

CS 596 Functional Programming and Design  
Fall Semester, 2014  
Doc 14 Some Review  
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# Elements of Functional Programming

Pure Functions

Currying

First Class Functions

Memoization

Higher-Order Functions

Destructuring

Immutability

Collection Pipelines

Lazy Evaluation

List Compressions

Recursion

# Basic Data Elements

symbols

keywords

literals

lists

vectors

maps

sets

# Symbols

Can reference another value

```
(def foo 12)
```

```
(defn bar [n] (inc n))
```

When evaluated returns the value

foo	→	12
bar	→	fn

When quoted & evaluated returns it self

'foo	→	foo
'bar	→	bar

# Keywords

Like symbols but evaluates to itself

Literal syntax starts with a colon

:foobar

:2

:?

:ThisIsALongKeywordWhichShowsThatTheCanBeLong

Colon is part of literal syntax, but not the name of the keyword

(= :cat (keyword "cat"))            true

(= :cat (keyword ":cat"))           false

# Collections

Immutable

Heterogeneous

Persistent

Vectors

Sets

Maps

Lists

Queues

# Vectors

<code>(vector 8 4 2)</code>	<code>[8 4 2]</code>
<code>(nth [:a :b :c] 2)</code>	<code>:c</code>
<code>(get ["a" "b" "c"] 2)</code>	<code>"c"</code>
<code>(["a" "b" "c"] 2)</code>	<code>"c"</code>
<code>(nth [:a :b :c] 2 "rat")</code>	<code>:c</code>
<code>(nth [:a :b :c] 4 "rat")</code>	<code>"rat"</code>
<code>(.indexOf ["a" "b" "c"] "b")</code>	<code>1</code>
<code>(peek ["a" "b" "c"])</code>	<code>"c"</code>
<code>(pop ["a" "b" "c"])</code>	<code>["a" "b"]</code>
<code>(conj [1 2 3] 4)</code>	<code>[1 2 3 4]</code>
<code>(assoc [1 2 3] 0 9)</code>	<code>[9 2 3]</code>

# Immutability & Persistence

```
(def a [1 2 3])
```

```
(def b (conj a 4))
```

```
(def c (assoc b 0 8))
```

a  $\longleftrightarrow$  [1 2 3]

b  $\longleftrightarrow$  [1 2 3 4]

c  $\longleftrightarrow$  [8 2 3 4]

Java

```
int[] d = {1, 2, 3};
```

```
d[0] = 8;
```

d  $\longleftrightarrow$  {8, 2, 3}



# Sets

No duplicates

Fast insert & contains

# Sets

<code>(contains? #{1 2} 1)</code>	<code>true</code>
<code>(#{2 4} 2)</code>	<code>2</code>
<code>(#{2 4} 3)</code>	<code>nil</code>
<code>(get #{1 2} 1)</code>	<code>1</code>
<code>(get #{1 2} 3)</code>	<code>nil</code>
<code>(get #{1 2} 3 :not-found)</code>	<code>:not-found</code>
<code>(nth #{4 2} 2)</code>	<code>2</code>
<code>(conj #{ 1 2 } 3 4 5)</code>	<code>#{1 2 3 4 5}</code>
<code>(disj #{1 2 3} 2)</code>	<code>#{1 3}</code>
<code>(clojure.set/intersection #{1 2 3} #{2 4 8})</code>	<code>#{2}</code>

# Maps (Hash Table)

Key-value map

```
{:first-name "Roger"  
 :last-name "Whitney" }
```

Keys - any value

```
{:first-name "Roger",  
 :last-name "Whitney" }
```

Values - any value

Fast insert & find

```
{:name {:first "Roger" :last "Whitney" }  
 :phone-numbers  
  ["111-2222" "222-3333"]}
```

Very common

```
{ "a" 1, 2 "b", [4 3] :me }
```

```
{ }
```

# Maps (Hash Table)

<code>(get {:a 1} :a)</code>	<code>1</code>
<code>({:a 1} :a)</code>	<code>1</code>
<code>(:a {:a 1})</code>	<code>1</code>
<code>({2 "b"} 2)</code>	<code>"b"</code>
<code>(2 {2 "b"})</code>	<code>Error</code>
<code>(conj {:a 1 :b 2} {:a 3} {:c 4})</code>	<code>{:c 4, :a 3, :b 2}</code>
<code>(merge {:a 1 :b 2} {:a 3 :c 4})</code>	<code>{:c 4, :a 3, :b 2}</code>
<code>(assoc {:a 1 :b 2} :a 3 :c 4)</code>	<code>{:c 4, :a 3, :b 2}</code>

# Naming Conventions

Clojure

all-lower-case

words-separated-by-hyphen

Java

camelCase

# Lists

Linked List

```
'( 1 2 3)
```

Fast insert & remove at front

```
'( "cat" {:a 1})
```

```
'(+ 1 2)
```

# Explain This

```
(defn foo
  [n]
  "How does this work? Not a compile error."
  (if (> 5 n)
      (println "in if")
      (println "else"))
  "This is not a doc comment"
  (+ 10 n))
```

# Short Syntax for Lambda

```
(fn [a b] (< (first a) (first b)))
```



```
#(< (first %1) (first %2))
```

%n -> n'th argument

```
#(+ 2 %)
```

if only one argument can use %



# Closure

function + reference to its environment

```
(defn adder  
  [n]  
  #(+ n %))
```

```
(def add-5 (adder 5))
```

```
(add-5 10)
```

Returns 15

# Rules for Lazy

Use lazy-seq at outermost level of lazy sequence-producing expression

Use **rest** instead of **next** if consuming another sequence

Use higher-order functions when processing sequences

Don't hold on to the **head**

let  
threading macros  
Symbols, Values & Binding  
Recursive Function verses Recursive Process  
Private functions, Multiple arities  
Tail Recursion  
Variable Number of arguments  
Truthiness  
Lazy Evaluation  
if, when, cond, assoc-in  
map, reduce, Filter, apply, cons  
Namespaces  
Destructuring  
pre & post conditions  
comp, memoize, partial  
future, delay  
multifunctions  
tests  
immutability & persistence