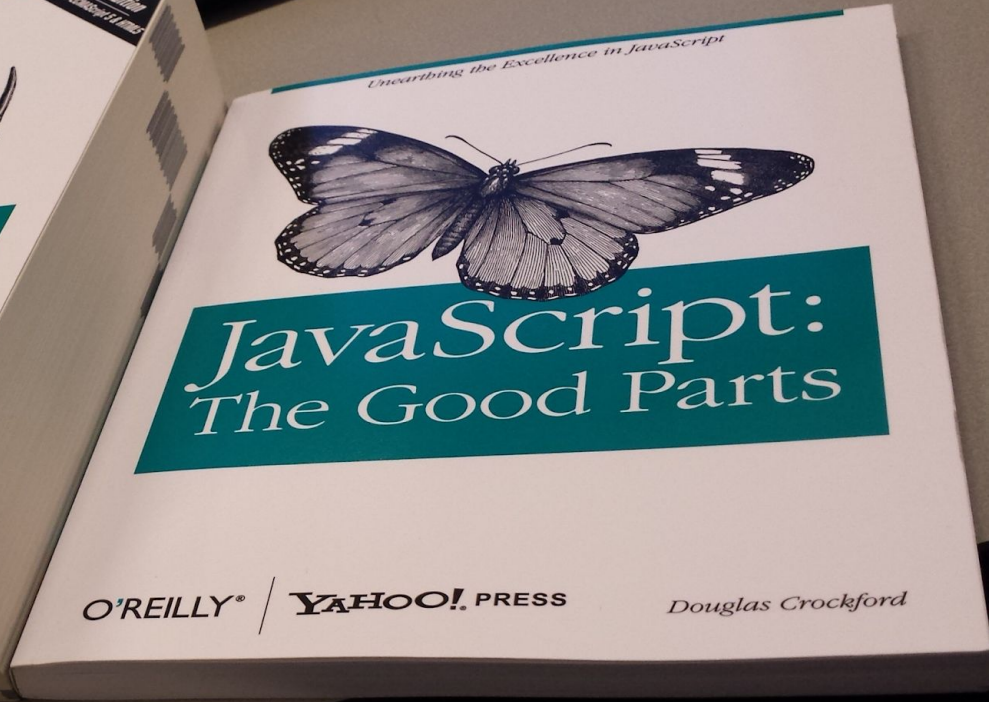
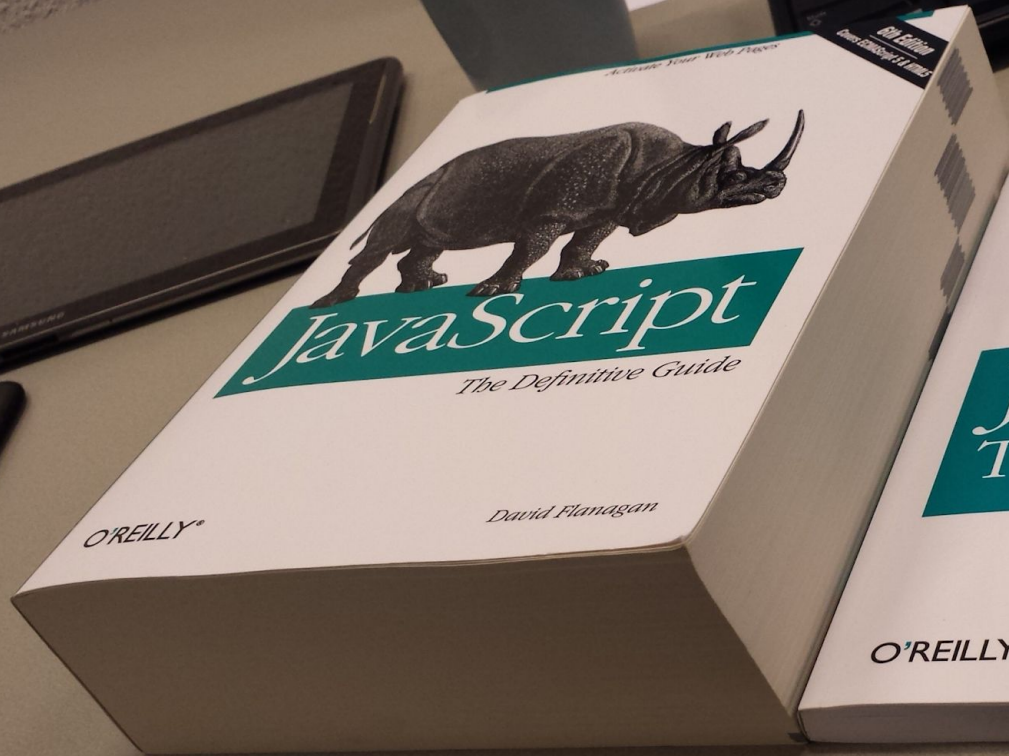


WPROWADZENIE DO ELM

funkcyjny frontend



Jakub Stańczak
Ptryk Scheffler



ELM

- Rok powstania - 2012
- Autor - Evan Czaplicki
- Czysty język funkcyjny, bazowany na Haskellu

Forget what you have heard
about functional programming.
Fancy words, weird ideas, bad
tooling. Barf.

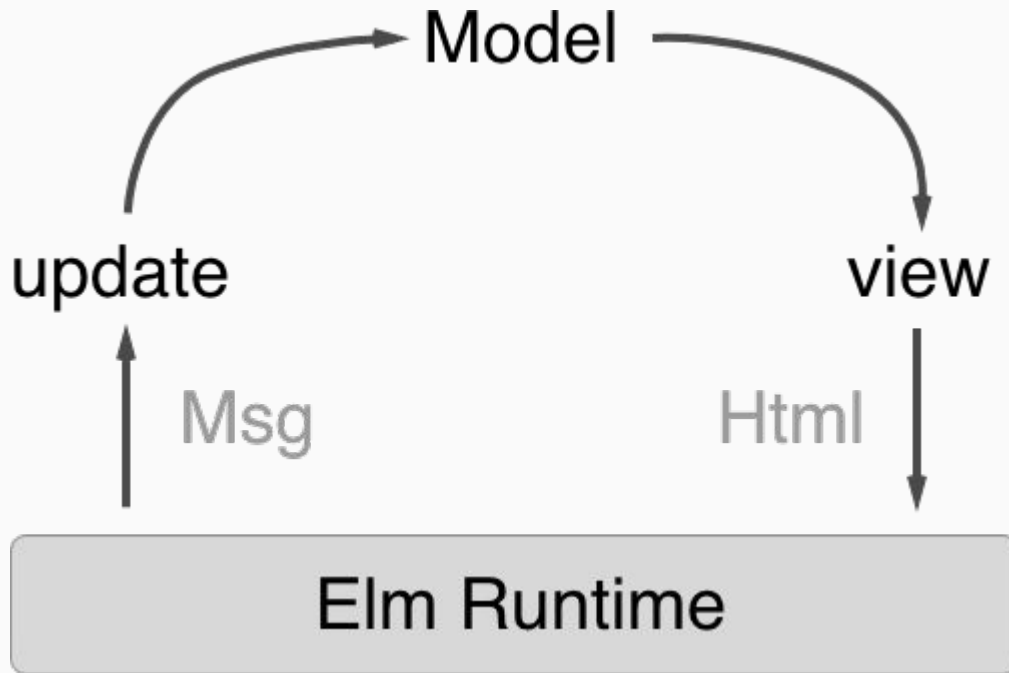
- Evan Czaplicki

GŁÓWNE ZALETY

No Runtime Exceptions	Great Performance
Enforced Semantic Versioning	Small Assets

- Pure function (Purescript.js)
- Immutable data structures (Immutable.js)
- Currying (Ramda.js)
- Static type checking (Flow)
- No concept of Null (Folktale)
- The Elm Architecture (Redux)
- Declarative UI (React.js)
- Virtual DOM (React.js)

ELM ARCHITECTURE



JAK ZACZAĆ?



JĘZYKI FUNKCYJNE

- Pierwszy język funkcyjny: LISP ~1958
- Funkcje jako model programowania
- Rachunek lambda
- Dopasowanie wzorca
- Brak efektów ubocznych
- Nadawanie typów
- Rekursja
- Leniwa ewaluacja
- Funkcje wyższego rzędu

WSZYSTKO JEST FUNKCJĄ!

Funkcyjne operacje na kolekcjach

- `map` - `[1,4,9] = map(x -> x^2, [1,2,3])`
- `filter` - `[1,3] = filter(x -> x!=2, [1,2,3])`
- `reduce` - `6 = reduce(acc, x -> acc + x, [1,2,3])`
- `pattern matching` -
 `case someStringInfo of`
 `“pattern1” -> print “WoW”`
 `_ -> print “Unrecognized”`

Monady

A monad is just a monoid in the category of endofunctors,
what's the problem?

$$\backslash a \rightarrow (f a) \gg = \backslash b \rightarrow (g b)$$

Monady

- Wymagania:
 - Kontekst
 - Sposób łączenia

Oznaczenia

- $2 + 3 == (+) 2 3$
- $(+) 3 == (\text{Int} \rightarrow \text{Int})$
- $f : (\text{Int} \rightarrow \text{Int})$
- $g : (a \rightarrow a)$

Kontekst

type Maybe = Nothing | Just a
gdzie “a” oznacza dowolny typ zmiennej

Nothing - wiadomość oznaczająca brak wartości zmiennej

Just - “wiadomość / pojemnik na zmienną z wartością”

Functors

$$(a \rightarrow b) \rightarrow f a \rightarrow f b$$

dla Maybe

$$(a \rightarrow b) \rightarrow \text{Maybe } a \rightarrow \text{Maybe } b$$

gdzie a, b są to typy zmiennych jak Int, String

Maybe functor

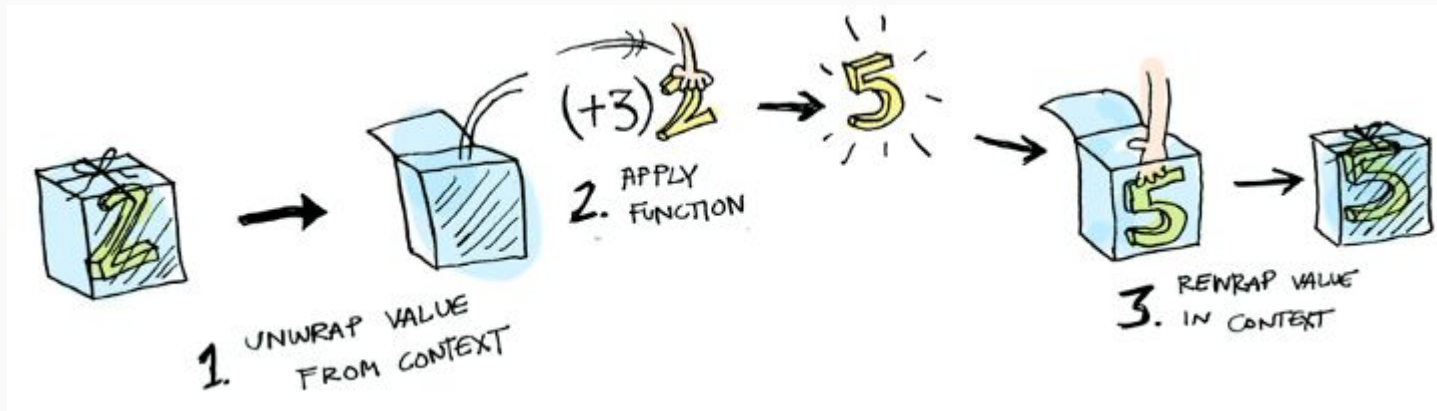
map func maybe =

case maybe of

Just value -> Just(func value)

Nothing -> Nothing

Generalne działanie



https://cdn-images-1.medium.com/max/720/0*b6bZ8NXtuk302Q08.png

Monada

$$(a \rightarrow f b) \rightarrow f a \rightarrow f b$$

dla Maybe

$$(a \rightarrow \text{Maybe } b) \rightarrow \text{Maybe } a \rightarrow \text{Maybe } b$$

gdzie a, b są to typy zmiennych jak Int, String

Maybe monad

andThen func maybe =

case maybe of

Just value -> func value

Nothing -> Nothing

Maybe

> String.toFloat

<function> : String -> Maybe Float

> String.toFloat "3.1415"

Just 3.1415 : Maybe Float

> String.toFloat "abc"

Nothing : Maybe Float

Jak to wygląda w elm

Operacje w elm

- `1 + 2`
- `1 < 2`
- `"Hello" ++ "World!"`
- `["Hello"] ++ ["World"]`
- `type Boolean = YES | NO`
- `type alias Position =
 { x : Int,
 y : Int }`

Funkcje

- Definicja

```
greetFunction : String -> String
```

```
greetFunction name =
```

```
    "Hello " ++ name
```

- Wywołanie

```
> greetFunction "World!"
```

```
Hello World!
```

Pattern matching

```
answer : String -> Maybe Int
answer question =
  case question of
    "universe?" ->
      Just 42
    _ ->
      Nothing
```

Pipe operator

```
fingerprint : String -> List Char
fingerprint word =
  word
  |> String.toLowerCase
  |> String.toList
  |> List.sort
```

```
fingerprint_ : String -> List Char
fingerprint_ word =
  List.sort
  <| String.toList
  <| String.toLowerCase word
```

Compiler

```
-- NAMING ERROR ----- Main.elm
Cannot find variable `List.nap`.

4| foo = List.nap ((+) 1) things
      ^^^^^^^^
`List` does not expose `nap`. Maybe you want one of the following?

  List.map
  List.any
  List.map2
  List.map3

Detected errors in 1 module.
```

The definition of ``greet`` does not match its type annotation.

```
11| greet : String -> Int
12| greet name =
13|>     hello ++ ", " ++ name ++ "!"
```

The type annotation for ``greet`` says it always returns:

Int

But the returned value (shown above) is a:

String

Detected errors in 1 module.

Live demo

Bibliografia

- https://en.wikipedia.org/wiki/Functional_programming
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