

# Scripts, applications, and real-world workflows

INTRODUCTION TO SCALA



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# The Scala interpreter

```
$ scala
```

```
Welcome to Scala 2.12.7.  
Type in expressions for evaluation. Or try :help.
```

```
scala> 2 + 3
```

```
res0: Int = 5
```

# Scala scripts

- A sequence of instructions in a file, executed sequentially
- Useful for smaller projects
- At a command prompt, the `scala` command executes a script by wrapping it in a template and then compiling and executing the resulting program

**Run Code**

**Submit Answer**

# Scala scripts

If we put this code into a file named `game.scala` :

```
// Start game  
println("Let's play Twenty-One!")
```

Then run:

```
$ scala game.scala
```

```
Let's play Twenty-One!
```

# Interpreted language vs. compiled language

**Interpreter:** a program that directly executes instructions written in a programming language, without requiring them previously to have been compiled into machine code.

**Compiler:** a program that translates source code from a high-level programming language to a lower level language (e.g., machine code) to create an executable program.

# Scala applications

- Compiled explicitly then run explicitly
- Consist of many source files that can be compiled individually
- Useful for larger programs
- No lag time since applications are precompiled

# Scala applications

If we put this code into a file named `Game.scala` :

```
object Game extends App {  
  println("Let's play Twenty-One!")  
}
```

First, **compile** with `scalac` :

```
$ scalac Game.scala
```

Second, **run** with `scala` :

```
$ scala Game
```

# Scala applications

If we put this code into a file named `Game.scala` :

```
object Game extends App {  
  println("Let's play Twenty-One!")  
}
```

First, **compile** with `scalac` :

```
$ scalac Game.scala
```

Second, **run** with `scala` :

```
$ scala Game
```

```
Let's play Twenty-One!
```



# Pros and cons of compiled languages

## Pros

- Increased performance once compiled

## Cons

- It takes time to compile code

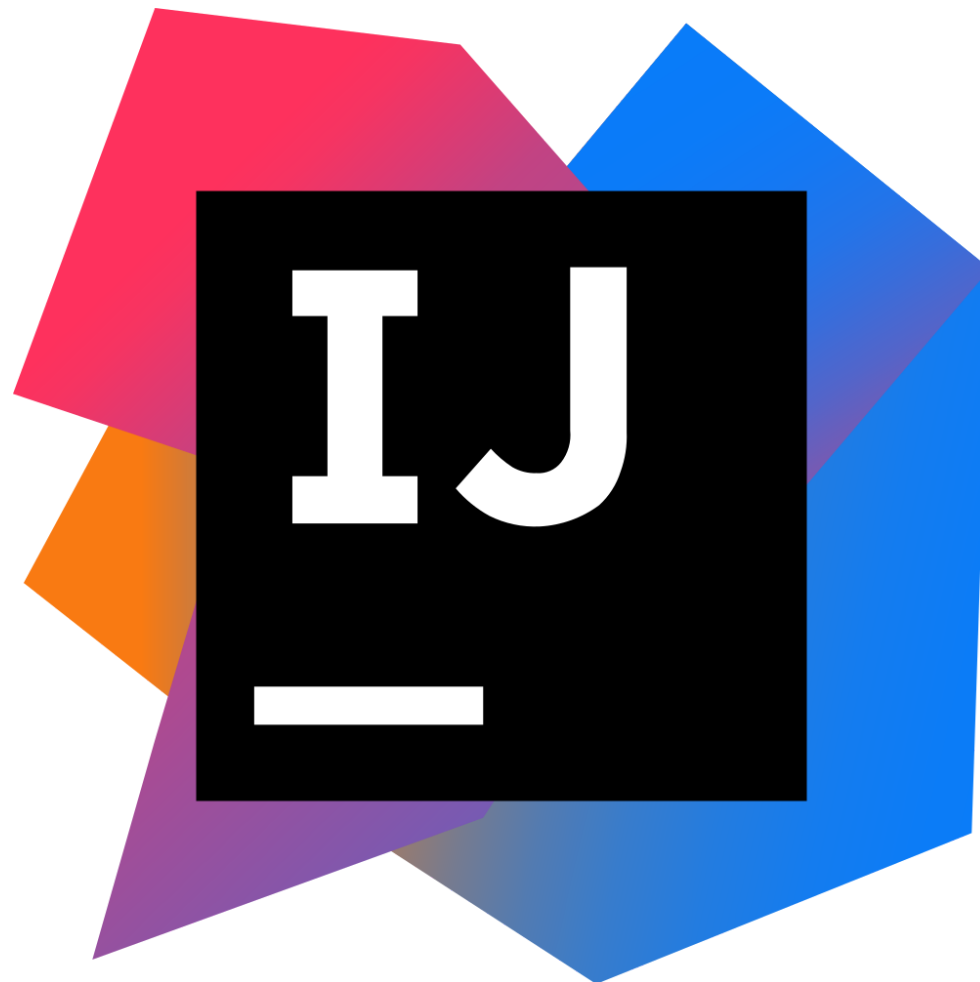
# Scala workflows

There are two main ways people prefer to work in Scala:

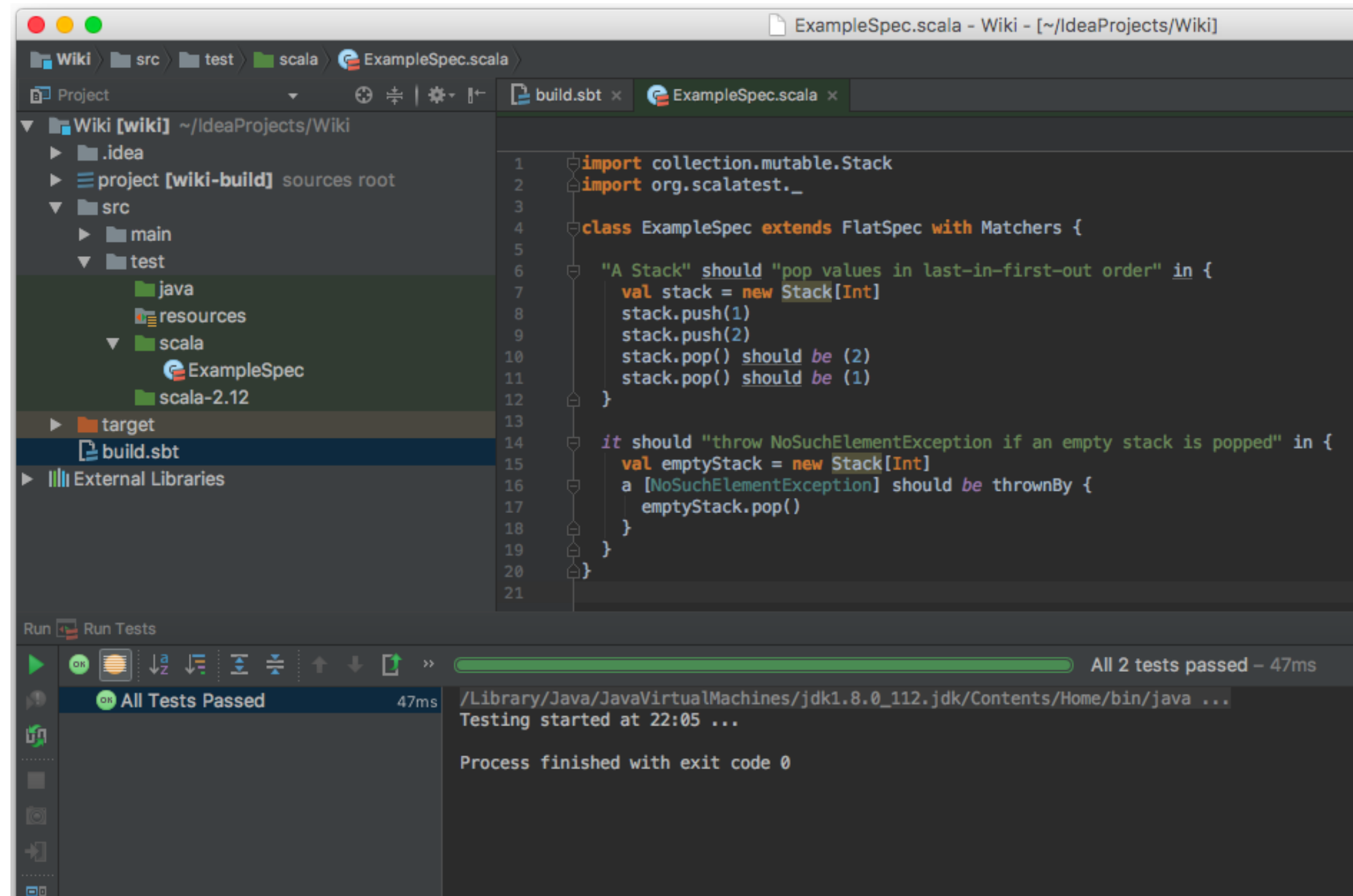
- Using the command line
- Using an IDE (integrated development environment)

# IDE

- Especially useful for larger projects with many files
- **IntelliJ IDEA:** most commonly-used IDE by Scala developers



# IntelliJ IDEA



The screenshot shows the IntelliJ IDEA IDE interface. The top toolbar includes icons for Run, Run Tests, and a progress bar. The left sidebar displays the project structure for 'Wiki [wiki]', showing folders like .idea, project [wiki-build], src, and test. The main editor window shows the file 'ExampleSpec.scala' with the following Scala code:

```
1 import collection.mutable.Stack
2 import org.scalatest._
3
4 class ExampleSpec extends FlatSpec with Matchers {
5
6   "A Stack" should "pop values in last-in-first-out order" in {
7     val stack = new Stack[Int]
8     stack.push(1)
9     stack.push(2)
10    stack.pop() should be (2)
11    stack.pop() should be (1)
12  }
13
14  it should "throw NoSuchElementException if an empty stack is popped" in {
15    val emptyStack = new Stack[Int]
16    a [NoSuchElementException] should be thrownBy {
17      emptyStack.pop()
18    }
19  }
20 }
21
```

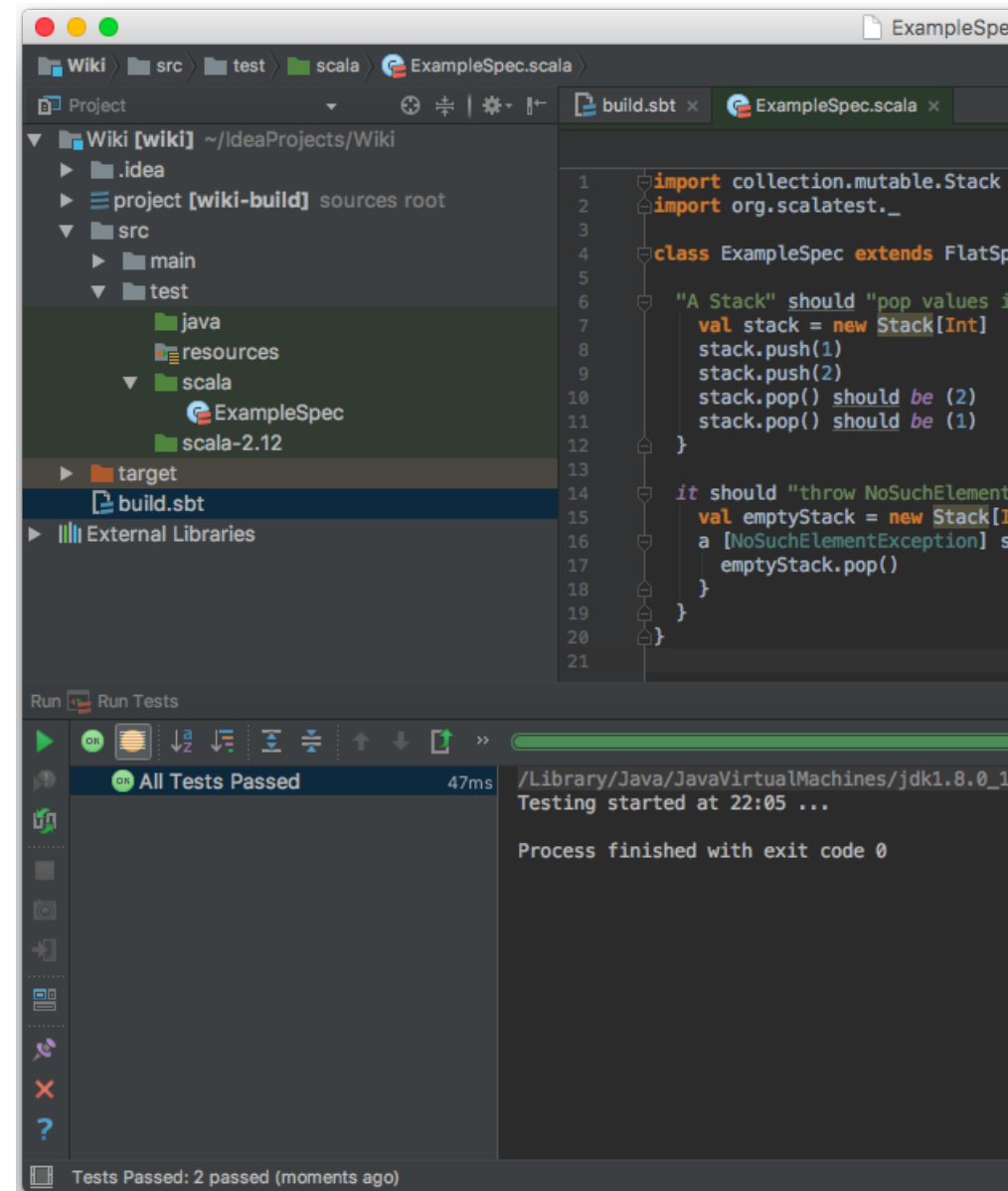
The bottom status bar indicates 'All 2 tests passed - 47ms'. The bottom console shows the output of the test run:

```
/Library/Java/JavaVirtualMachines/jdk1.8.0_112.jdk/Contents/Home/bin/java ...
Testing started at 22:05 ...

Process finished with exit code 0
```

# sbt

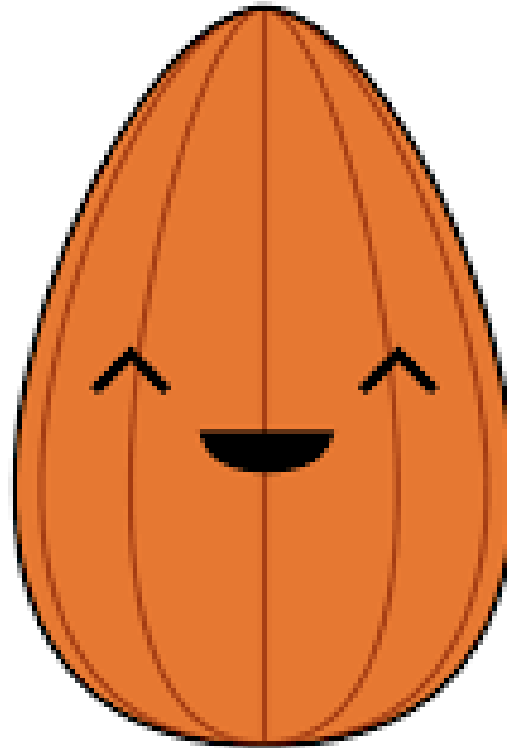
## IntelliJ IDEA



## sbt

- "simple build tool"
- Compiles, runs, and tests Scala applications

# Scala kernel for Jupyter



<sup>1</sup> <https://almond.sh/>

# Let's practice!

INTRODUCTION TO SCALA

# Functions

## INTRODUCTION TO SCALA



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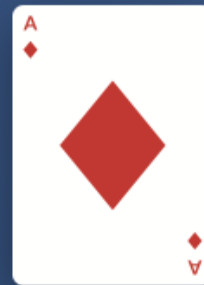


# Twenty-One

TWENTY-ONE



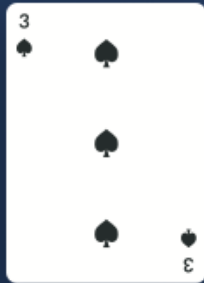
= 10



= 1 or 11



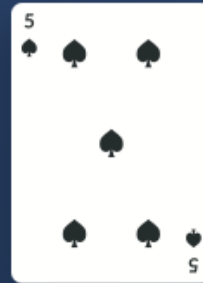
2



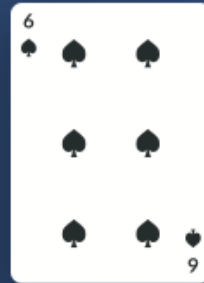
3



4



5



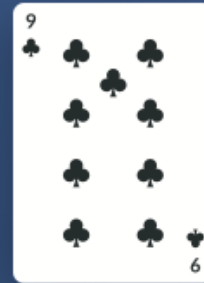
6



7



8



9

<sup>1</sup> [http://bit.ly/twenty\\_one\\_wikipedia](http://bit.ly/twenty_one_wikipedia)

# Functions

## In this course

- Understand what functions are
- Call a function

## In following courses

- Understand the anatomy of a function
- Define a function
- More...

# What is a function?

## What do functions do?

- Functions are invoked with a list of arguments to produce a result

## What are the parts of a function?

1. Parameter list
2. Body
3. Result type

# What is a function?

## What do functions do?

- Functions are invoked with a list of arguments to produce a result

## What are the parts of a function?

1. Parameter list
2. **Body**
3. Result type

# A specific question

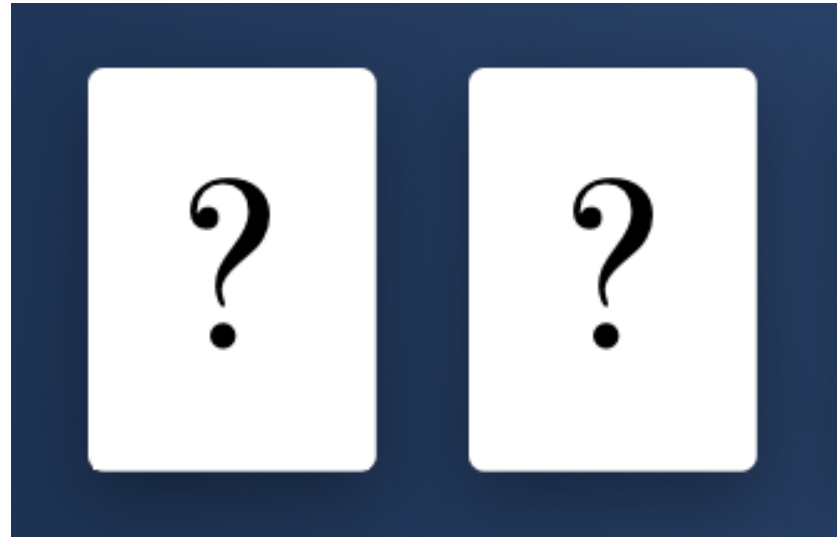


Hand value  
=  
20

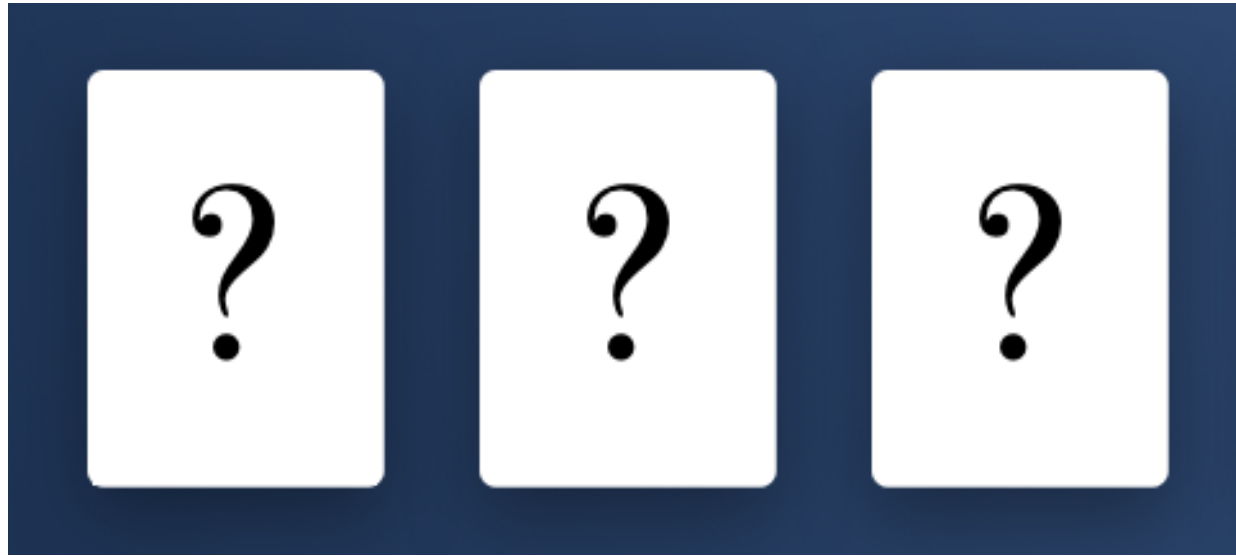
```
scala> 20 > 21
```

```
false
```

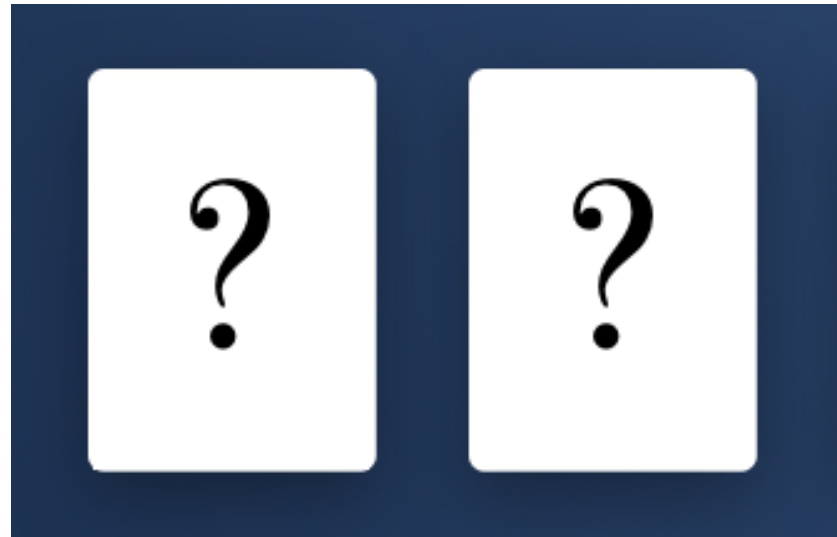
# Generalizing that question



# Generalizing that question



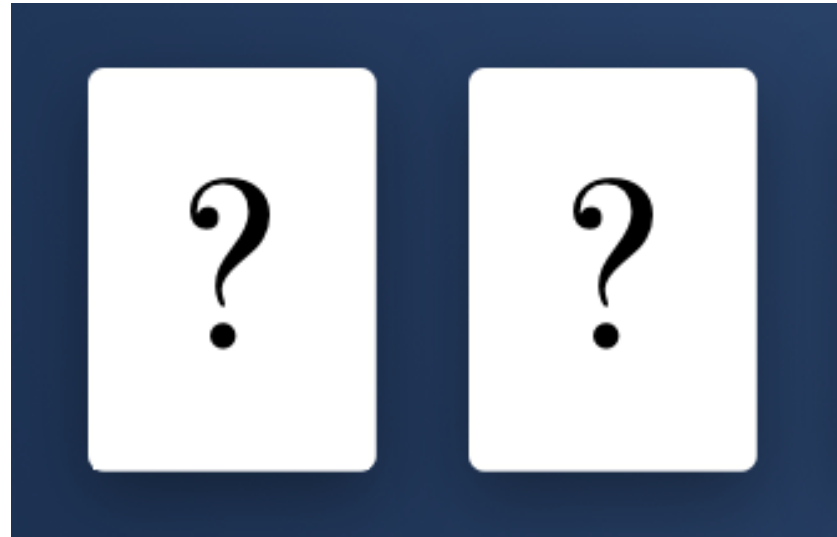
# Generalizing that question



```
scala> 20 > 21
```



# Generalizing that question



```
scala> hand > 21
```

# The bust function



```
// Define a function to determine if hand busts
def bust(hand: Int): Boolean = {
  hand > 21
}
```

- Function body: follows equals sign `=` in curly braces `{}`

# The bust function



```
// Define a function to determine if hand busts
def bust(hand: Int) = {
  hand > 21
}
```

- Function body: follows equals sign `=` in curly braces `{}`

# What do functions do again?

- Functions are invoked with a list of arguments to **produce a result**
- Functions are first-class **values**

```
// Define a function to determine if hand busts
def bust(hand: Int) = {
  hand > 21
}
println(bust(20))
println(bust(22))
```

```
false
true
```

# Call a function with variables



Hand value  
=  
20

```
println(bust(kingSpades + tenHearts))
```

```
false
```

# Sneak peek at future courses

## Kinds of functions

- **Method:** functions that are members of a class, trait, or singleton object
- **Local function:** functions that are defined inside other functions
- **Procedure:** functions with the result type of `Unit`
- **Function literal:** anonymous functions in source code (at run time, function literals are instantiated into objects called *function values*)

**Let's practice!**  
INTRODUCTION TO SCALA

# Arrays

## INTRODUCTION TO SCALA



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# Collections

- Mutable collections
  - can be updated or extended in place
- Immutable collections
  - never change

# Array

- Mutable sequence of objects that share the same type
- **Parameterize an array:** configure its types and parameter values
- **Initialize elements of an array:** give the array data

```
scala> val players = Array("Alex", "Chen", "Marta")
```

```
players: Array[String] = Array(Alex, Chen, Marta)
```

# Array

- **Parameterize an array:** configure its types and parameter values

```
scala> val players = new Array[String](3)
```

```
players: Array[String] = Array(null, null, null)
```

- Type parameter: `String`
- Value parameter: `length` which is 3

# Array

- **Parameterize an array:** configure its types and parameter values

```
scala> val players: Array[String] = new Array[String](3)
```

```
players: Array[String] = Array(null, null, null)
```

- Type parameter: `String`
- Value parameter: `length` which is 3

# Array

- **Parameterize an array:** configure its types and parameter values
- **Initialize elements of an array:** give the array data

```
scala> players(0) = "Alex"  
scala> players(1) = "Chen"  
scala> players(2) = "Marta"  
scala> players
```

```
res3: Array[String] = Array(Alex, Chen, Marta)
```

# Arrays are mutable

```
scala> val players = Array("Alex", "Chen", "Marta")
```

```
players: Array[String] = Array(Alex, Chen, Marta)
```

```
scala> players(0) = "Sindhu"
```

```
res5: Array[String] = Array(Sindhu, Chen, Marta)
```

# Arrays are mutable

```
scala> val players = Array("Alex", "Chen", "Marta")
```

```
players: Array[String] = Array(Alex, Chen, Marta)
```

```
scala> players(0) = 500
```

```
<console>:13: error: type mismatch;  
found    : Int(500)  
required: String  
    players(0) = 500
```

# Recommendation: use val with Array

```
scala> var players = Array("Alex", "Chen", "Marta")
```

```
players: Array[String] = Array(Alex, Chen, Marta)
```

## Elements can change

```
scala> players(0) = "Sindhu"
```

**players** can be reassigned

```
scala> players = new Array[String](5)  
scala> players
```

```
res2: Array[String] = Array(null, null, null, null, null)
```



# Scala nudges us towards immutability



immutability

# The Any supertype

```
scala> val mixedTypes = new Array[Any](3)
```

```
mixedTypes: Array[Any] = Array(null, null, null)
```

```
scala> mixedTypes(0) = "I like turtles"
```

```
scala> mixedTypes(1) = 5000
```

```
scala> mixedTypes(2) = true
```

```
scala> mixedTypes
```

```
res3: Array[Any] = Array(I like turtles, 5000, true)
```

**Let's practice!**  
INTRODUCTION TO SCALA

# Lists

INTRODUCTION TO SCALA



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# Collections

- Mutable collections: can be updated or extended in place
  - `Array` : mutable sequence of objects with the same type
- Immutable collections: never change
  - `List` : immutable sequence of objects with the same type

# Lists have a type parameter

## Array

```
scala> val players = Array("Alex", "Chen", "Marta")
```

```
players: Array[String] = Array(Alex, Chen, Marta)
```

## List

```
scala> val players = List("Alex", "Chen", "Marta")
```

```
players: List[String] = List(Alex, Chen, Marta)
```

# How Lists are useful while immutable

- `List` has methods, like all of Scala collections
  - *Method: a function that belongs to an object*
- There are **many** `List` methods
  - `myList.drop()`
  - `myList.mkString(", ")`
  - `myList.length`
  - `myList.reverse`

<sup>1</sup> [http://bit.ly/scala\\_list\\_documentation](http://bit.ly/scala_list_documentation)

# How Lists are useful while immutable

```
scala> val players = List("Alex", "Chen", "Marta")
```

```
players: List[String] = List(Alex, Chen, Marta)
```

```
scala> val newPlayers = "Sindhu" :: players
```

```
newPlayers: List[String] = List(Sindhu, Alex, Chen, Marta)
```



# How Lists are useful while immutable

```
scala> var players = List("Alex", "Chen", "Marta")
```

```
players: List[String] = List(Alex, Chen, Marta)
```

```
scala> players = "Sindhu" :: players
```

```
players: List[String] = List(Sindhu, Alex, Chen, Marta)
```

# cons (::)

- Prepends a new element to the *beginning* of an existing `List` and returns the resulting `List`

```
scala> val players = List("Alex", "Chen", "Marta")
```

```
players: List[String] = List(Alex, Chen, Marta)
```

```
scala> val newPlayers = "Sindhu" :: players
```

```
newPlayers: List[String] = List(Sindhu, Alex, Chen, Marta)
```

- An append operation exists, but its rarely used

<sup>1</sup> [http://bit.ly/append\\_list\\_inefficient](http://bit.ly/append_list_inefficient)

# Nil

- `Nil` is an empty list

```
scala> Nil
```

```
res0: scala.collection.immutable.Nil.type = List()
```

# Nil

- A common way to initialize new lists combines `Nil` and `::`

```
scala> val players = "Alex" :: "Chen" :: "Marta" :: Nil
```

```
players: List[String] = List(Alex, Chen, Marta)
```

```
scala> val playersError = "Alex" :: "Chen" :: "Marta"
```

```
<console>:11: error: value :: is not a member of String
    val playersError = "Alex" :: "Chen" :: "Marta"
```

# Concatenating Lists

- `:::` for concatenation

```
val playersA = List("Sindhu", "Alex")
val playersB = List("Chen", "Marta")
val allPlayers = playersA ::: playersB
println(playersA + " and " + playersB + " were not mutated,")
println("which means " + allPlayers + " is a new List.")
```

```
List(Sindhu, Alex) and List(Chen, Marta) were not mutated,
which means List(Sindhu, Alex, Chen, Marta) is a new List.
```

# Scala nudges us towards immutability



immutability

# Pros and cons of immutability

## Pros

- Your data won't be changed inadvertently
- Your code is easier to reason about
- You have to write fewer tests

## Cons

- More memory required due to data copying

**Let's practice!**  
INTRODUCTION TO SCALA