

Adding Functional-style Filters to Object Model



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Functional Object Filter

```
public abstract class SpecificMoney : Money
{
    ...
    public override SpecificMoney Of(Currency currency)
    {
        if (currency.Equals(this.Currency))
            return this;
        return new Empty(currency);
    }
    ...
}
```



Isolated



Reusable



Will never change

Applying the filter

```
moneys.Select(money => money.Of(currency))
```



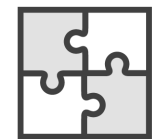
Time before filtering

All objects are still
Money, with no currency indicated



Time after filtering

All objects are
SpecificMoney with same currency



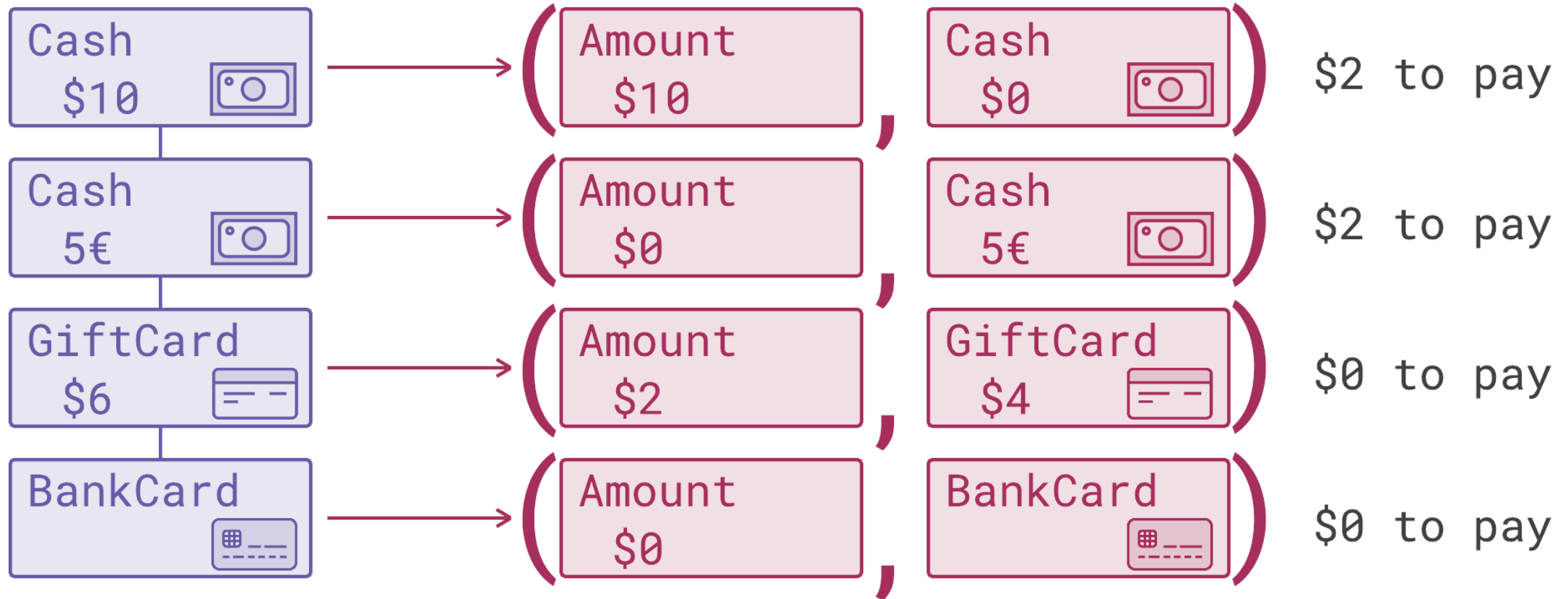
Desired Behavior

`money.Take($4)`



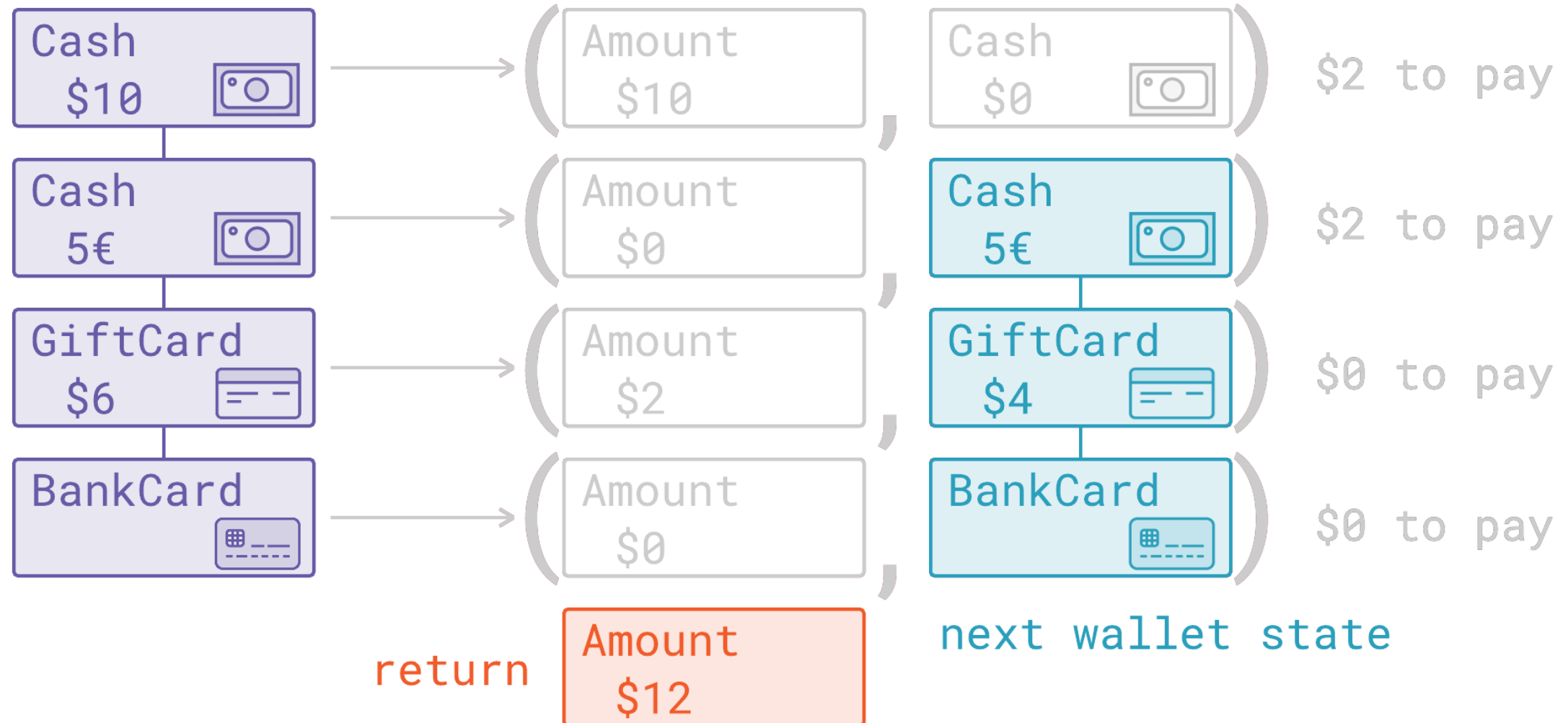
Desired Behavior

wallet.Charge(\$12)



Desired Behavior

wallet.Charge(\$12)



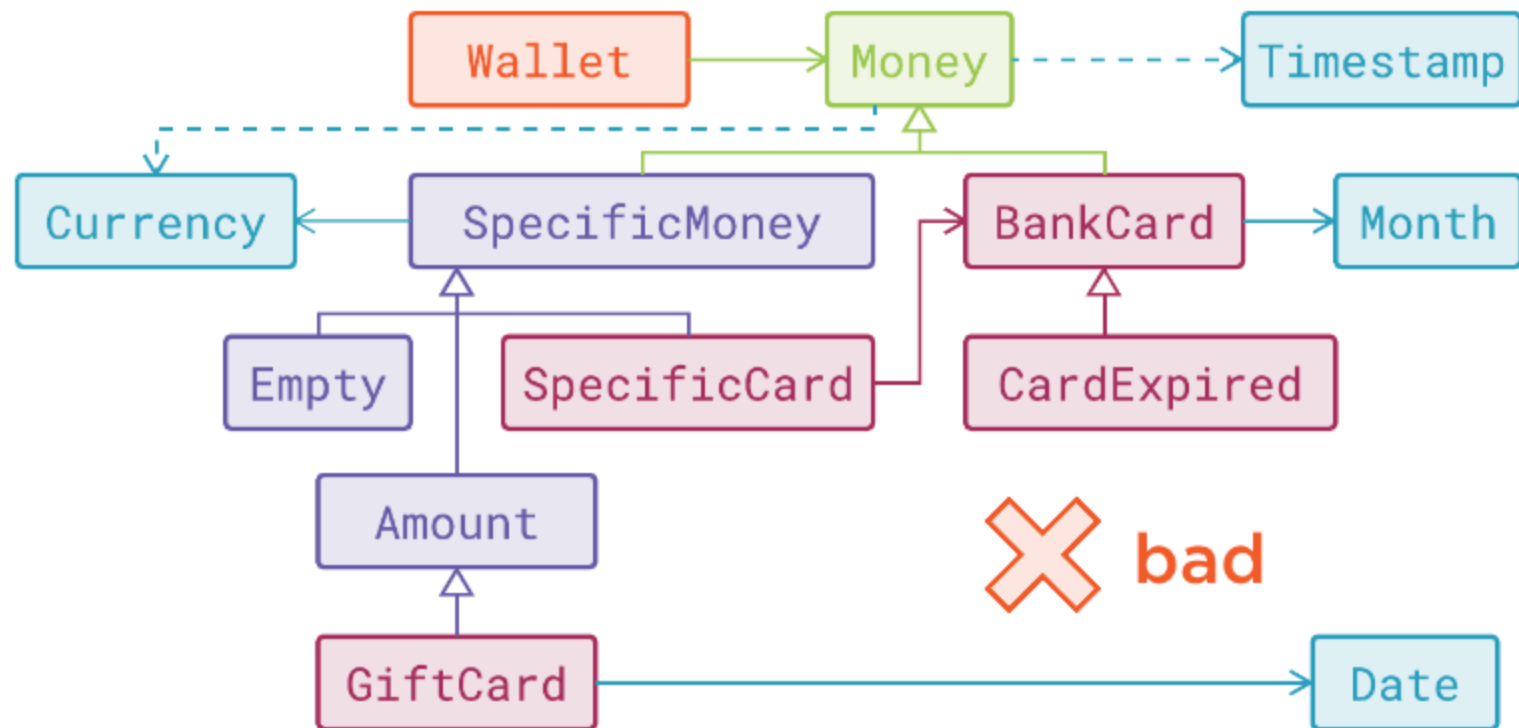
```
this.Content  
    .On(Timestamp.Now)  
    .Of(toCharge.Currency)  
    .Take(toCharge.Value)  
    .ToList();
```

```
decimal remaining = amount;  
using (IEnumerator<Money> money = this.Content.GetEnumerator())  
{  
    while (money.MoveNext() && remaining > 0)  
    {  
        decimal paid = money.Current.Withdraw(currency, remaining);  
        remaining -= paid;  
    }  
}
```



```
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```





good

```
this.Content  
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```



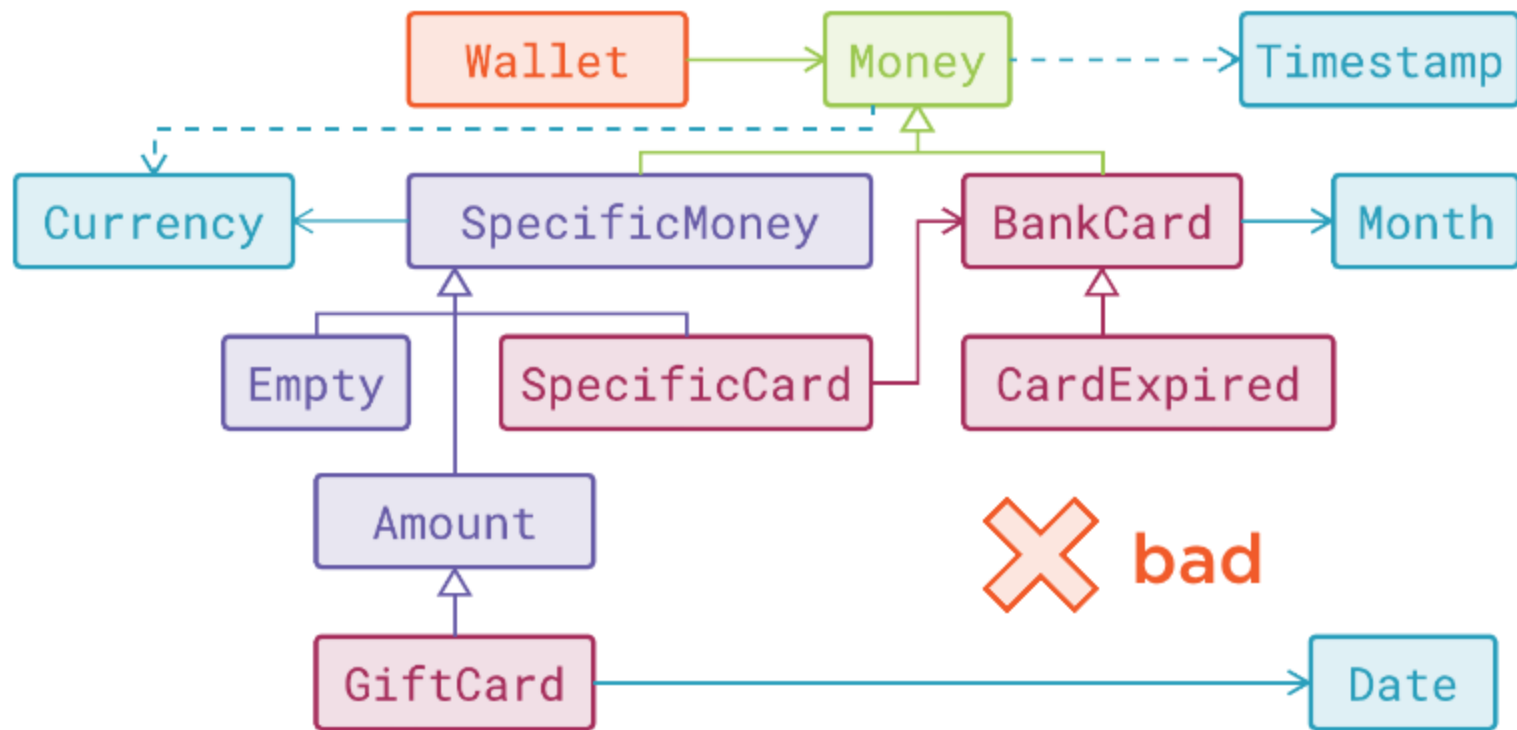
Short



Composable



Reusable



Summary



Understanding state mutations

- No pure functions in mutable objects
- Pure functions are easy to work with

Enabling pure functions

- Turn object's state immutable
- Turn dependencies on global state into method arguments

Summary



Applying functional design to classes

- Make public methods simple
- Make them isolated
- Do not expose complex functions
- Let the consumer mix and match small functions

Lesson learned

- Functional thinking doesn't have to include higher order functions, lambdas...



Next module:

Introducing Pure Functions
to Object Design

