Sources

- http://www.scala-lang.org
- Scala STM: http://nbronson.github.io/scala-stm/
- Akka library: http://akka.io/
The **Scala** Language

**What is Scala?**

- language for scalable component software
- developed by Martin Odersky’s group at EPFL, Switzerland
- influenced by **ML/Haskell**, **Java**, and other languages
- unifies object-oriented and functional programming
- interoperates with Java
- is gaining momentum in industry (cf. [http://www.typesafe.org](http://www.typesafe.org))
Why **Scala**?

- Runs on the Java Virtual Machine
  - can use any Java code in Scala (and vice versa)
  - similar efficiency
- Much shorter code
  - 50% reduction in most code over Java
  - local type inference
- Fewer errors
  - strongly and statically typed
  - encourages state-less programming style
- Clean language design
  - uniform object model
- More flexibility
  - easily extensible (operator overloading, implicit type conversions, user-defined control constructs)
  - mix-in composition of classes
- Good support for concurrent programming
Getting Started in **Scala**

**scala** - runs compiled **Scala** code (like **java**)
if no arguments are supplied, starts the **Scala** interpreter

**scalac** - compiles **Scala** code (like **javac**)

**sbt** - build tool for larger project (incremental compilation, dependency and library management, . . .)

There are plugins available for popular IDEs such as Eclipse.

For more information visit [http://www.scala-lang.org](http://www.scala-lang.org)
Scala Basics

- Use `var` to declare variables:
  ```scala
  var x = 3
  x += 4
  ```

- Use `val` to declare values:
  ```scala
  val x = 3
  x += 4 // error: reassignment to val
  ```

- Scala is statically typed:
  ```scala
  var x = 3
  x = "Hello\World!" // error: type mismatch
  ```

- Explicit type annotations:
  ```scala
  val x: Int = 3
  ```
Tuples

scala> (3,'c')
res0: (Int, Char) = (3,c)

scala> (3,'c')._1
res1: Int = 3

scala> (3,'c')._2
res2: Char = c

scala> val (i,c) = (3,'c')
i: Int = 3
c: Char = c
Method Definitions (Part 1)

Use `def` to declare methods:

```scala
def max(x: Int, y: Int): Int = {
  if (x < y) {
    return y;
  } else {
    return x;
  }
}
```

or shorter:

```scala
def max(x: Int, y: Int) = if (x < y) y else x
```

Method definitions can also be nested.
Scala supports

- tail-call elimination (in most cases):
  ```scala
def gcd(x: Int, y: Int): Int = 
  if (y == 0) x else gcd(y, x % y)
  ```

- lambda abstraction (function literals):
  ```scala
val sum = (x: Int, y: Int) => x + y
  ```

- currying and partial application:
  ```scala
def curriedSum (x: Int)(y: Int): Int = x + y
scala> val add3 = curriedSum(3)_
add3: Int =>Int = <function1>
scala> add3(2)
res0: Int = 5
```
Higher-Order Functions

Methods can take functions as arguments:

```scala
def compose(f: Int => Int, g: Int => Int) =
  (x: Int) => f(g(x))
```

Examples:

- **Maps**
  ```scala
  List(1,2,3).map((x: Int) => x + 10).foreach(println)
  ```
  or more readable:
  ```scala
  List(1,2,3) map (_ + 10) foreach (println)
  ```

- **Filtering**
  ```scala
  1 to 100 filter (_ % 7 == 3) foreach (println)
  ```
**Scala is Object-Oriented**

- **Uniform object model**
  - every value is an object (including primitive values and functions)
  - every application of an operator is a method call
    -$1 + 2$ is short for $1.+ (2)$

- No static class members (instead: *singleton objects*)

- Single inheritance

- Dynamic method dispatch by default

- Traits, mix-in composition, and views give more flexibility.
Scala Class Hierarchy
A simple class in Java

class Point {
    private double x;
    private double y;

    public Point (double xc, double yc) {
        x = xc;
        y = yc;
    }

    public double getX () = { return x; }
    public double getY () = { return y; }

    public String toString() {
        return "Point(" + x + "," + y + ")";
    }
}

...and its **SCALA** pendant

```scala
class Point(xs: Double, ys: Double) {
  val x = xs
  val y = ys

  override def toString =
    "Point(" + x + "," + y + ")"
}
```

scala> val p = new Point(1,2)
p : Point = Point(1.0,2.0)

scala> val px = p.x
px : Double = 1.0

Notice:

- Classes can take arguments.
- The compiler automatically generates a primary constructor.
- All members are public by default.
Access Modifiers

- A member labeled `private` is visible only inside the class that contains that member definition.
- A member labeled `protected` is only accessible in subclasses of the class in which the member is defined.
- Every member not labeled `private` or `protected` is public. There is no explicit modifier for public members.
- Access modifiers can be augmented with qualifiers for more fine-grained access control.

```kotlin
package geometry;

class P {
    private[this] val f: Int
    // visible only in the same instance
    private[geometry] val g: Int
    // same as package visibility in Java
}
```
Auxiliary constructors are defined using `def this(...)`

class Point(val x: Double, val y: Double) {
  def this() = this(0,0)

  override def toString = 
    "Point(" + x + "," + y + ")"
}

scala> val p = new Point()

p : Point = Point(0.0,0.0)
Defining Operators

Method names can be operators and can be overloaded:

```scala
class Point(val x: Double, val y: Double) {
  def this() = this(0,0)

  override def toString =
    "Point(" + x + "," + y + ")"

  def +(other: Point) =
    new Point(x + other.x, y + other.y)
}
```

```
scala> val p = new Point(1,2)
p : Point = Point(1.0,2.0)
scala> val q = p + p
q : Point = Point(2.0,4.0)
```

Operator precedence is predefined, e.g. $\ast$ binds stronger than $+$.
**Singleton Objects**

**Scala** has *singleton objects* instead of static members.

A singleton object definition looks like a class definition, except that the keyword `class` is replaced by `object`.

```scala
object Main {
  def main(args: Array[String]) {
    println("Hello, world!")
  }
}
```

or shorter:

```scala
object Main extends App {
  println("Hello, world!");
}
```
Companion Objects

A singleton object of the same name as a class is called the *companion object* of that class. They can access each others private members.

class CheckSumAccumulator {
    private var sum = 0
    def add(b: Byte) { sum += b }
    def checksum(): Int = ~(sum & 0xFF) + 1
}

object CheckSumAccumulator {
    private val cache = Map[String, Int]()
    def calculate(s: String): Int =
        if (cache.contains(s)) cache(s)
        else {
            val acc = new CheckSumAccumulator
            for (c <- s) acc.add(c.toByte)
            val cs = acc.checkSum()
            cache += (s -> cs)
            cs
        }
    }

Functions as Objects

Instances of classes and objects that define the `apply` method can be used like functions.

```scala
object max {
  def apply(x: Int, y: Int) =
      if(x < y) then y else x
}
scala> max(1,2)
res0: Int = 2
```

In particular, a declaration of a function literal

```scala
val inc = (x: Int) => x + 1
```

is expanded by the compiler to

```scala
object inc extends Function1 {
  def apply(x: Int) = x + 1
}
```
Factory Methods

Companion objects can be used to define *factory methods* that construct instances of the companion class.

class Point(val x: Double, val y: Double) {
    ...
}

object Point {
    def apply() = new Point(0,0)
    def apply(x: Double, y: Double) = new Point(x,y)
}

scala> val p = Point(1,2)

p: Point = Point(1.0,2.0)
Implicit Parameters

Parameters of methods can be declared *implicit*. If a call to a method misses arguments for its implicit parameters, such arguments are automatically provided.

```scala
def speakImplicitly (implicit greeting : String) = println(greeting)
```

```scala
scala> speakImplicitly("Goodbye world")
Goodbye world
```

An appropriate implicit value must be in scope:
```scala
scala> speakImplicitly
:6: error: no implicit argument matching parameter type String was found.
scala> implicit val hello = "Hello world"
hello: java.lang.String = Hello world
scala> speakImplicitly
Hello world
```
Views

An implicit value of a function type $S \Rightarrow T$ is called a view.

```scala
implicit def pairToPoint(p: (Double, Double)) =
  new Point(p._1, p._2)
```

```scala
scala> (1,2) + (3,3)
res0: Point(4.0,5.0)
```

If the compiler encounters a type mismatch it searches for an appropriate view to convert the mismatched type.

The implicit conversion is inserted automatically by the compiler.

Views are typically defined in the companion object of the involved types.
Implicit conversions can be used to extend easily the functionality of existing libraries.

class RichArray[T](a: Array[T]) {
  def append(b: Array[T]): Array[T] = {
    val res = new Array[T](a.length + b.length)
    Array.copy(a, 0, res, 0, a.length)
    Array.copy(b, 0, res, a.length, b.length)
    res
  }
}

implicit def enrichArray[T](a: Array[T]) =
  new RichArray[T](a)

val a = Array(1, 2, 3)
val b = Array(4, 5, 6)
val c = a append b
Traits

Traits are like classes except that

1. they do not take parameters (and have no constructors)
2. calls to super in traits are dynamically dispatched

```
trait Rectangular {
  def topLeft: Point
  def bottomRight: Point
  def left = topLeft.x
  def right = bottomRight.x
  def width = right - left
}

class Rectangle(val topLeft: Point,  
                 val bottomRight: Point)  
  extends Rectangular {
    // other methods...
}
Mix-In Composition

Traits can be mixed into classes.

Mix-in composition captures the cases where multiple inheritance is useful while avoiding its pitfalls.

Use case: stackable modifications

```scala
abstract class IntQueue {
  def get(): Int
  def put(x: Int): Unit
}

class BasicIntQueue extends IntQueue {
  private val buf = new ArrayBuffer[Int]
  def get() = buf.remove(0)
  def put(x: Int) { buf += x }
}
```
trait Incrementing extends IntQueue {
    abstract override def put(x: Int) {
        super.put(x+1)
    }
}

trait Filtering extends IntQueue {
    abstract override def put(x: Int) {
        if (x >= 0) super.put(x)
    }
}

scala> val queue = (new BasicIntQueue
        with Incrementing with Filtering)
queue: BasicIntQueue with Filtering with Incrementing...
scala> queue.put(-2); queue.put(0); queue.get()
res0: Int = 1
Compound Types

Sometimes it is necessary to express that the type of an object is a subtype of several other types.

In Scala this can be expressed with the help of *compound types*, which are intersections of object types.

```scala
trait Cloneable extends java.lang.Cloneable {
  override def clone(): Cloneable = {
    super.clone(); this
  }
}
trait Resetable {
  def reset: Unit
}
def cloneAndReset(obj: Cloneable with Resetable): Cloneable = {
  val cloned = obj.clone()
  obj.reset
  cloned
}
```
**Case Classes**

**Scala** supports ML-style algebraic data types.

They are implemented using *case classes*.

```scala
sealed abstract class List
case object Nil extends List
case class Cons(hd: Int, tl: List) extends List

scala> val l: List = Cons(1, Cons(3, Cons(2, Nil)))
l: List = Cons(1, Cons(3, Cons(2, Nil)))
```

The compiler generates a factory method for each case class. Also, case classes override the methods `equals`, `hashCode`, and `toString` with appropriate implementations.
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Pattern Matching

Case classes support pattern matching.

```scala
def filter(p: Int => Boolean, l: List): List = 
  l match {
    case Cons(x, t) if p(x) =>
      Cons(x, filter(p, t))
    case Cons(x, t) => filter(p, t)
    case _ => Nil
  }
```

As in ML, patterns are tried in the order in which they are written.
By-Name Parameters

Scala provides by-name parameters. An argument that is passed by name is not evaluated at the point of function application, but instead is evaluated at each use within the function.

def nano() = {
  println("Getting nano time")
  System.nanoTime
}
def delayed(t: => Long) = {
  println("In delayed method")
  println("Param: "+ t)
  t
}

scala> println(delayed(nano()))

In delayed method
Getting nano time
Param: 8434944194946569
Getting nano time
8434944195017459
Writing New Control Structures

The combination of automatic closure construction and by-name parameters allows programmers to make their own control structures.

```scala
object Main extends App {
  def whileLoop(cond: => Boolean)(body: => Unit) {
    if (cond) {
      body
      whileLoop(cond)(body)
    }
  }

  var i = 10
  whileLoop (i > 0) {
    println(i)
    i -= 1
  }
}
```
Example: repeat until

object Main extends App {
  def repeat(body: => Unit): RepeatUntilCond =
    new RepeatUntilCond(body)

  protected class RepeatUntilCond(body: => Unit) {
    def until(cond: => Boolean) {
      body
      if (!cond) until(cond)
    }
  }

  var i = 10
  repeat {
    println(i)
    i -= 1
  } until (i == 0)
}