

```
fun append (xs,ys) =  
  if xs=[]  
  then ys  
  else (hd xs)::append(tl xs,ys)  
  
fun map (f,xs) =  
  case xs of  
    [] => []  
  | x::xs' => (f x)::(map(f,xs'))  
  
val a = map (increment, [4,8,12,16])  
val b = map (hd, [[8,6],[7,5],[3,0,9]])
```

# Programming Languages

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Duck Typing

# *Duck Typing*

“If it walks like a duck and quacks like a duck, it's a duck”

- Or don't worry that it may not be a duck

When writing a method you might think, “I need a `Foo` argument” but really you need an object with enough methods similar to `Foo`'s methods that your method works

- Embracing duck typing is always making method calls rather than assuming/testing the class of arguments

Plus: More code reuse; very OOP approach

- What messages an object receive is “all that matters”

Minus: Almost nothing is equivalent

- `x+x` versus `x*2` versus `2*x`
- Callers may assume a lot about how callees are implemented

# Duck Typing Example

```
def mirror_update pt
  pt.x = pt.x * (-1)
end
```

- Natural thought: “Takes a `Point` object (definition not shown here), negates the `x` value”
  - Makes sense, though a `Point` instance method more OOP
- Closer: “Takes anything with getter and setter methods for `@x` instance variable and multiplies the `x` field by `-1`”
- Closer: “Takes anything with methods `x=` and `x` and calls `x=` with the result of multiplying result of `x` and `-1`”
- Duck typing: “Takes anything with method `x=` and `x` where result of `x` has a `*` method that can take `-1`. Sends result of calling `x` the `*` message with `-1` and sends that result to `x=`”

## *With our example*

```
def mirror_update pt
  pt.x = pt.x * (-1)
end
```

- Plus: Maybe `mirror_update` is useful for classes we did not anticipate
- Minus: If someone does use (abuse?) duck typing here, then we cannot change the implementation of `mirror_update`
  - For example, to `- pt.x`
- Better (?) example: Can pass this method a number, a string, or a `MyRational`

```
def double x
  x + x
end
```