

Make Your JavaScript Functionally Tasty with Currying

...

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Why Functional?

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"As **software** becomes more and more **complex**, it is more and more important to **structure it well**.

Well-structured software is **easy to write** and to **debug**, and provides a collection of **modules** that can be **reused** to reduce future programming costs."

-- John Hughes,

Why Functional Programming Matters

**We spend more time reading
code than writing it**

Functional Programming Characteristics

- Pure functions
- Function composition
- Avoid shared state
- Avoid mutating state
- Avoid side effects

Pure Functions

- Given same inputs, always returns same output
- No side-effects



```
function multiplyByTwo(number) {  
  return number * 2;  
}
```

Function Composition

- Process of combining two or more functions to produce a new function

Shared State

- Any variable, object or memory space that exists in a shared scope



```
let x = 2;  
  
const add = (y) => {  
  x += y;  
};  
  
add(4); // x === 6 (the first time)
```

Mutating State

- When an object is changed



```
let zoo = {  
  wardens: 900,  
  animals: 800  
}  
zoo.animals = 90 // mutating state
```


Side Effects

- Any state changes observable outside the called function other than its returned value, including:
 - Modifying external variable or object value
 - Logging/Writing to console, screen, file or network
 - Triggering any external process
 - Calling other functions with side-effects

Pure Functions

Shared State

Mutating State

Side Effects

Pure Functions



What is Currying?



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Haskell Brooks Curry

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Currying

Currying is a process in functional programming where **functions** with **multiple arguments** are transformed into a **series of nested single-argument functions**

Currying



```
function volume(l,w,h) {  
    return l * w * h;  
}  
  
function volumeC(l) {  
    return function(w) {  
        return function(h) {  
            return l * w * h;  
        }  
    }  
}
```

Why Currying in JavaScript is Possible

- Closures
- Higher-order Functions

Closure

The combination of a function and its reference to its environment--which allows it to access contents of that environment

Closure



```
function init() {  
  var name = 'Seattle Code Camp'; // name is a local variable created by init  
  function displayName() { // displayName() is the inner function, a closure  
    alert(name); // use variable declared in the parent function  
  }  
  displayName();  
}  
init();
```


Closure Scopes

- Local scope
- Outer scope
- Global Scope



```
// global scope
var e = 10;
function sum(a){
  return function(b){
    return function(c){
      // outer functions scope
      return function(d){
        // local scope
        return a + b + c + d + e;
      }
    }
  }
}

console.log(sum(1)(2)(3)(4)); // log 20
```

Functions are First Class Citizens in JavaScript

(Meaning, functions can be passed in as arguments to other functions
and returned as data)

Higher-order Functions

“A higher-order function is a function that takes one or more functions as arguments or a function that returns a function”

--Closurebridge

Partial Application



```
function makeAdder(x) {  
  return function(y) {  
    return x + y;  
  };  
}  
  
var add5 = makeAdder(5);  
var add10 = makeAdder(10);  
  
console.log(add5(2)); // 7  
console.log(add10(2)); // 12
```

Why Currying?

"A programmer's pipe-dream is to write code, and be able to use it repeatedly with little effort. It's expressive because you write in a way that expresses what is needed, and it's reuse because.. well, you're reusing. What more could you want?"

-- Hugh FD Jackson

Why Currying

The code is organized into **little specialized pieces** that can be **reused** with ease and without clutter

**We spend more time reading
code than writing it**

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PagerDuty