, the executable is a single file named `Main.hs`
- ▶ The application logic is typically all in a library that lives in the same project along with the executable
- ▶ Unit tests are in a test directory and cover the library code

Managing Dependencies

Don't worry too much about things like version boundaries when you are just getting started. Focus on writing programs using only a few popular libraries, and stick with the defaults where you can. You'll need to be more careful in the future, but for now it's not worth being concerned with.

Putting the M in MVP

Read File, Write File

Haskell can look a lot like other languages you might have seen. Here's a working version of `hcat`:

```
getFileNameFrom arguments = do {
    when (length arguments <= 0) do {
        fail "empty args";
    };
    return (head arguments);
}

main = do {
    arguments <- getArgs;
    fileName <- getFileNameFrom arguments;
    fileContents <- readFile fileName;
    putStrLn fileContents;
    return ();
}
```

Read File, Write File

But this is another working version:

```
main = getArgs >>= readFile . head >>= putStrLn
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main = getArgs >>= readFile . head >>= putStrLn
```

Programs you read are more likely to look like this example than the previous one.

Read File, Write File

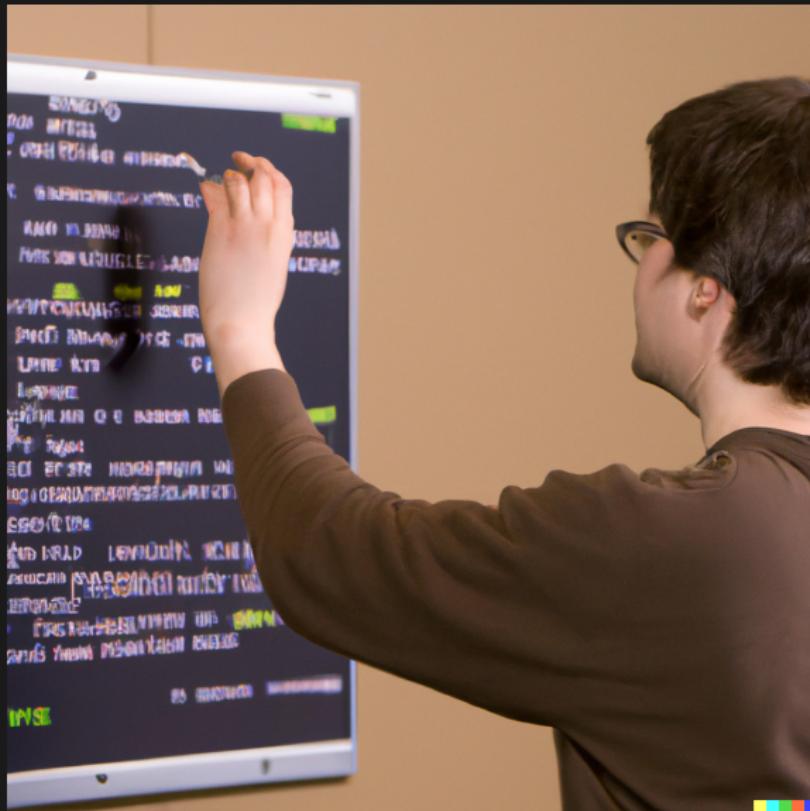
The lesson:

Read File, Write File

The lesson:

When you are first getting started, don't worry too much about idiomatic code. Haskell has a lot of ways to do things, and the learning curve is a little steep at first. Focus on getting things working even if they aren't the "right way". Refactor as you learn more.

Zoom, Enhance, Refactor



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Let's give this another shot. How might a reasonable version of our program look?

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```
module HCat where
import System.Environment (getArgs)

filenameArgument :: IO FilePath
filenameArgument = do
    allArguments <- getArgs
    case allArguments of
        [fileName] ->
            pure fileName
        _otherwise ->
            fail "Please provide one file name"

hcat :: IO ()
hcat = do
    fileName <- filenameArgument
    fileContents <- readFile fileName
    putStrLn fileContents
```

That's No Moon: Working With IO

A Tale of Two Languages

At first glance, our first hcat implementation seems straightforward, but writing your first Haskell program that does substantial IO can be tricky.

A Tale of Two Languages

In this function we're only using `let` and `in`

```
reverseSentence sentence =  
  let  
    wordsInReverse =  
      reverse (words sentence)  
  in unwords wordsInReverse
```

But in this function, we're also using `do` and `<-`

```
printSentenceBackwards = do  
  sentence <- getLine  
  let  
    reversed =  
      reverseSentence sentence  
  putStrLn reversed
```

A Tale of Two Languages

This is a **pure function**

```
reverseSentence :: String -> String
reverseSentence sentence =
    let
        wordsInReverse =
            reverse (words sentence)
    in unwords wordsInReverse
```

This is an **IO Action**

```
printSentenceBackwards :: IO ()
printSentenceBackwards = do
    sentence <- getLine
    let
        reversed =
            reverseSentence sentence
    putStrLn reversed
```

We put code in your code

An **IO Action** is a program that will be executed by the Haskell runtime when a user launches the program. All executable Haskell programs ultimately work by running a single IO action named **main**.

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Haskell is a pure functional language that we can use to write impure effectful programs in the **IO Action** language:

- ▶ Writing IO programs that run pure functional code
- ▶ Creating new IO programs by running one right after another
- ▶ Running one IO program and passing its output in as the input to another IO program
- ▶ Writing an IO program that executes many other IO programs as it runs

How do you do it?

Haskell's **do notation** gives us special syntax for working with things like IO actions. You can think of a **do block** as special syntax to embed a program written in the IO Action language directly into your pure functional program. You can even interleave pure functional Haskell code with code written in the IO Action language.

How do you do it?

Code inside of **do** blocks can really look a lot like impure procedural programming languages. Let's look at an example from [Effective Haskell](#):

```
editDistance :: Text -> Text -> Int
editDistance stringA stringB = runST $ do
    let
        aLen = T.length stringA
        bLen = T.length stringB
        as = zip [1..] (T.unpack stringA)
        bs = zip [1..] (T.unpack stringB)
        lookupIndex x y = (y * (aLen + 1)) + x
    cache <- MVec.new $ (aLen + 1) * (bLen + 1)
    for_ [0..aLen] $ \idx -> MVec.write cache (lookupIndex idx 0) idx
    for_ [0..bLen] $ \idx -> MVec.write cache (lookupIndex 0 idx) idx
    for_ as $ \(idxA, charA) -> do
        for_ bs $ \(idxB, charB) -> do
            let
                editCost = if charA == charB then 0 else 1
                insertCost <- (1+) <$> MVec.read cache (lookupIndex (idxA - 1) idxB)
                deleteCost <- (1+) <$> MVec.read cache (lookupIndex idxA (idxB - 1))
                swapCost <- (editCost +) <$> MVec.read cache (lookupIndex (idxA - 1) (idxB - 1))
            MVec.write cache (lookupIndex idxA idxB) $ min swapCost (min insertCost deleteCost)
    MVec.read cache $ lookupIndex aLen bLen
```

Slings and Arrows

It's important to remember that things "inside" of an IO Action don't really exist yet when you are writing pure functional code. They won't exist until the IO Action is run. When an IO Action program runs and returns a value, you can't use that value in your pure code because it hasn't been computed yet.

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But.

IO Action programs are regular values, and you can return them, and work with them like any other kind of value.

Slings and Arrows

```
aBunchOfPrintStatements :: Int -> [IO ()]
aBunchOfPrintStatements count =
    [print x | x <- [0..count]]


printTenTimes :: IO ()
printTenTimes =
    for_ (aBunchOfPrintStatements 10) $ \statement -> do
        putStrLn "running a statement..."
        statement
```

Putting It All Together

Putting It All Together



Putting It All Together

```
runHCat :: IO ()
runHCat = do
    targetFilePath <- handleArgs
    contents <- TextIO.readFile targetFilePath
    termSize <- getTerminalSize
    hSetBuffering stdout NoBuffering
    finfo <- fileInfo targetFilePath
    let pages = paginate termSize finfo contents
    showPages pages
```

Questions?