Comp 311 Functional Programming

Eric Allen, Two Sigma Investments Robert "Corky" Cartwright, Rice University Sagnak Tasirlar, Two Sigma Investments

Class Methods

- Methods are functions defined in the body of a class definition. They have direct access to the members of a class instance
- Syntactically, they are placed between braces, after the class parameters

Class Methods

```
case class C(field1: Type1, ..., fieldN: TypeN) {
  def m1(x11: TypeP11, ... xK1: TypePk1): TypeR11 =
      expr
  ...
  def mJ(x1J: TypeP1J, ... xKJ: TypePkJ): TypeR1J =
      expr
  }
```

Method Definitions

```
case class Coordinate(x: Int, y: Int) {
  def magnitude() = x*x + y*y
}
```

Applying a Class Method

Given a class definition:

```
class C(p1:T1, ..., pk:Tk) { ...
    def m(param1:T11, paramN:T1N):T = e
    ...
}
```

To reduce the application of a method:

- Reduce the receiver and arguments, left to right
- Reduce the body of m, replacing constructor parameters with constructor arguments and method parameters with method arguments

Applying a Class Method

```
Coordinate(5,3).magnitude() \rightarrow 5*5 + 3*3 \rightarrow 25 + 9 \rightarrow 34
```

Nested Pattern Matching

```
def dotProduct(c1: Coordinate, c2: Coordinate) = {
    (c1, c2) match {
      case (Coordinate(x1,y1), Coordinate(x2,y2)) =>
         x1*x2 + y1*y2
    }
}
```

Singleton Objects

Singleton Objects

- Also, we often would like to organize identifiers and functions together into a single entity
- When compiling a Scala file, it is required that all constant and function definitions are placed inside a class or object
- For this purpose, we can make use of singleton objects

Singleton Objects

```
object IncomeTax {
  val cutoff0 = 0
  val bracket0 = 0
  val bracket1 = 100
  val cutoff1 = 9075
  def incomeTaxForBracket(income: Int, cutoff: Int, bracket: Int) = {
    require(income >= 0)
    (income - cutoff) * bracket / divisor + incomeTax(cutoff)
  } ensuring (\_ >= 0)
```

Syntax for Singleton Objects

```
object Name {
   valDefs*
   functionDefs*
}
```

We Can Refer to the Constants and Functions in the Object Using Dot Notation

IncomeTax.bracket1

 \rightarrow

100

We Can Refer to the Constants and Functions in the Object Using Dot Notation

IncomeTax.incomeTax(100000)

 \rightarrow

21174

Homework Grading Criteria

• Style: 50%

Correctness: 50%

Style of Program Code and Test Code

- Clarity
- Comments
- Contracts
- Design Principles

- Is the program concise?
 - "Make every word say." (Strunk and White, "The Elements of Style")
- Are functions kept relatively small, with sub-parts broken up according to the problem domain?
 - Think of the profit, revenue, cost example in Lecture 2

- Are the names of functions and variables syntactically consistent?
 - For instance, do they all use CamelCase?
 - Are similar functions given names of similar length?

- Are names adequately descriptive and appropriate?
 - For example, using single letter names for public functions is not appropriate
 - Are consistent metaphors used for functions that work together?

- Is the program consistent in its indentation and whitespace?
 - This can affect readability
- Is there appropriate spacing?
 - Code that is too close together can be hard to read

Comments

- Does each function include a statement of purpose?
- Are the comments excessive?
 - Comments embedded in program should be used only for cases where it is not clear locally why the program is doing what it does
 - The reader should be expected to know the language the text is written in

Contracts

- Do the parameter types and return types of all functions and variables make sense?
- Are require and ensuring clauses included when necessary?
- Are the included require and ensuring clauses defined appropriately?
- Are requirements that cannot be expressed in require and ensuring clauses defined documentation?

Design Principles

- Does the program stick to the constructs covered in class so far?
- Is the program purely functional?

Design Principles

- Does the program follow templates provided in class when appropriate?
 - For instance, is the function body a simple algebraic expression?
 - Is it a series of if-else expressions breaking up sub-ranges?
 - Is it a match expression breaking up an abstract datatype?

Design Principles

- Does the program include abstractions to factor out common code? (DRY)
 - Copy-and-paste coding should be strongly avoided
- Does the program avoid unnecessary complexity? (KISS)

Correctness

- Does the program compile?
- Do all student submitted tests pass?
- Does the program include all entry points required by the assignment?
- Are all tests automated? Tests should indicate on their own that either they pass or fail

Correctness

- Example Tests: Are simple examples included in the tests showing how the function behaves under usually circumstances?
- Stress Tests: Are there additional tests ensuring that the function behaves appropriately when given extreme data values
 - 0, 1, -1, PositiveInfinity, NegativeInfinity, NaN, etc.

Correctness

- Persuasive Tests: Is there adequate coverage to convince the reader that the program behaves as expected?
- Does the program perform correctly when subjected to additional testing provided by the course staff?

Expected Test Structure

- All tests in a program should be captured in a "test suite"
- For each component of a program, there should be a corresponding test class
- For each function, there should be a corresponding test function
- For each test function, there should be multiple tests, checking both common and extreme cases

Example: Testing Our Theater Profit Calculator

```
class TheaterProfitTest(name: String) extends TestCase(name) {
 def testAttendance() = {
 def testCost() = {
 def testProfit() = {
 def testRevenue() = {
 def testMax() = {
```

Example: Testing Our Theater Profit Calculator

```
class TheaterProfitTest(name: String) extends TestCase(name) {
def testAttendance() = {
    assertEquals(120, attendance(500))
    assertEquals(135, attendance(490))
    assertEquals(165, attendance(470))
    assertEquals(0, attendance(1000))
    assertEquals(0, attendance(580))
    assertEquals(2, attendance(579))
    assertEquals(870, attendance(0))
  }
```

Example: Testing Our Theater Profit Calculator

```
class TheaterProfitTest(name: String) extends TestCase(name) {
    ...
    def testRevenue() = {
        assertEquals(0, revenue(0))
        assertEquals(0, revenue(1000))
        assertEquals(53550, revenue(510))
    }
    ...
}
```

Using DrScala

DrScala

Available from the course homepage

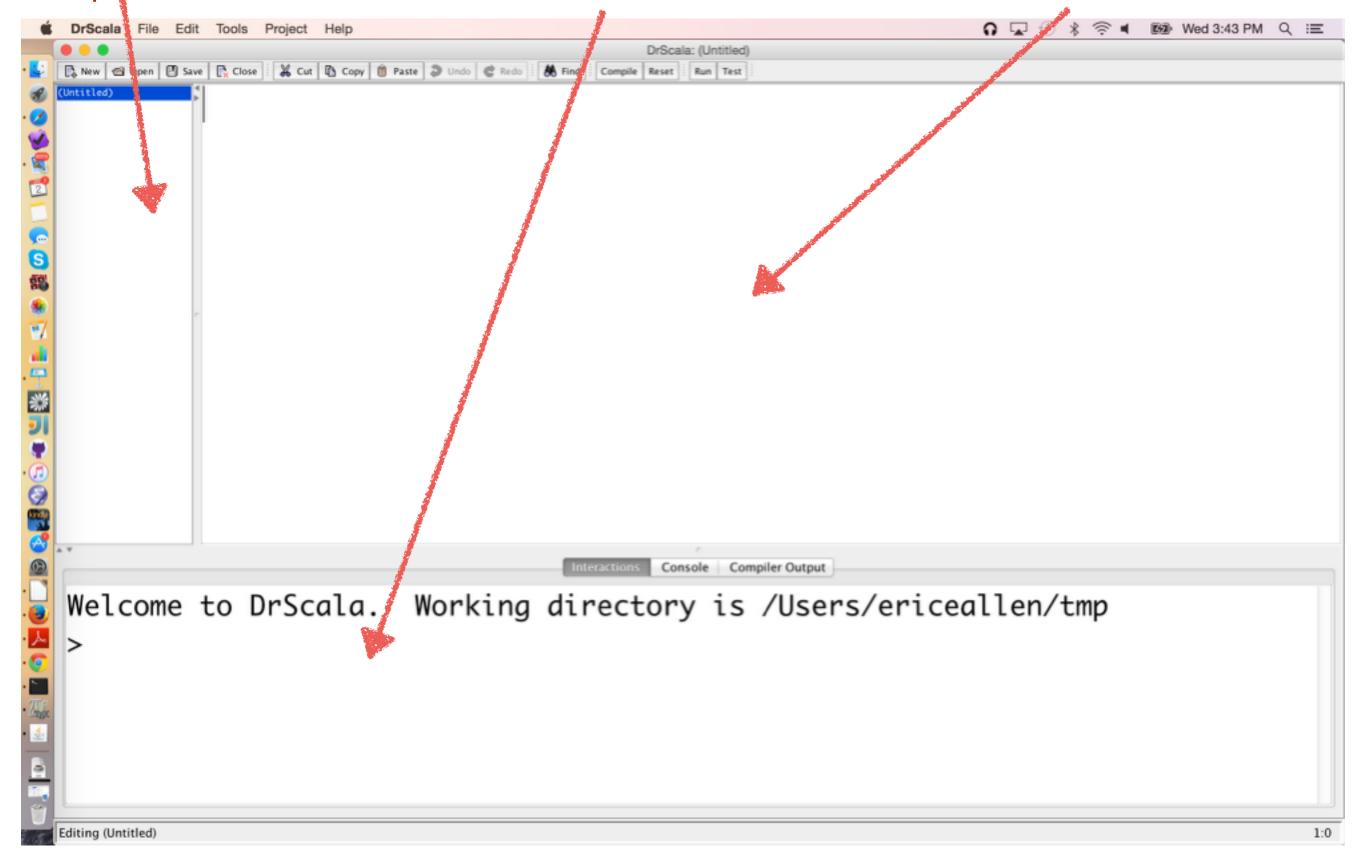
http://comp311.rice.edu

 A lightweight development environment well-suited to the exercises we will do in this class

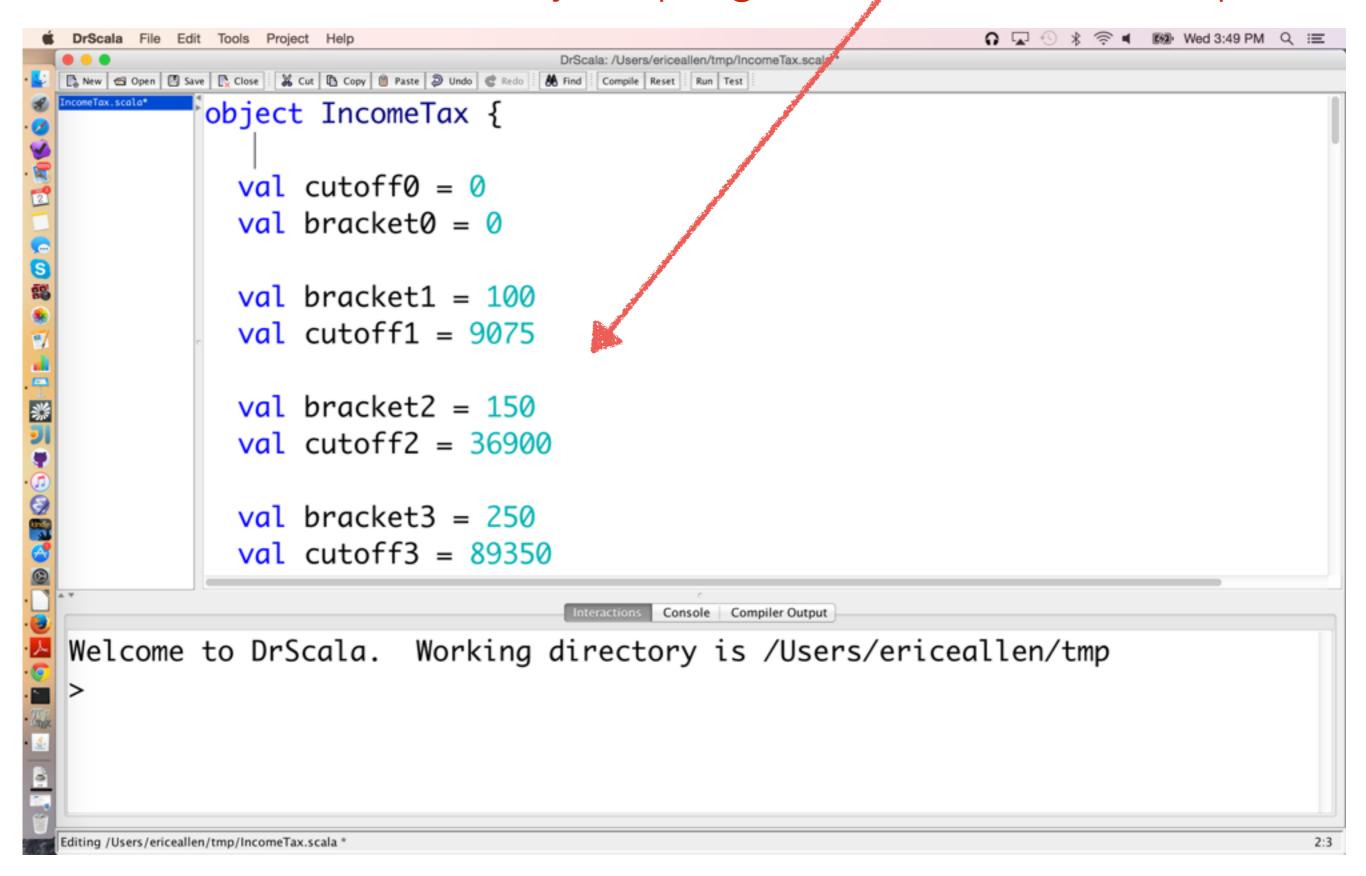
Open Files

Interactions Pane

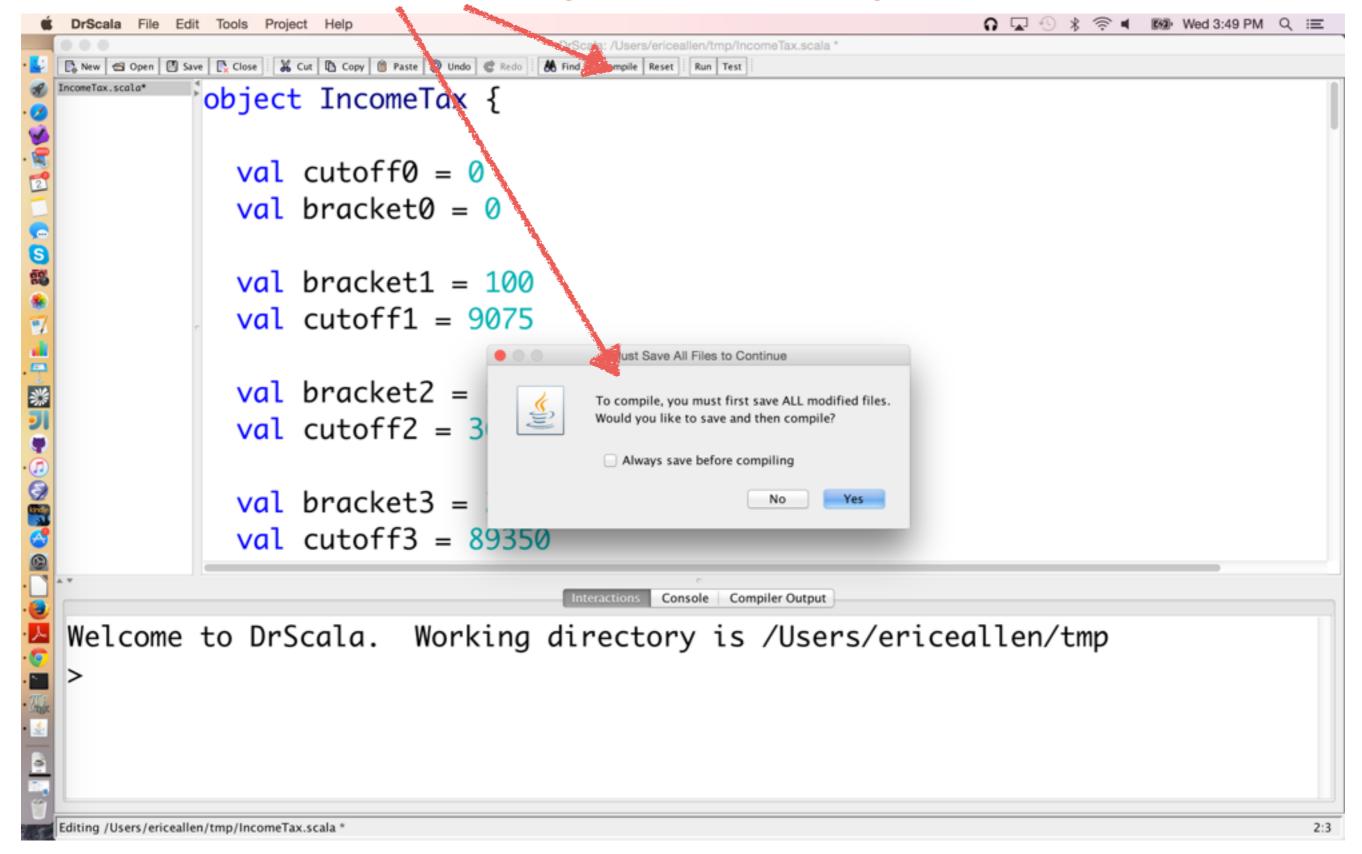
Definitions Pane

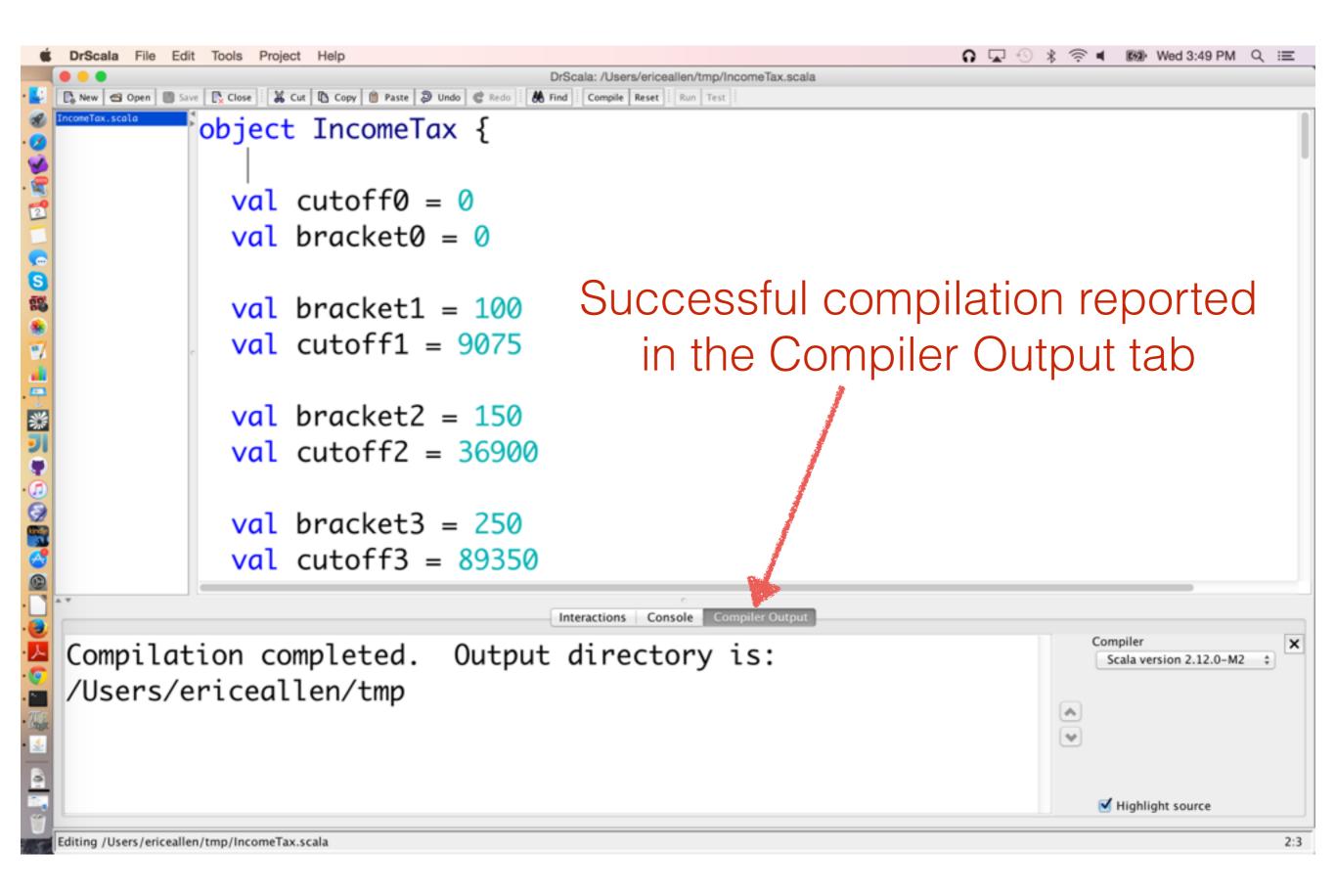


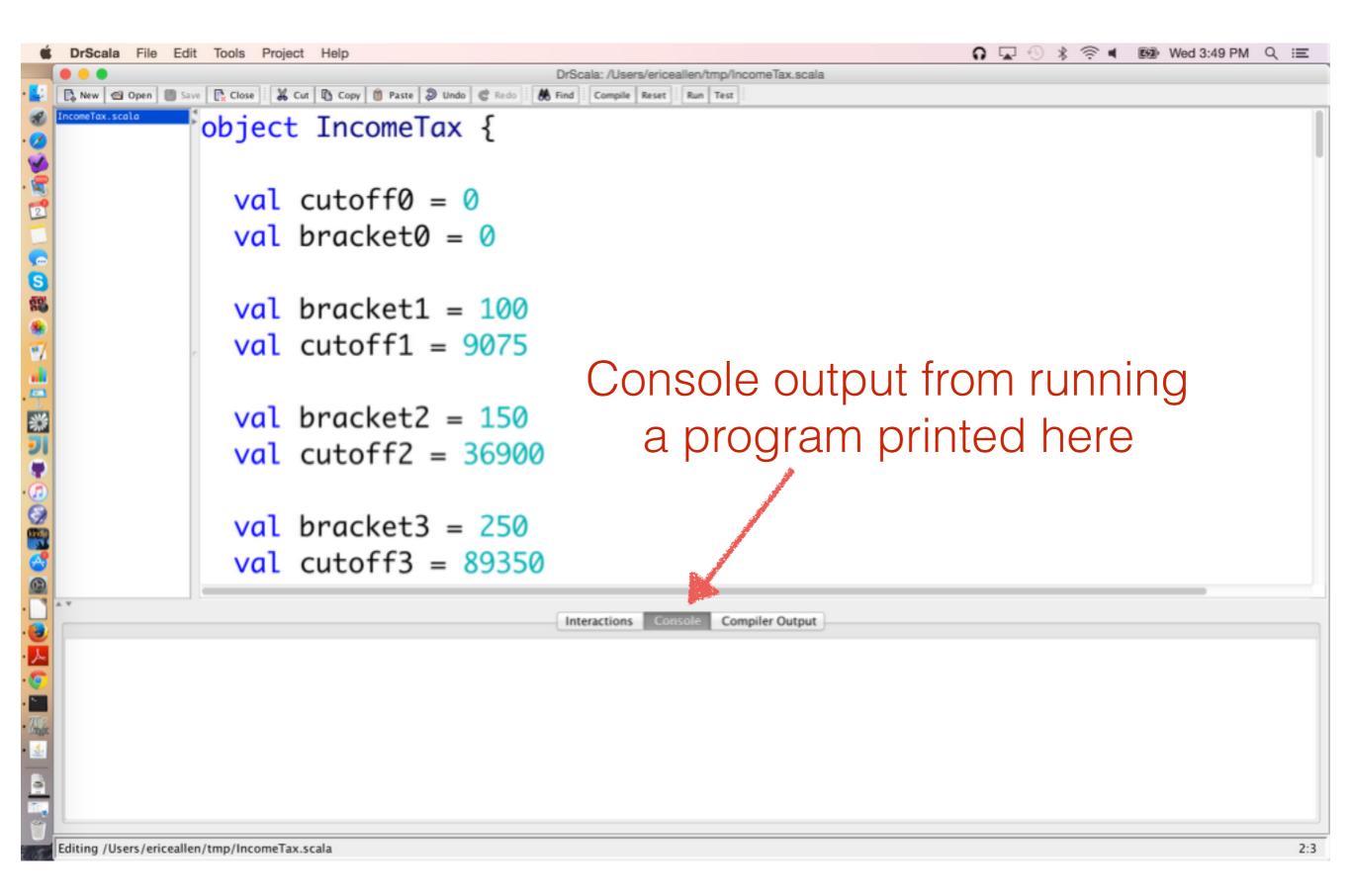
Define your program in the definitions pane

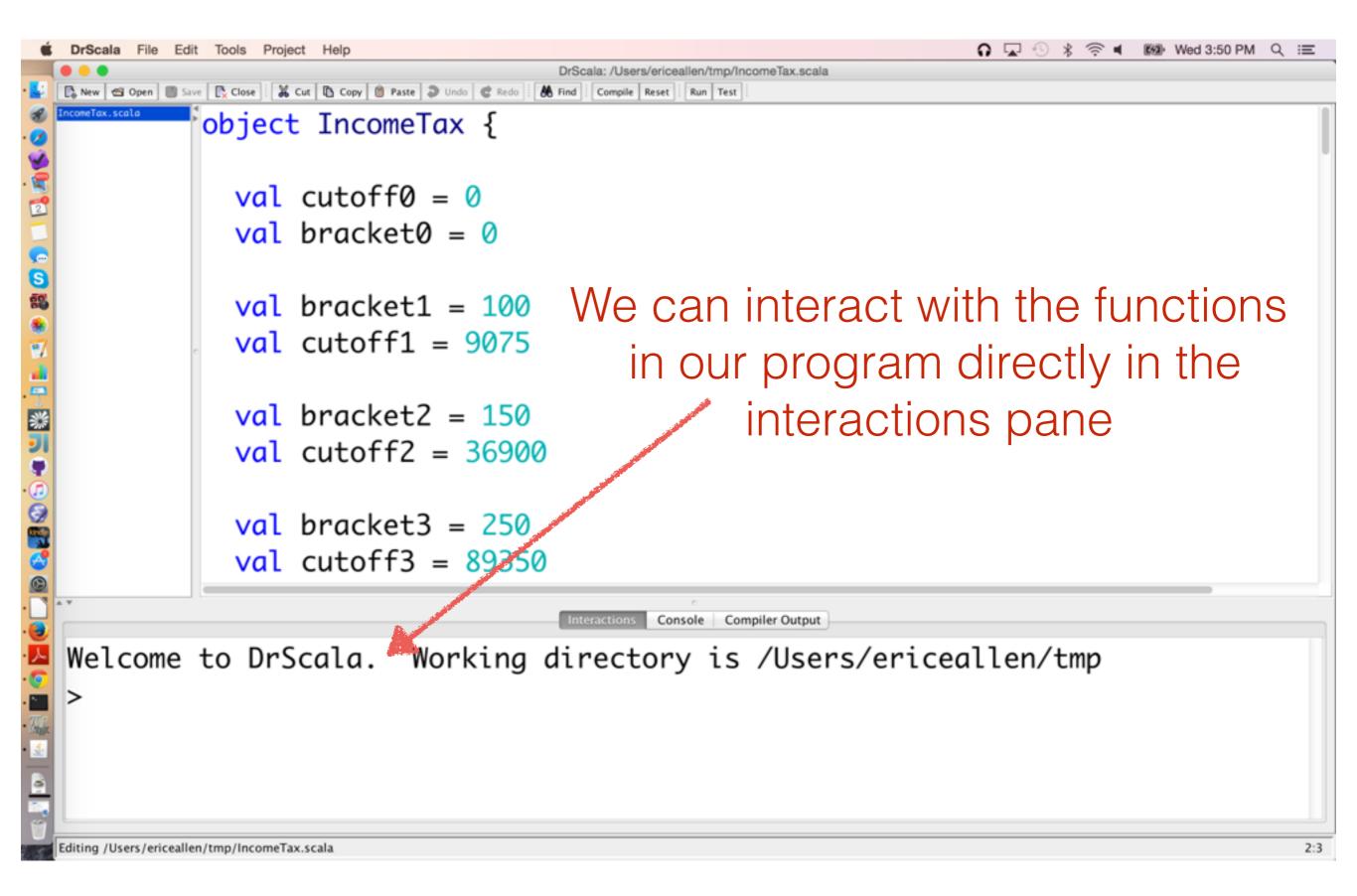


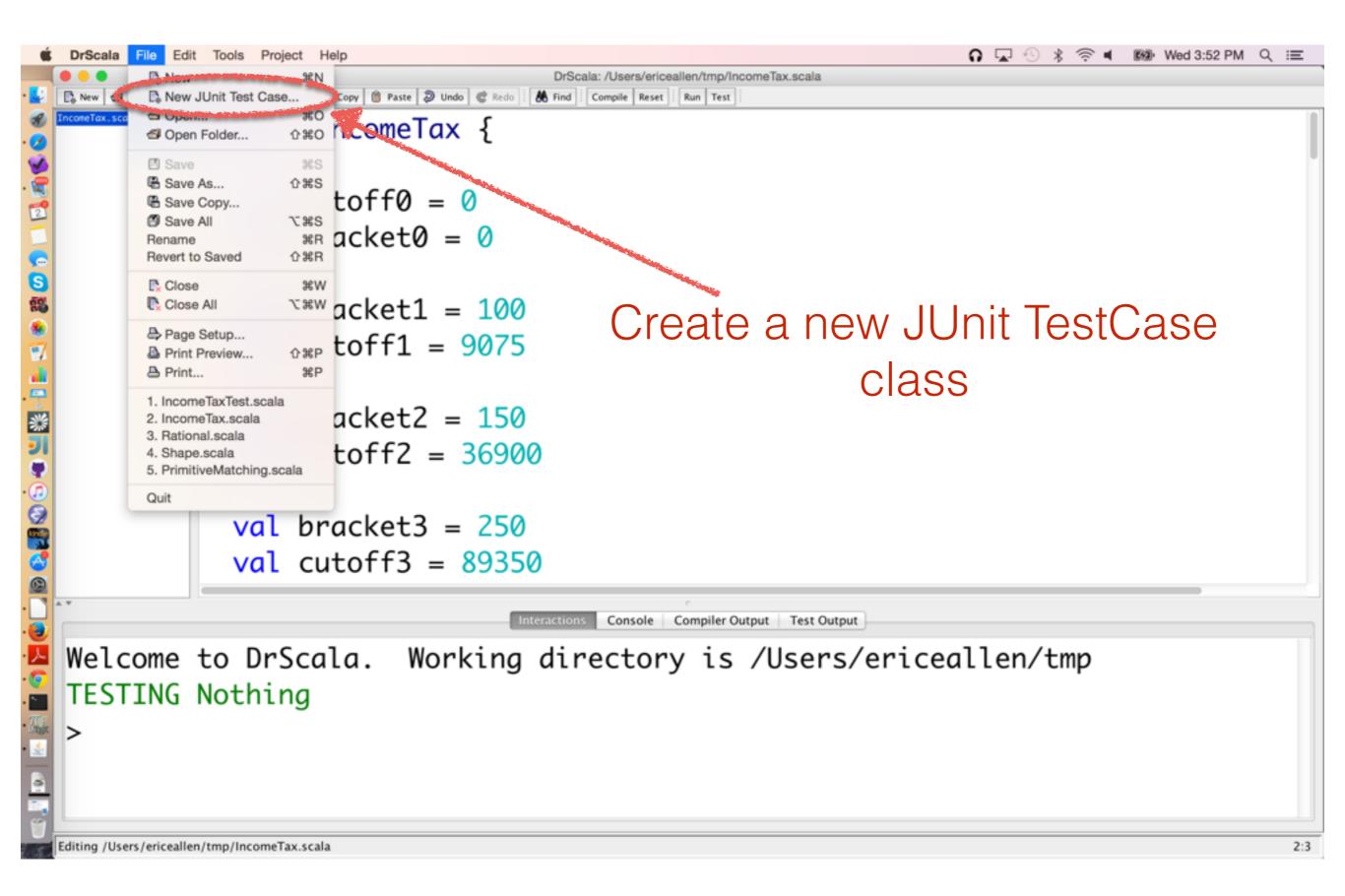
A prompt to save your program after hitting the Compile button

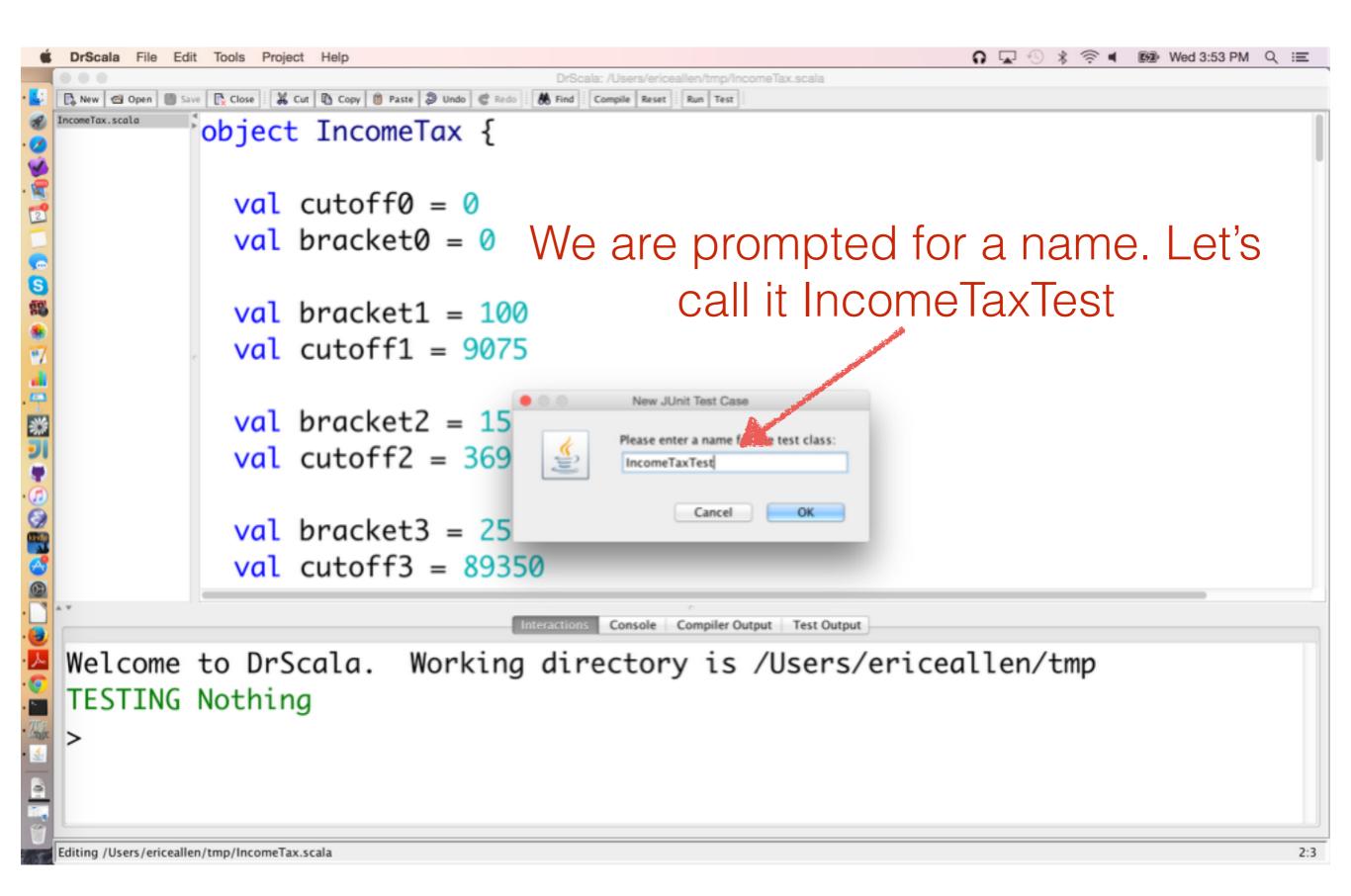


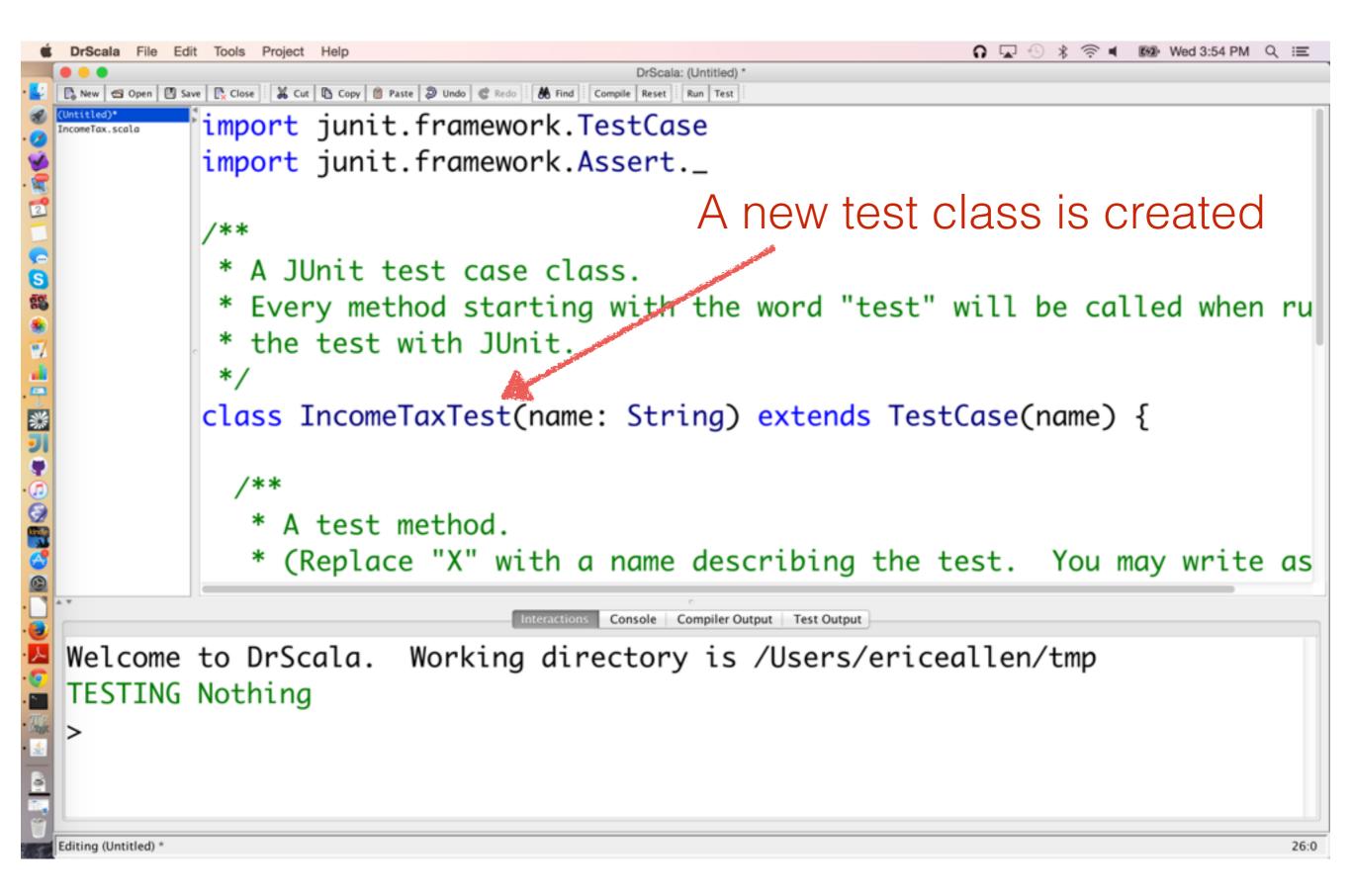


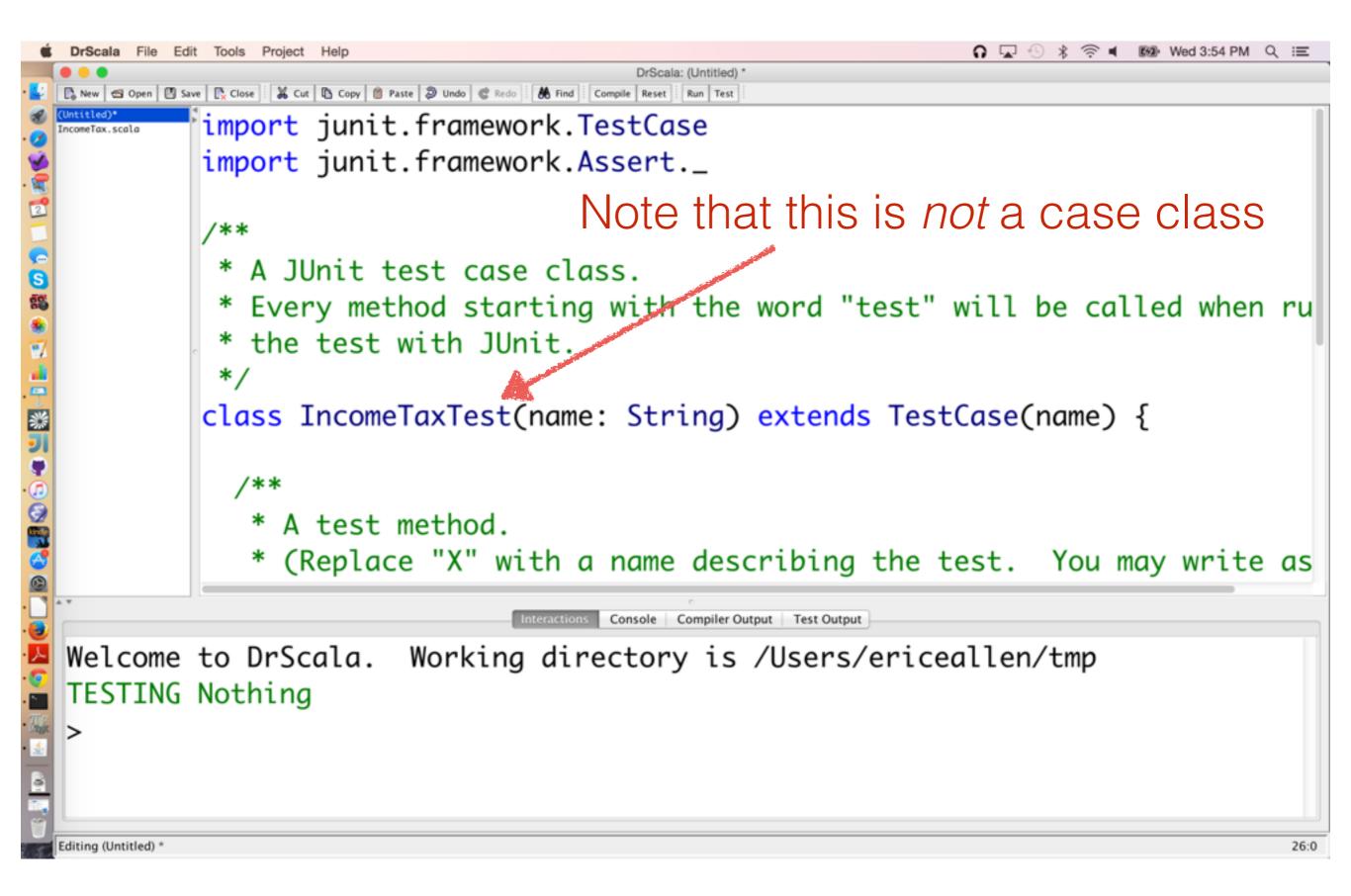


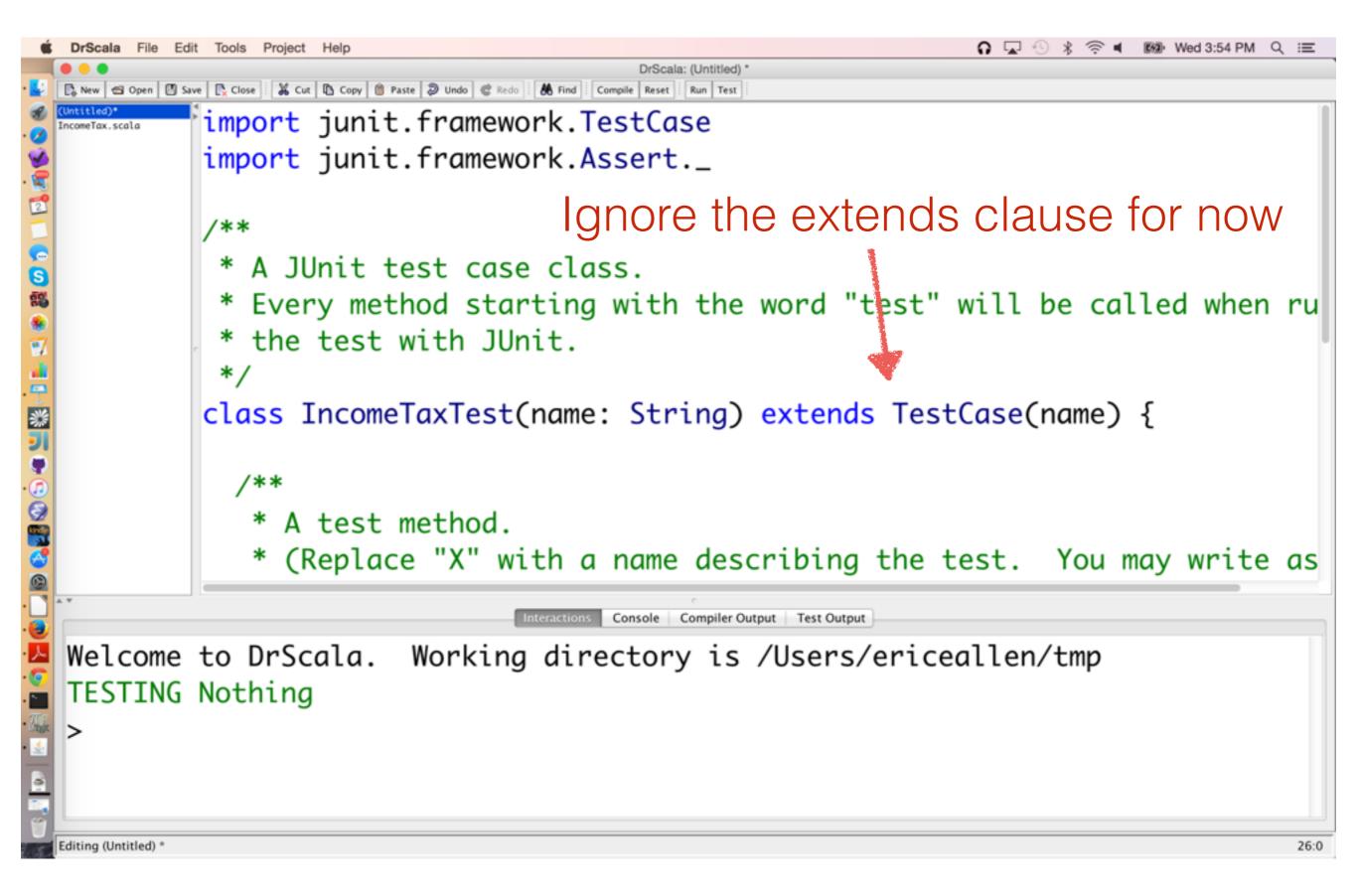


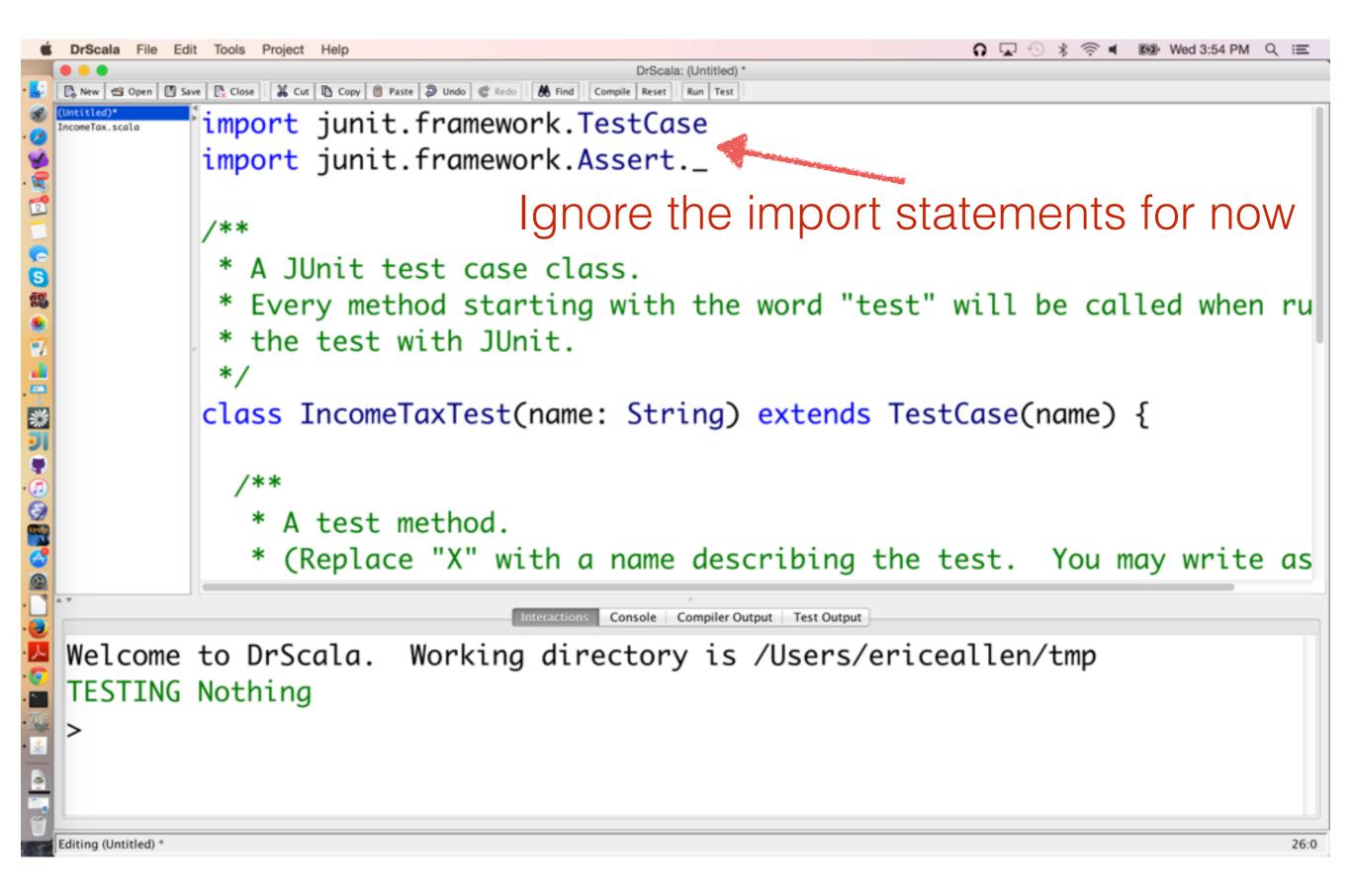


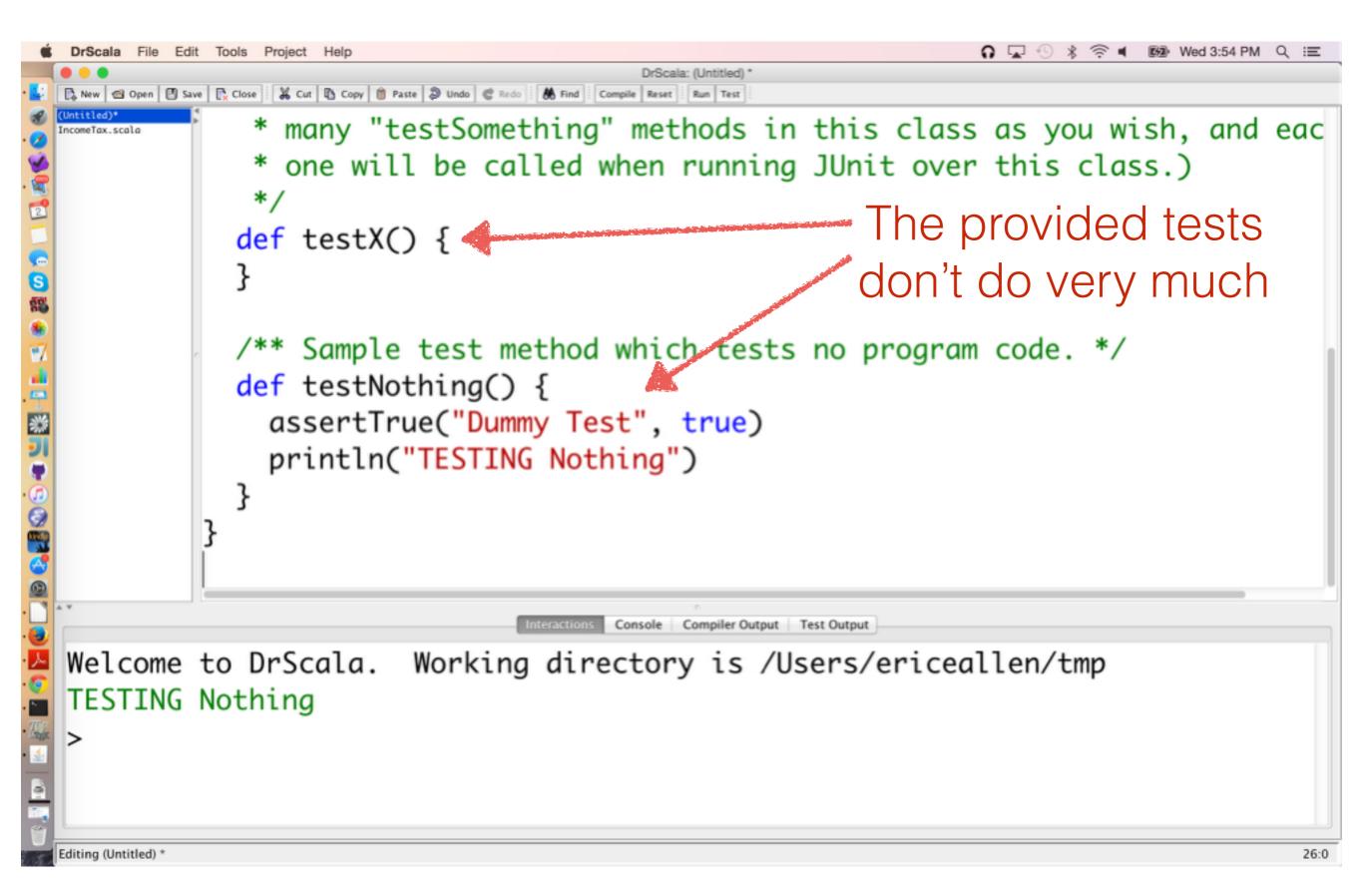


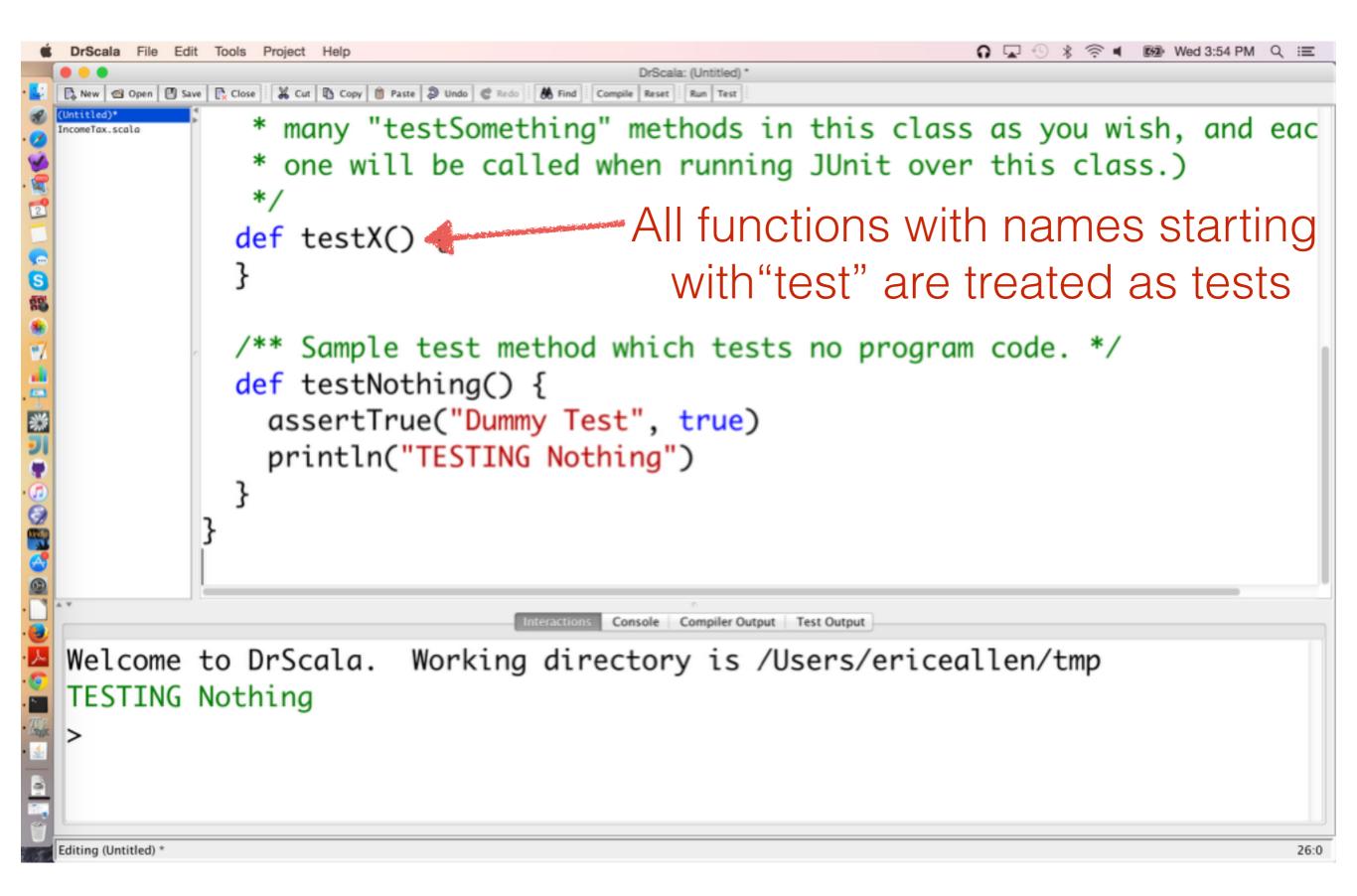


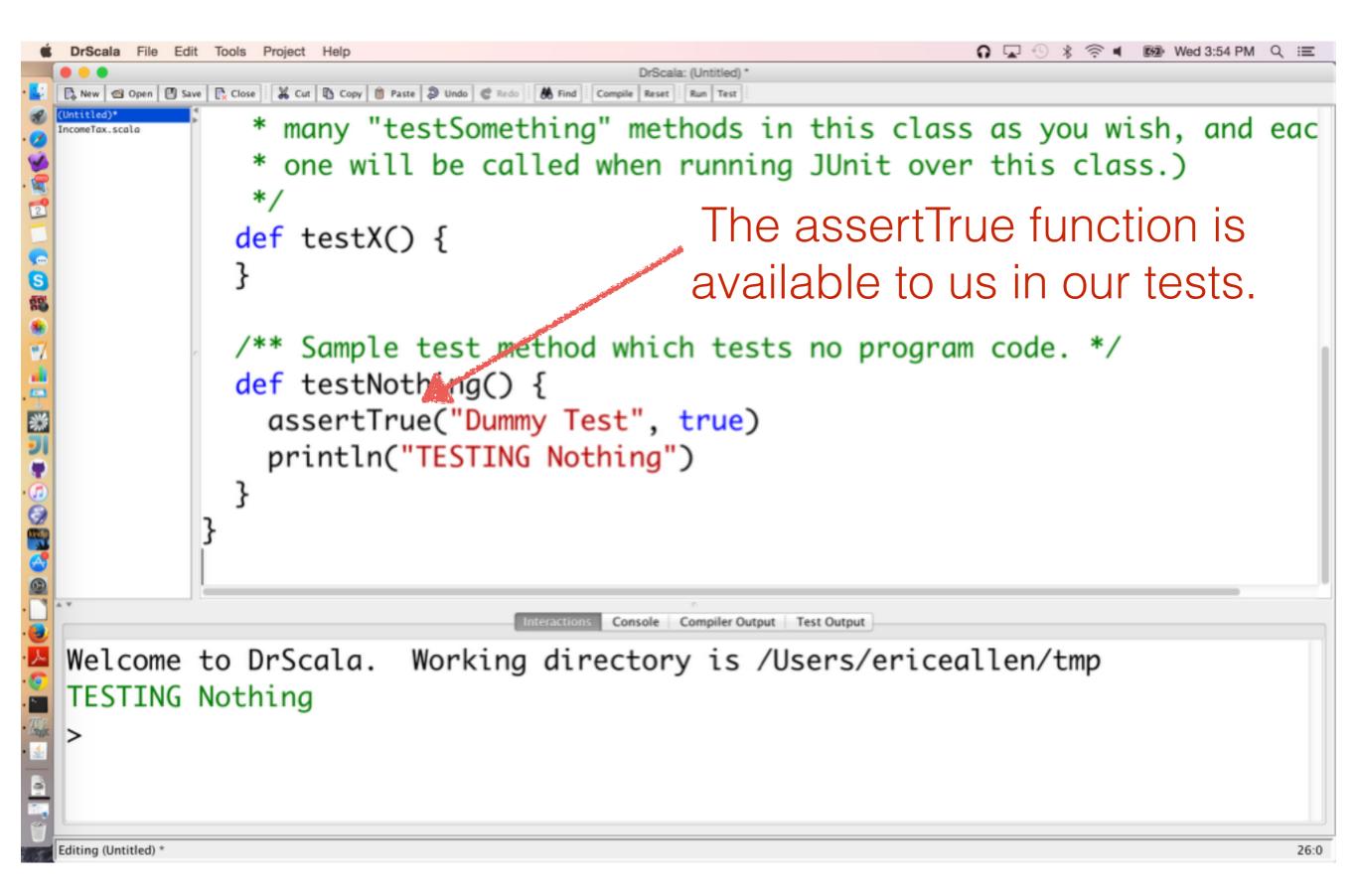


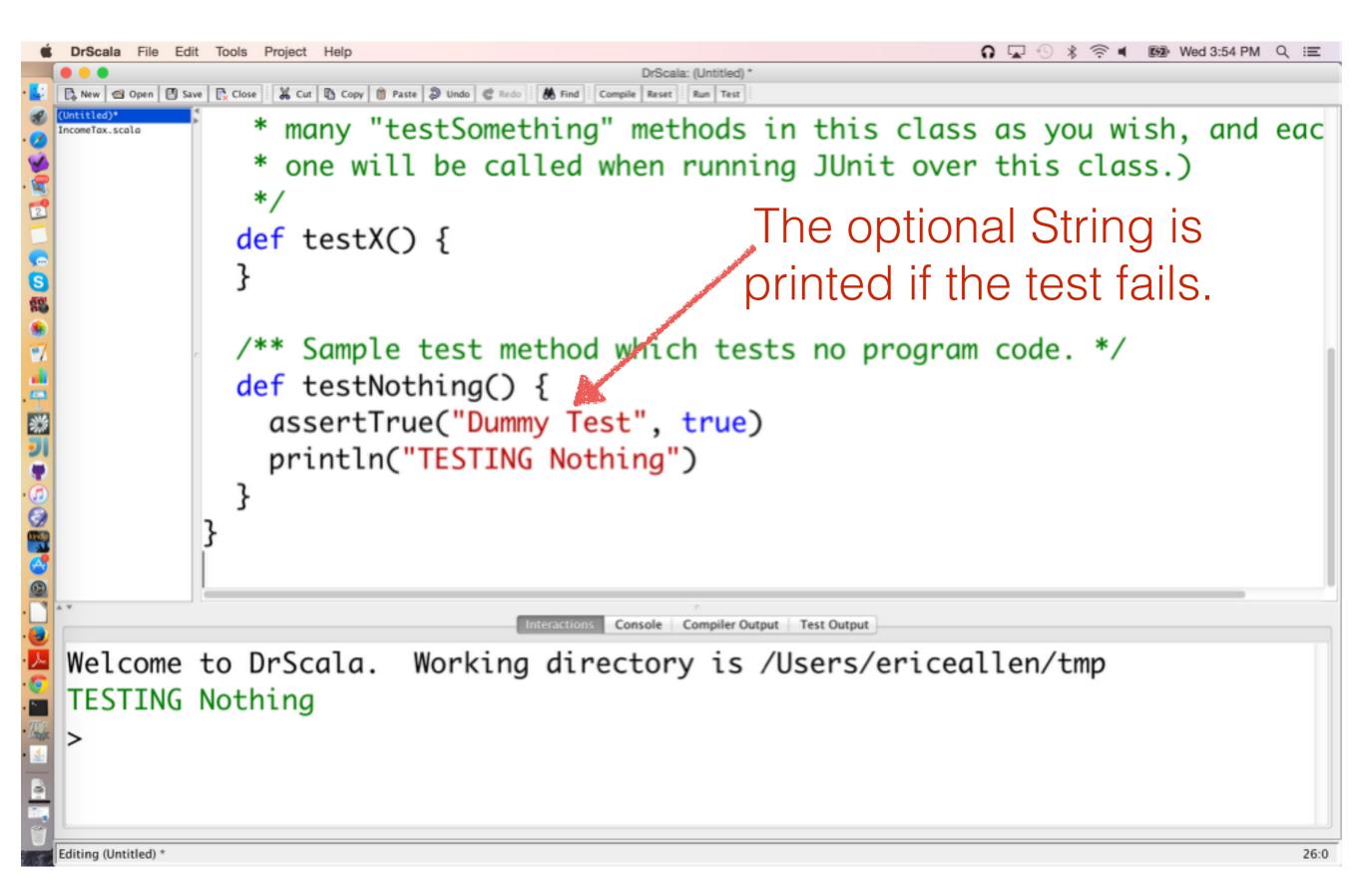


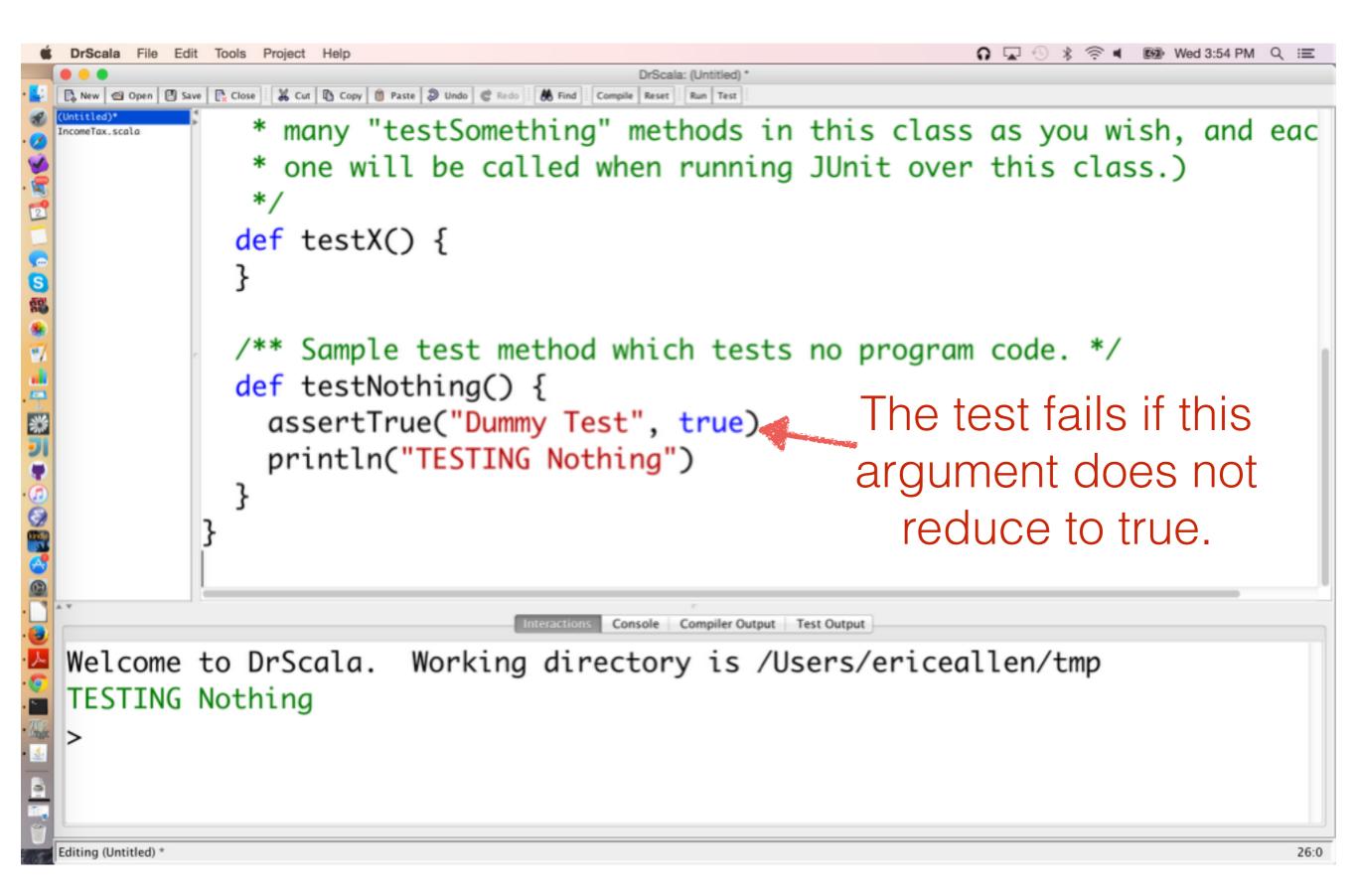




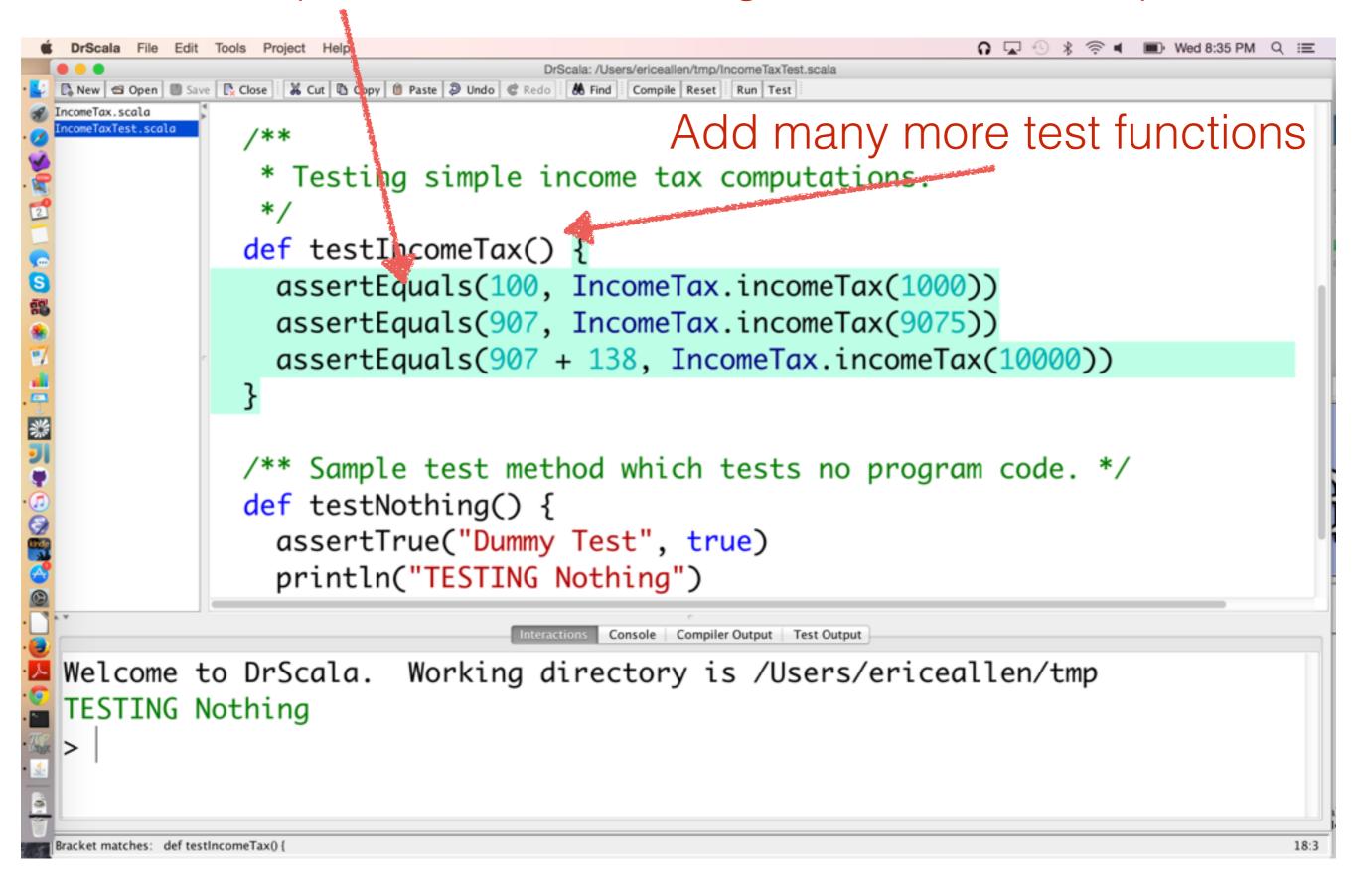




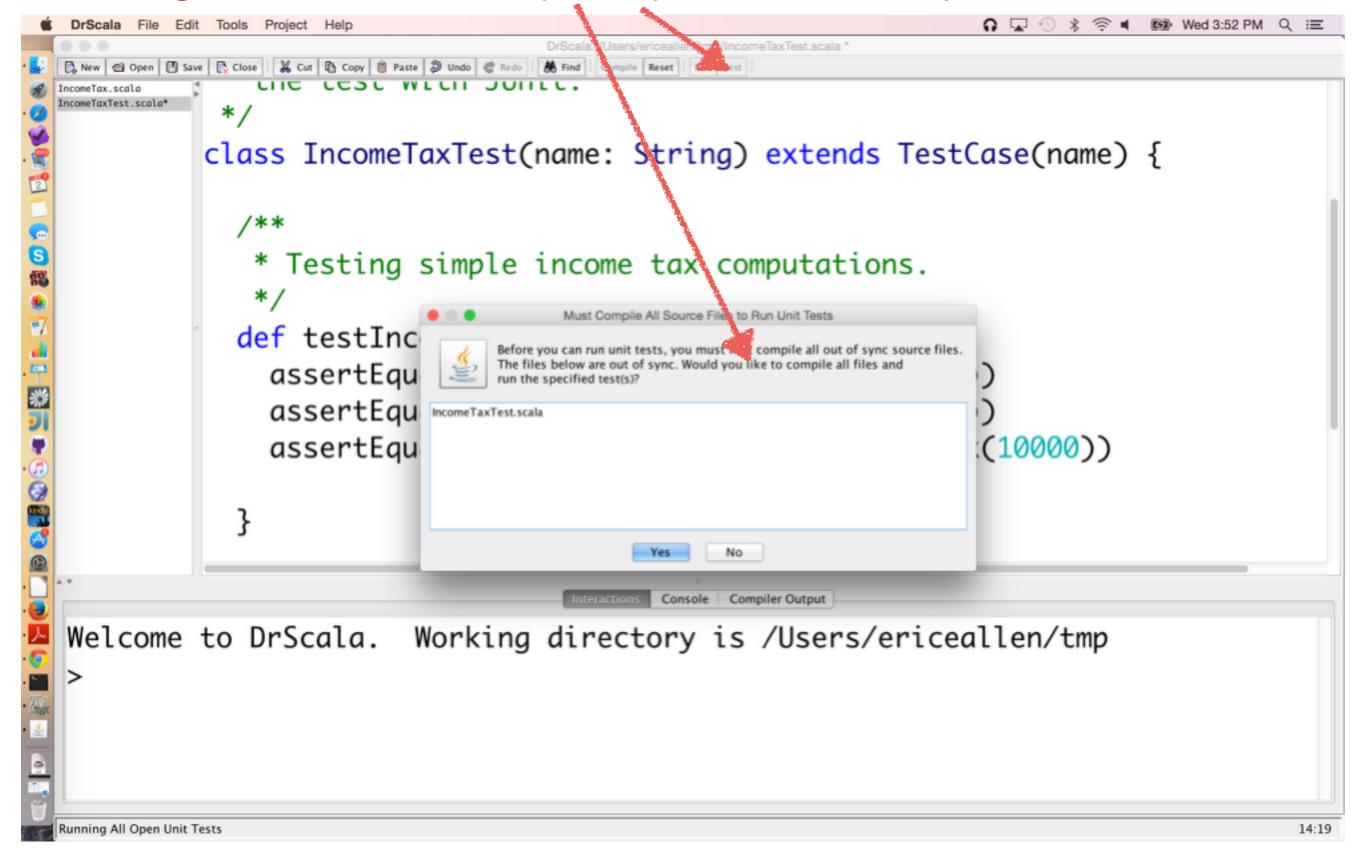




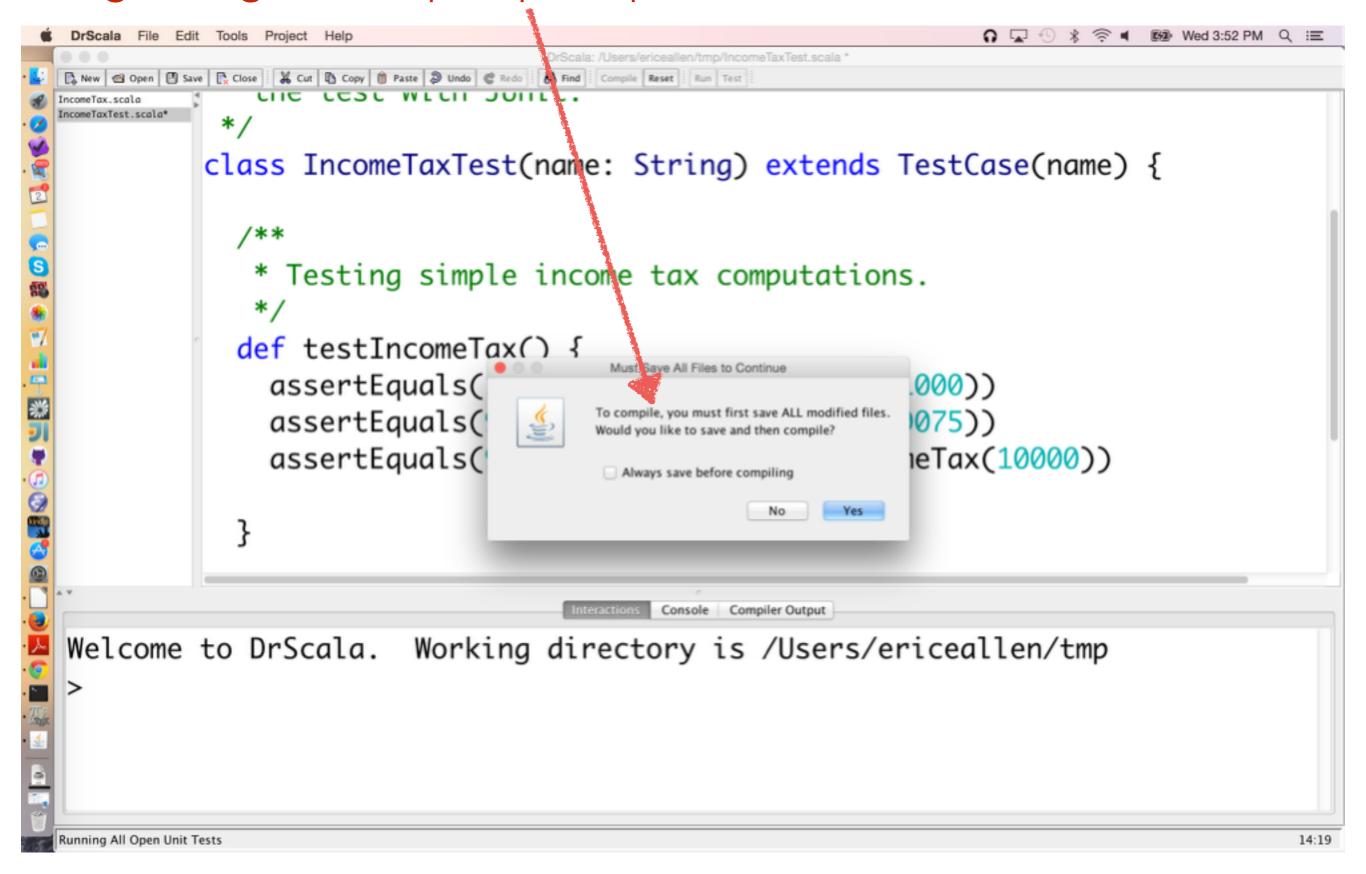
assertEquals fails if its two arguments are not equal



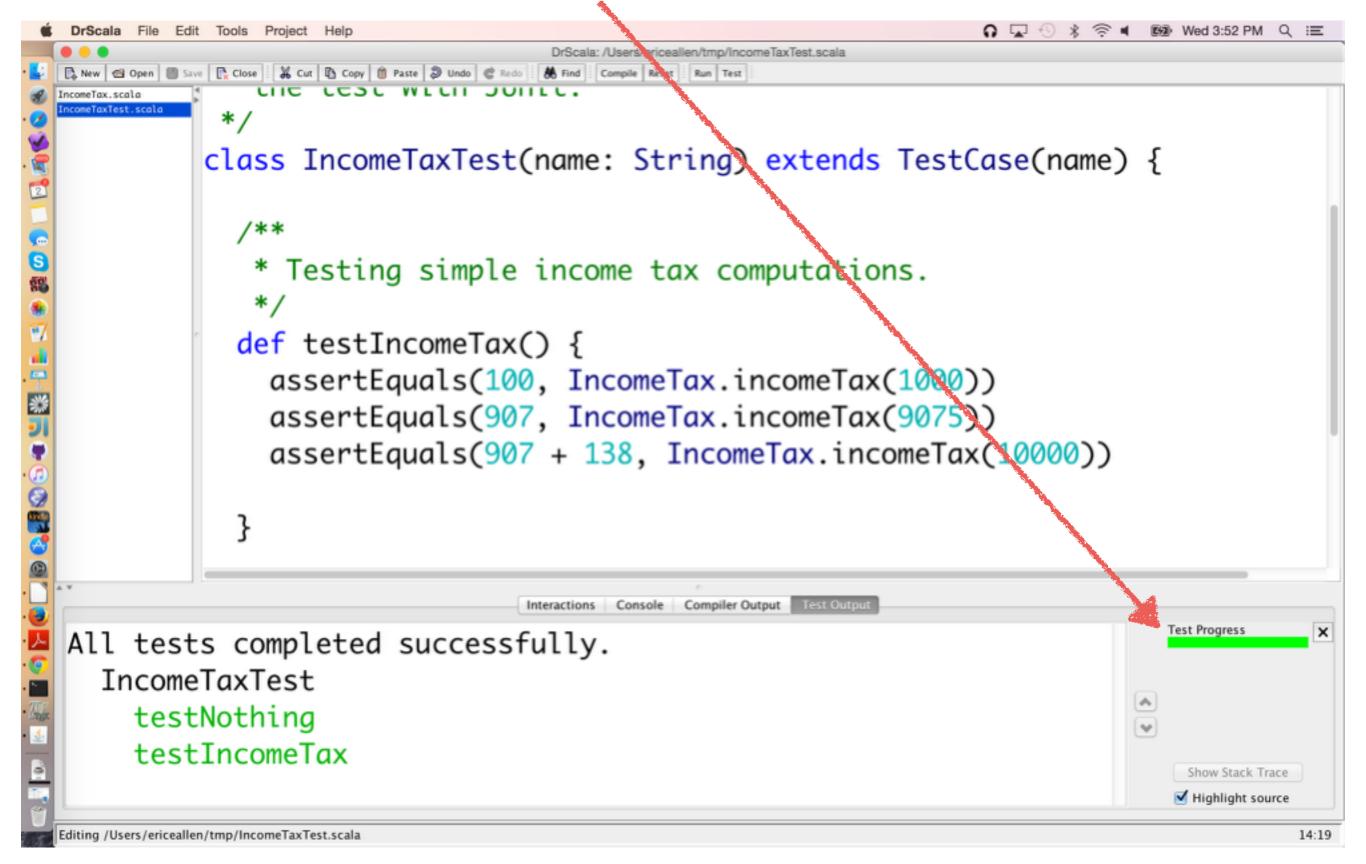
Hitting the Test button prompts us to compile



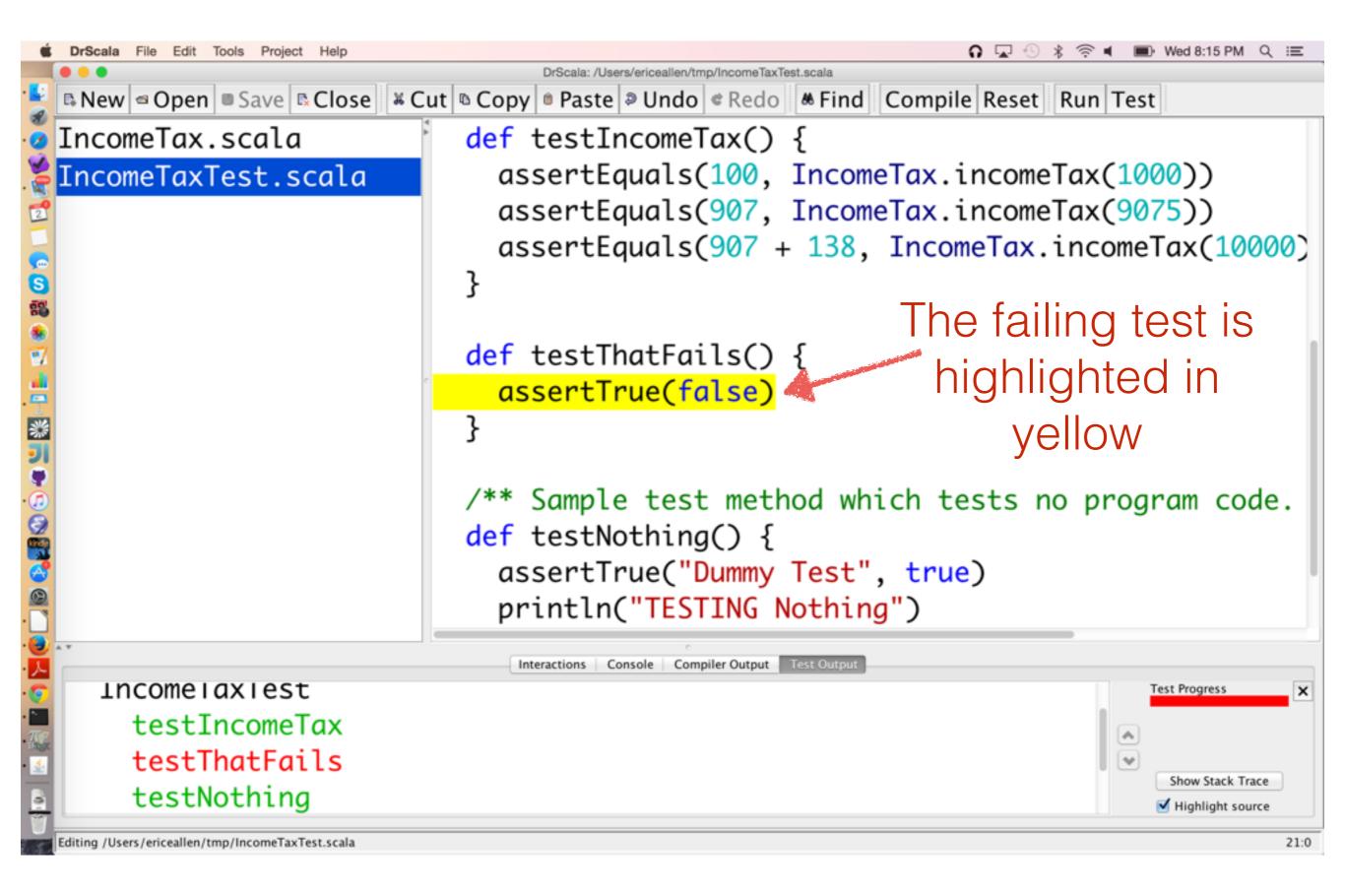
Agreeing to compile prompts us to save



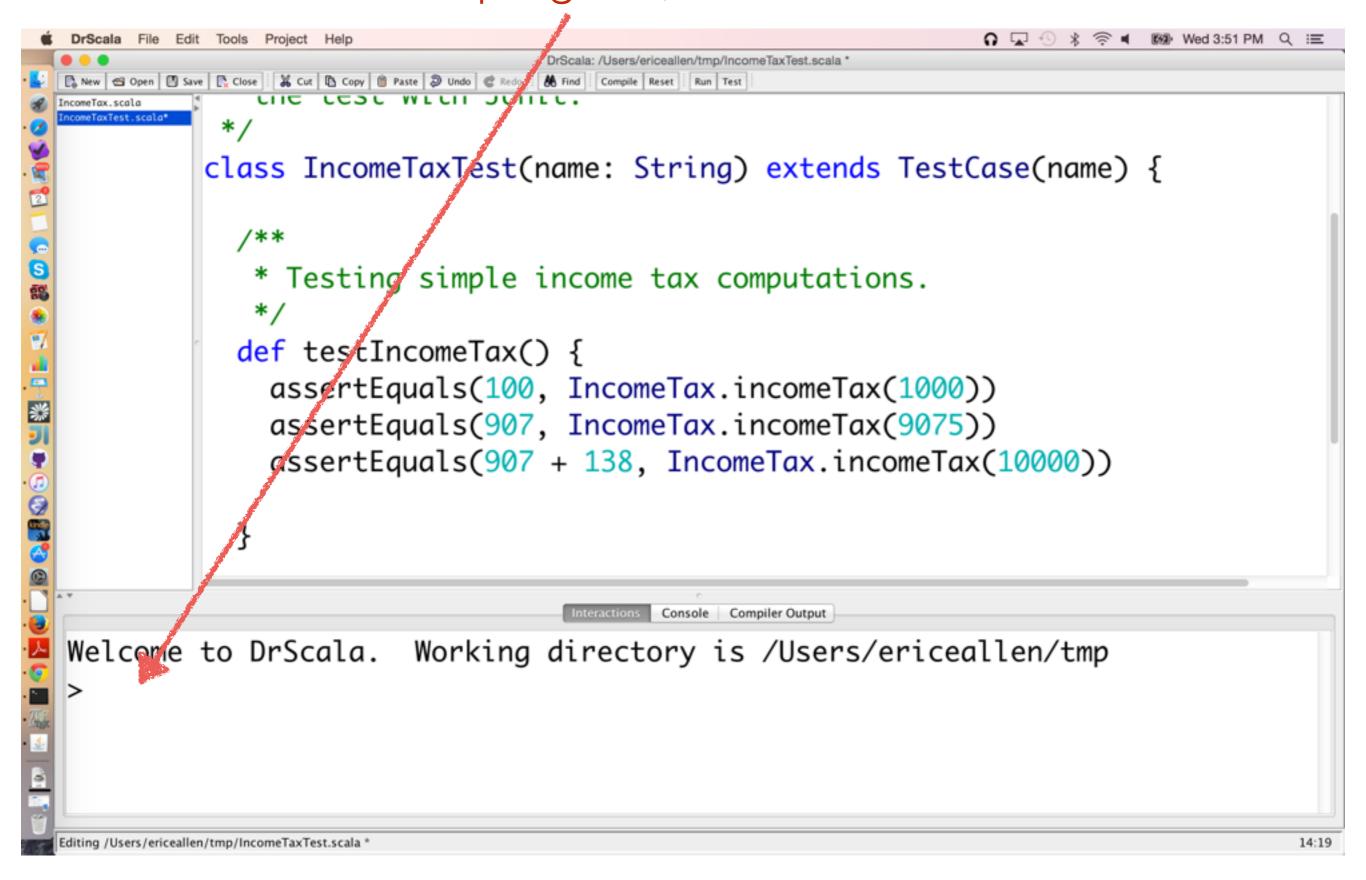
A green bar indicates that all tests passed

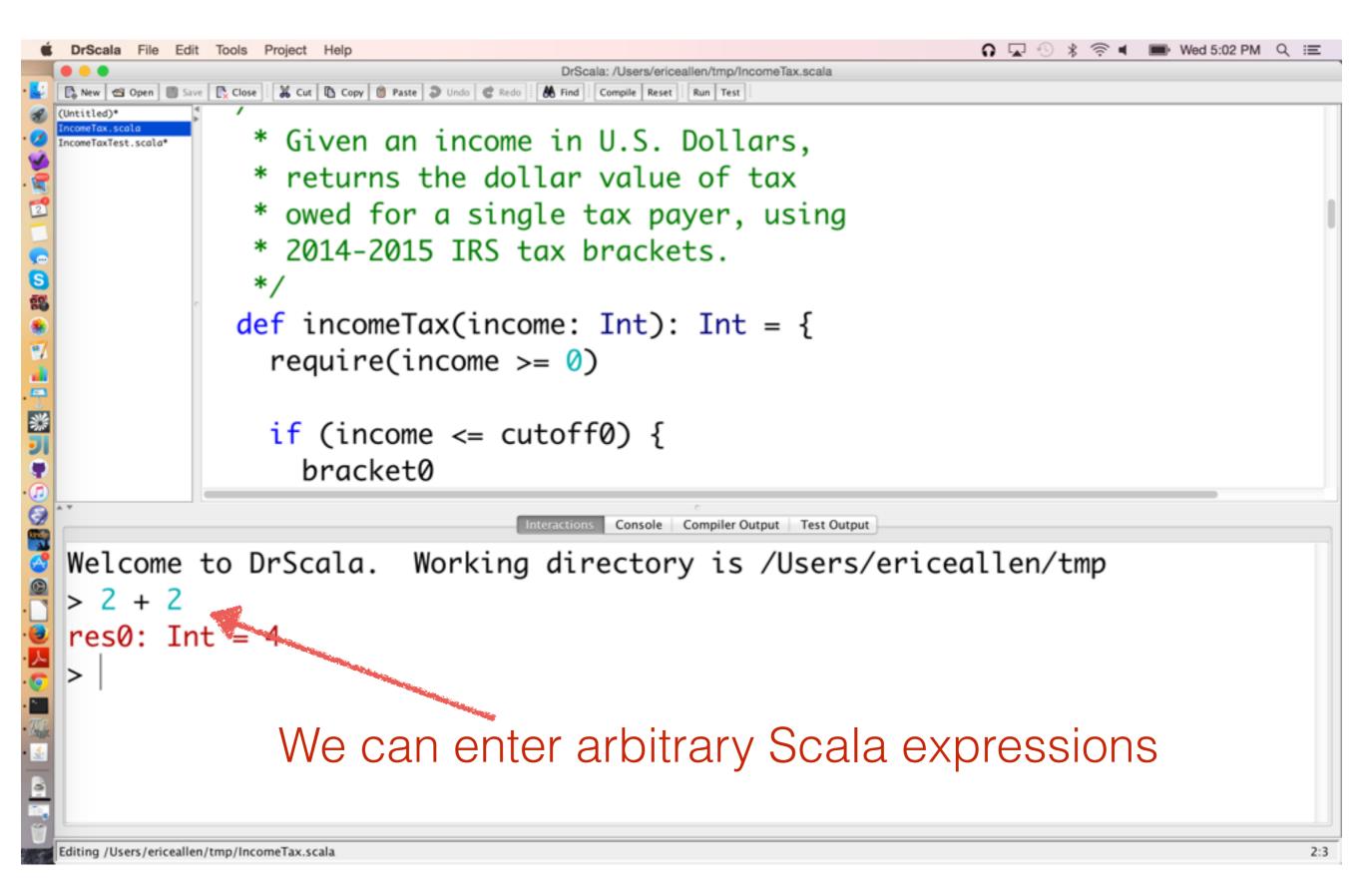


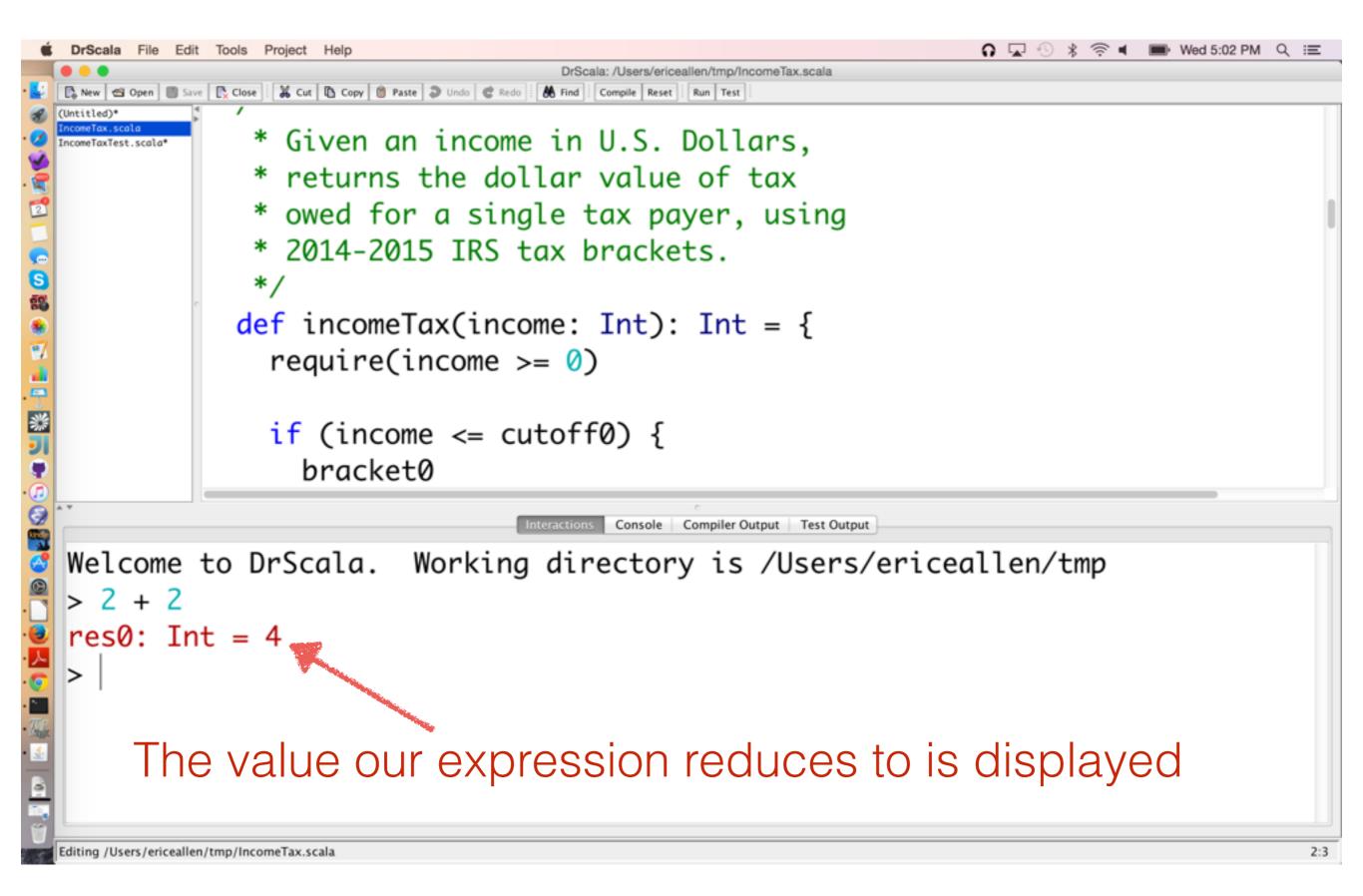


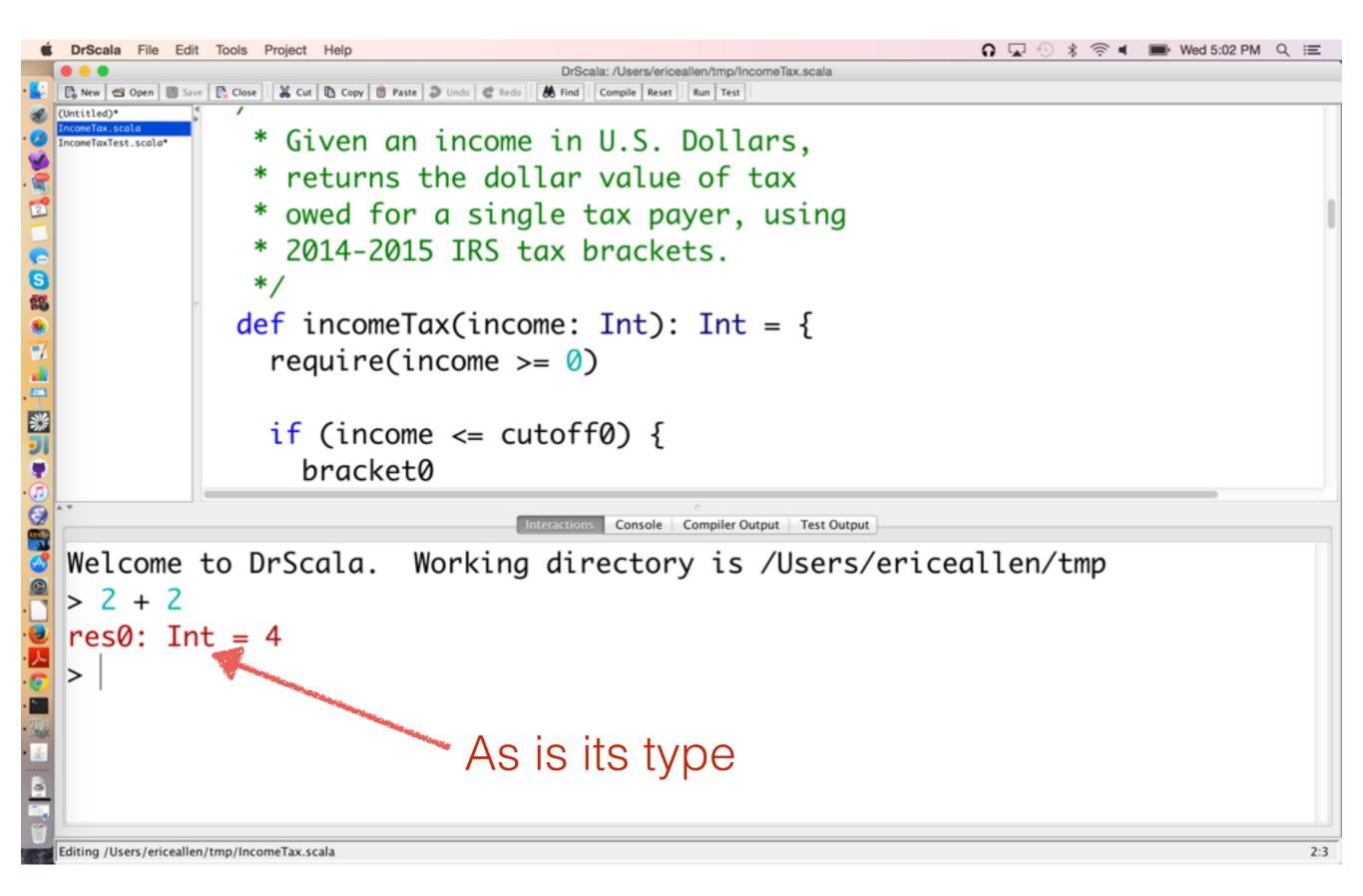


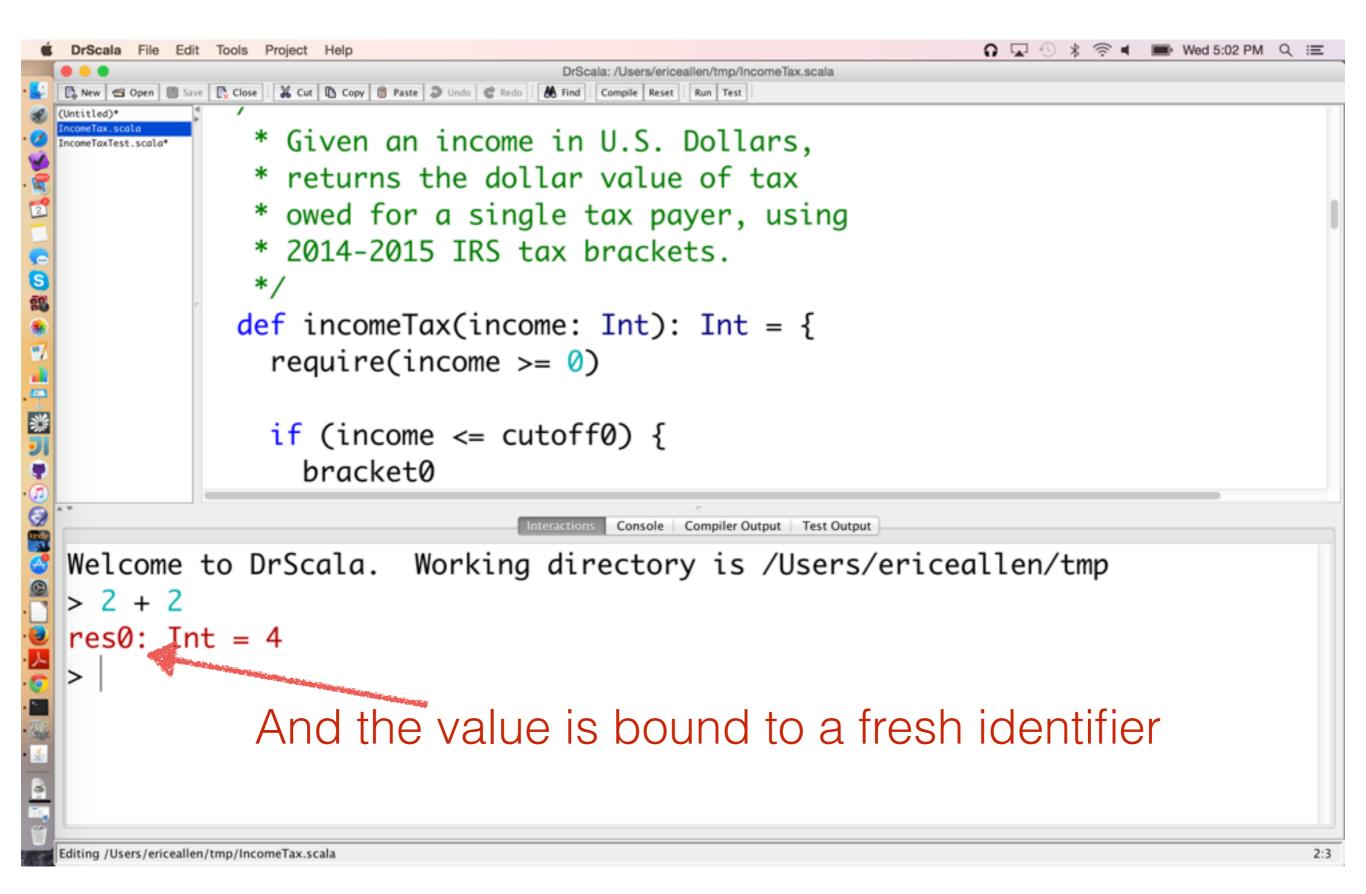
To interact with our program, we use the Interactions Pane

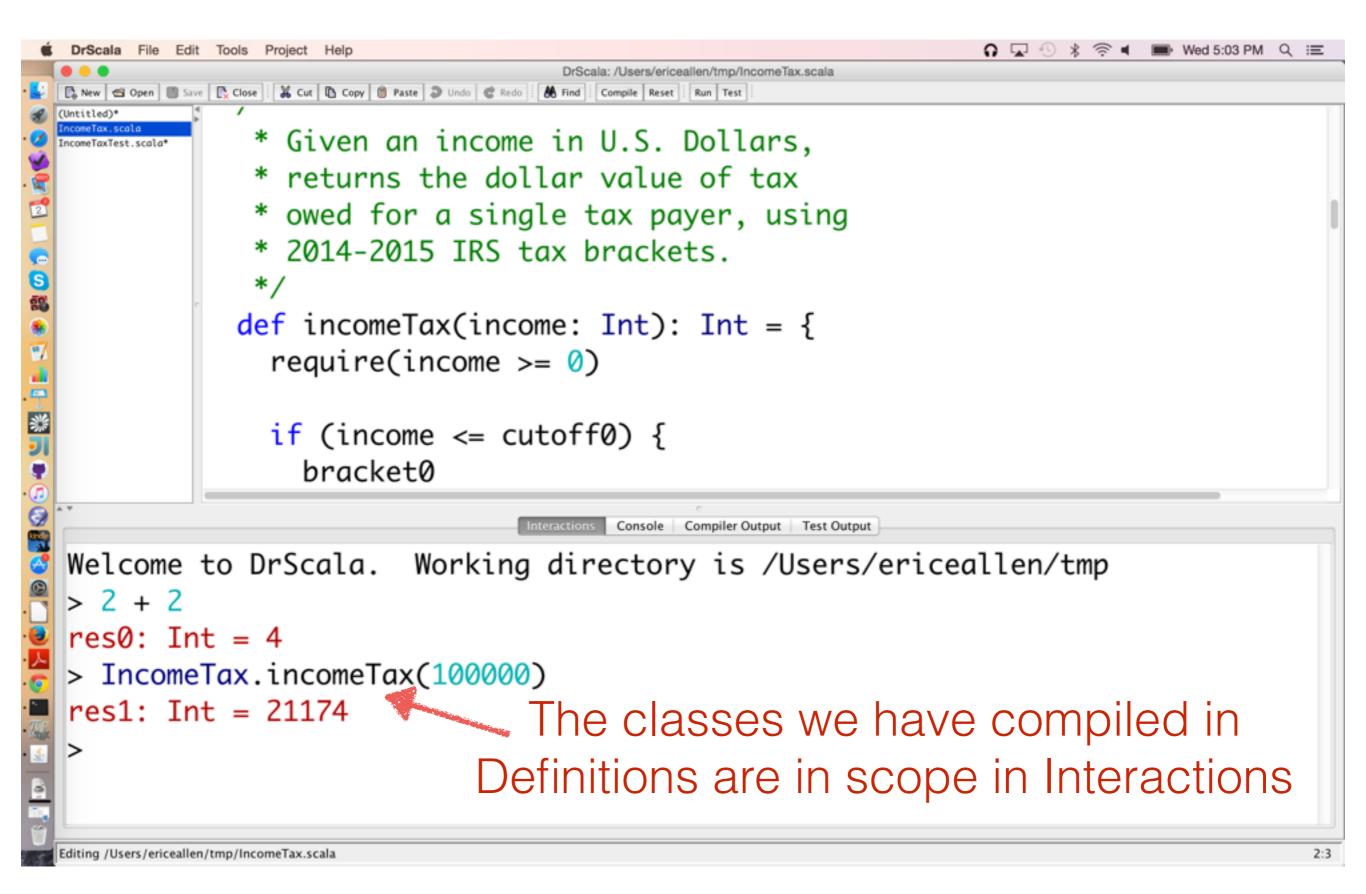


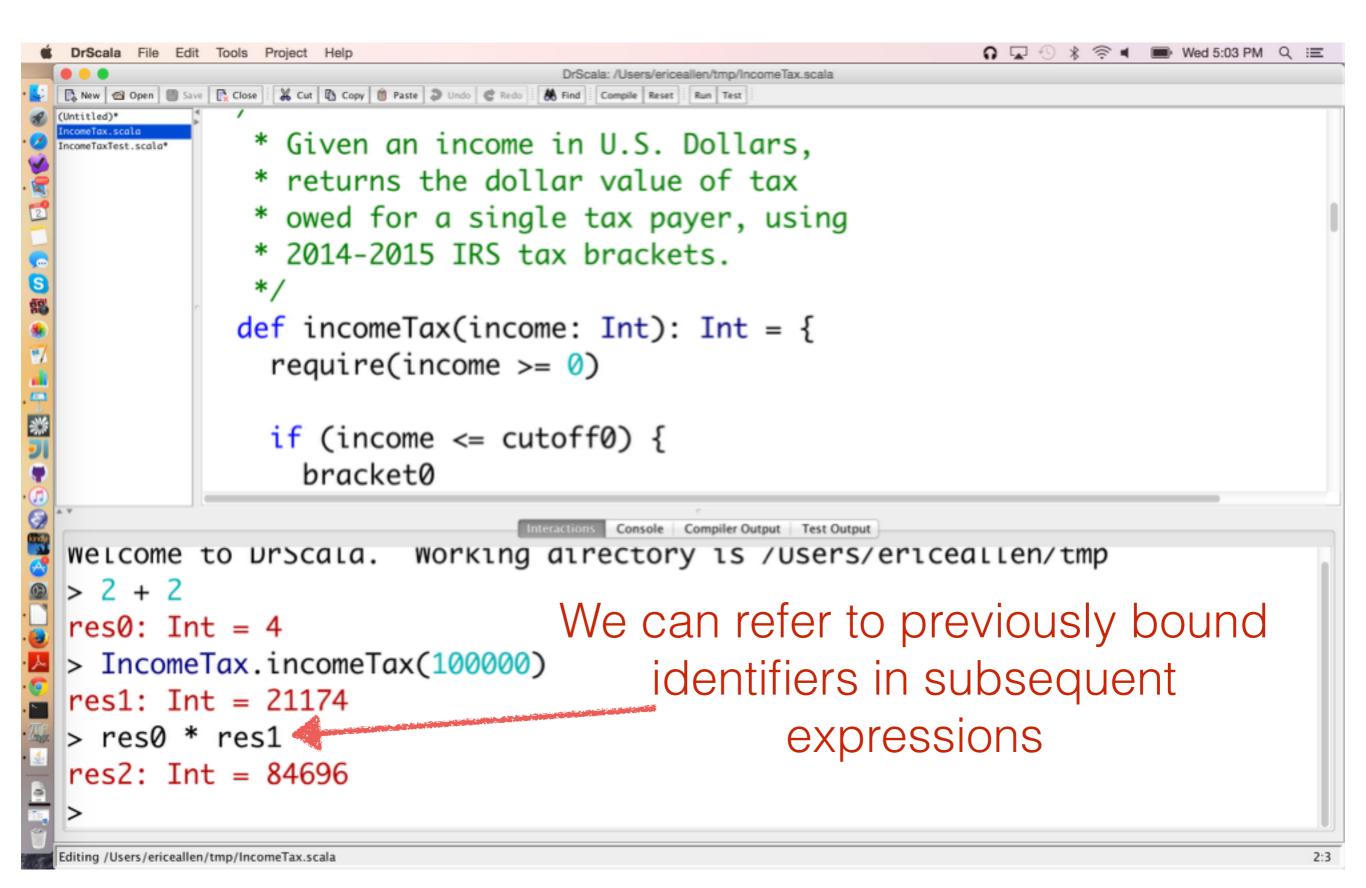


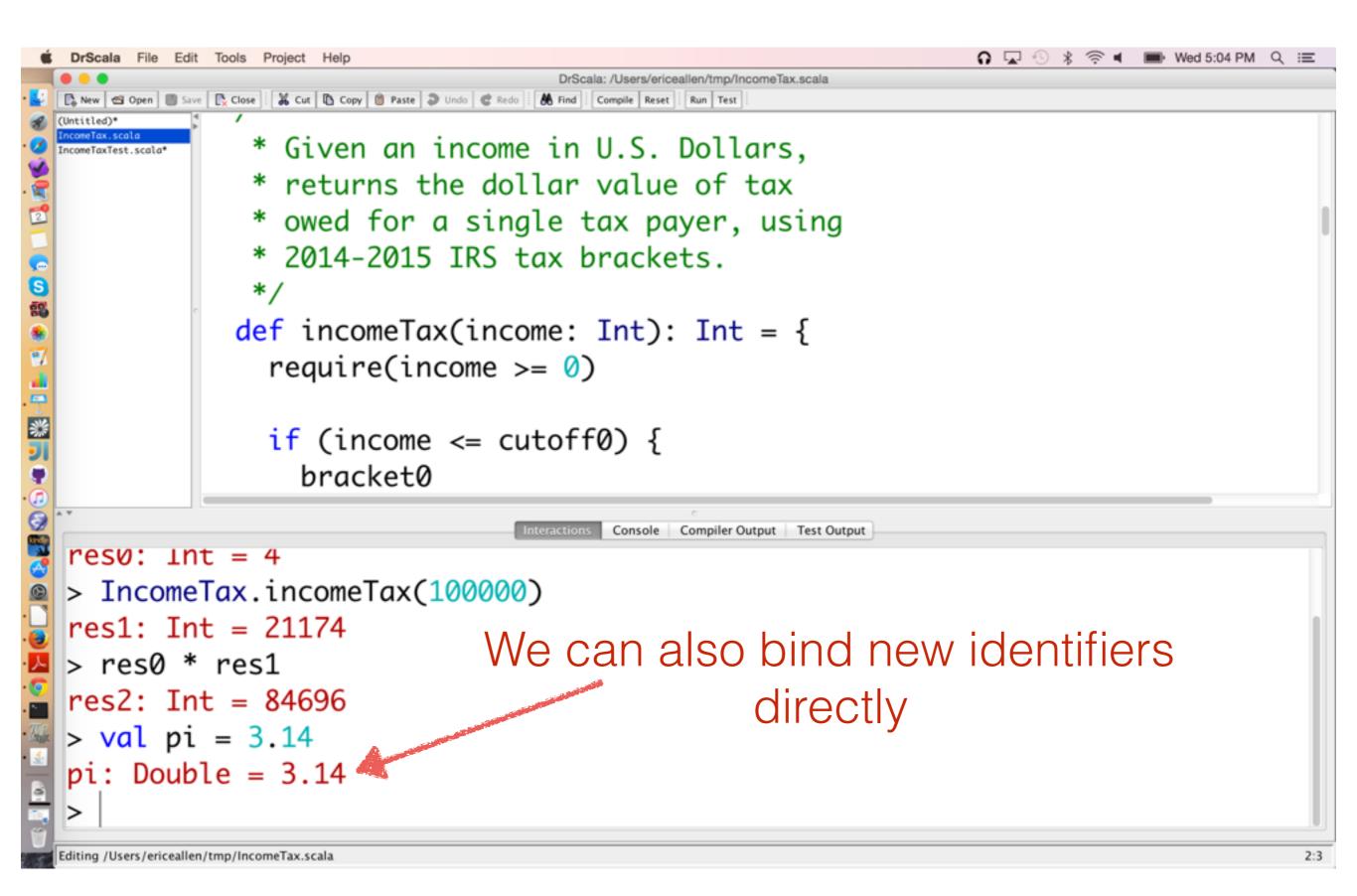


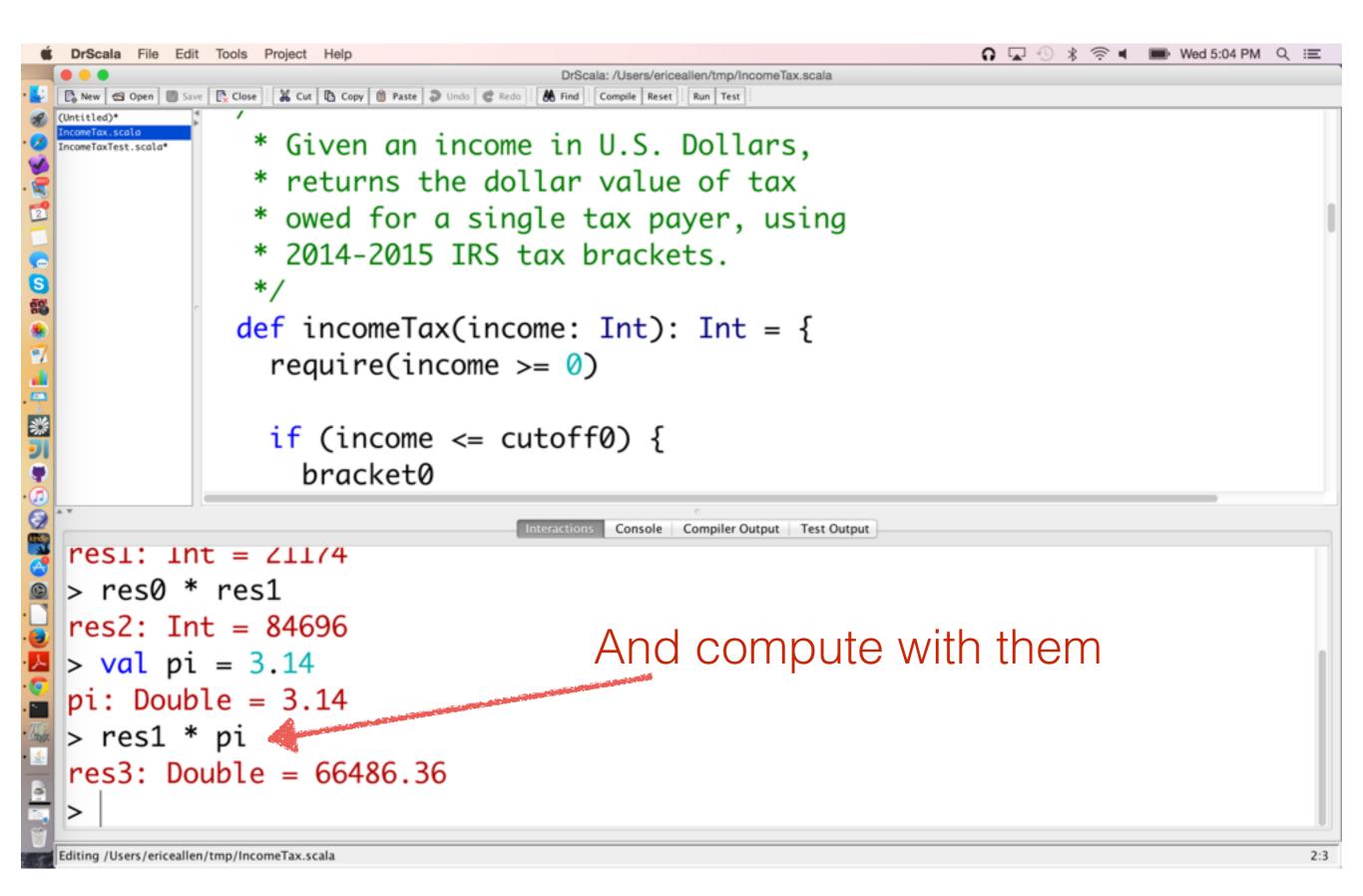


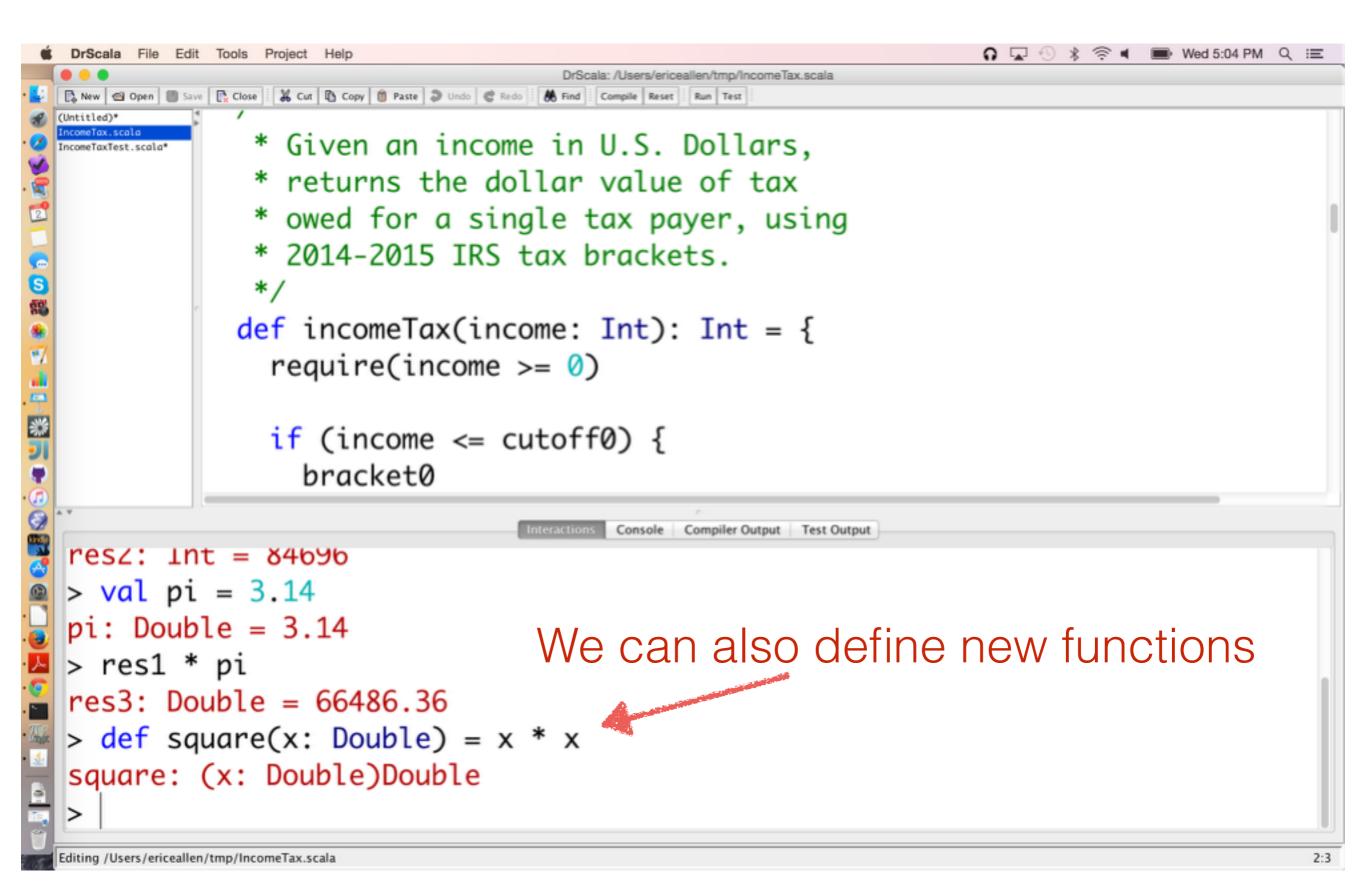


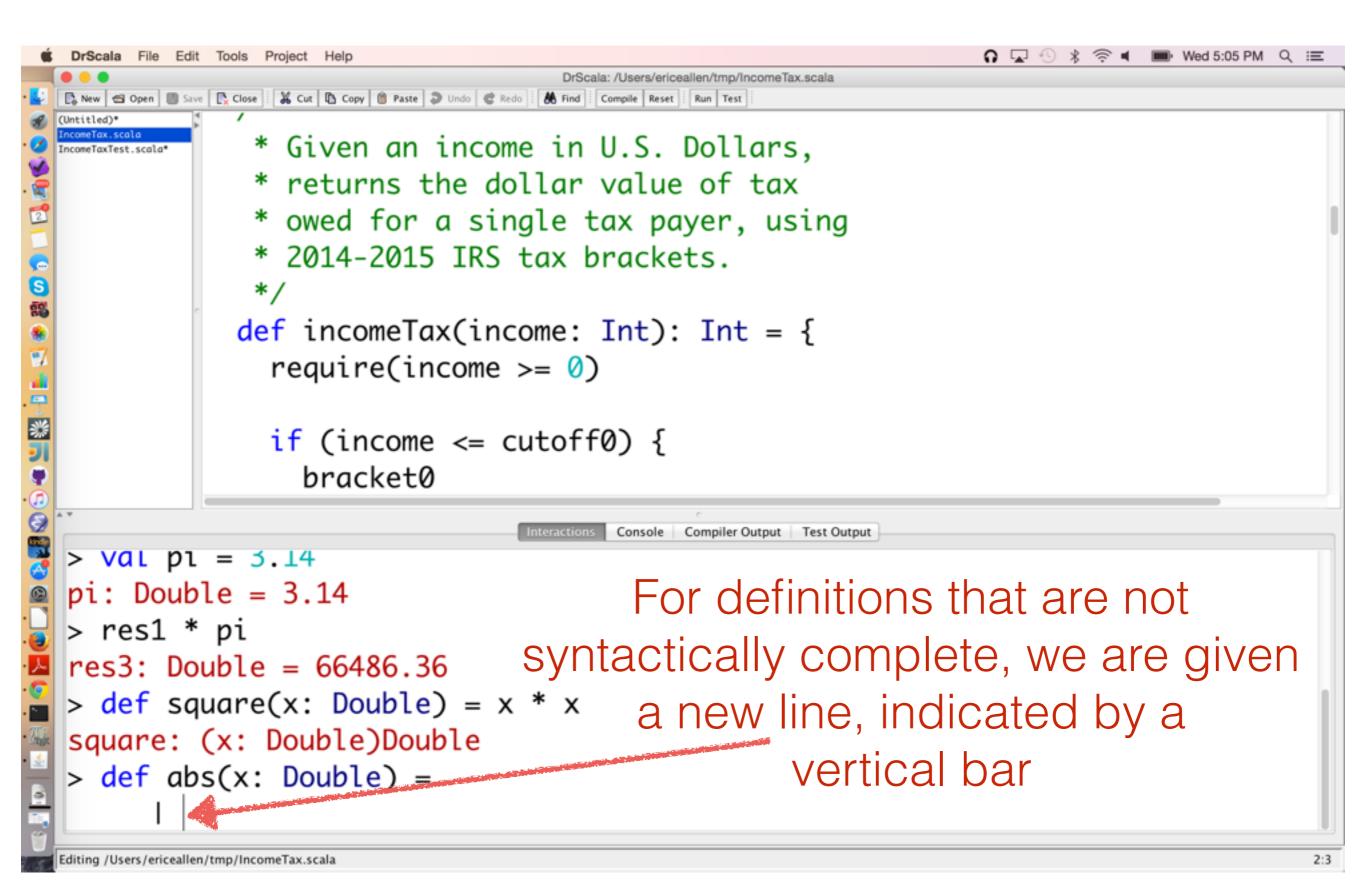


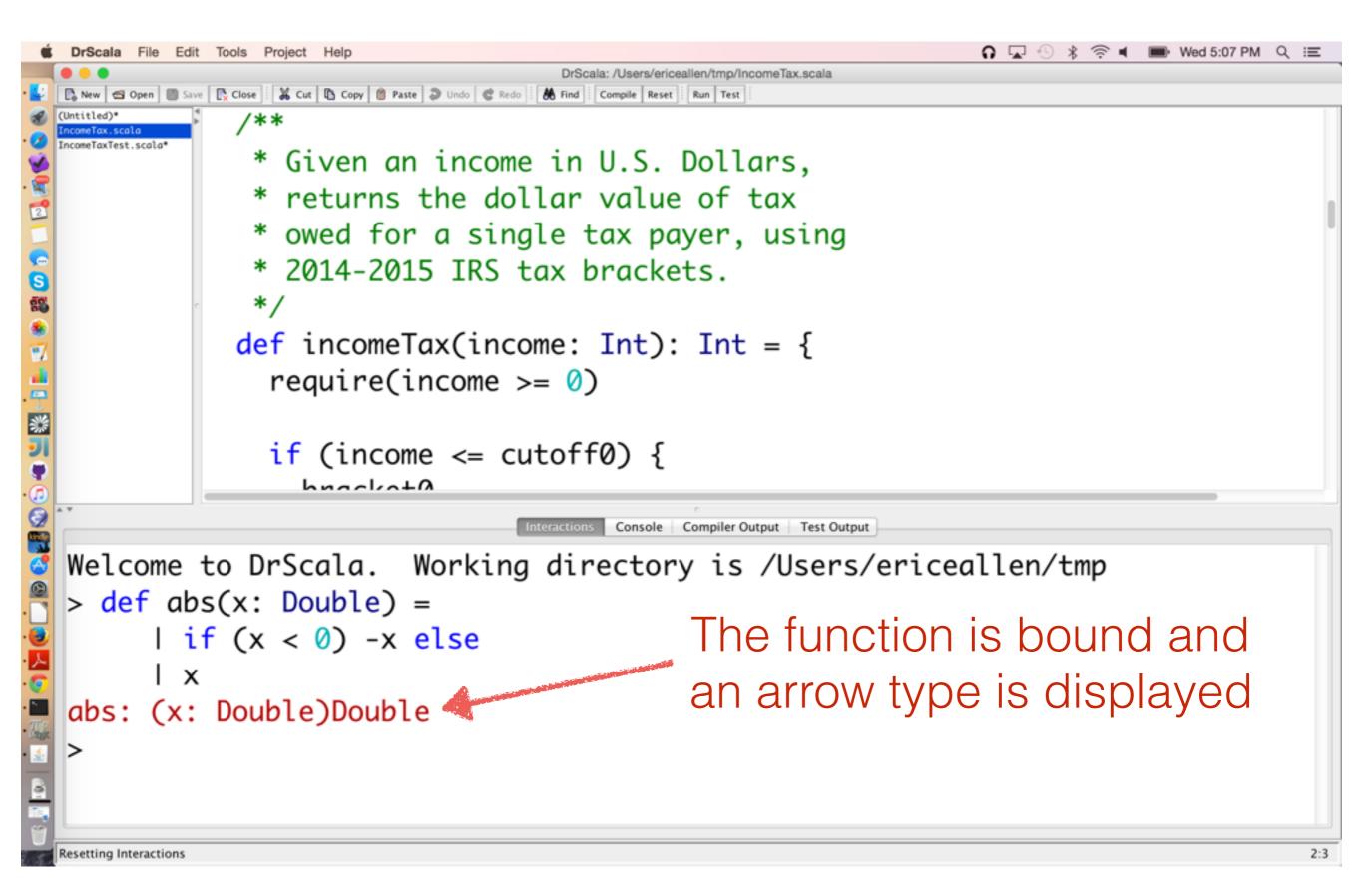


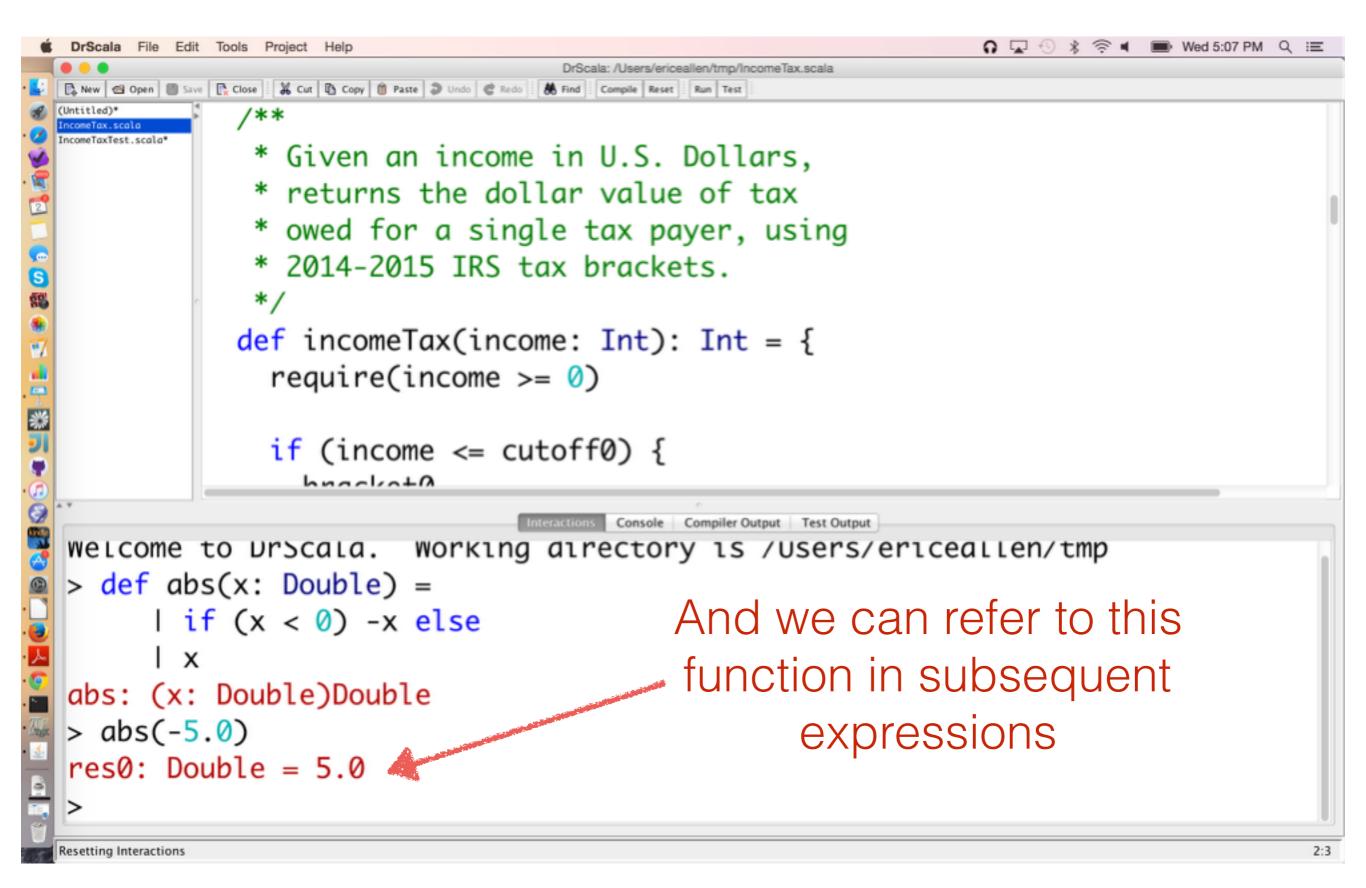




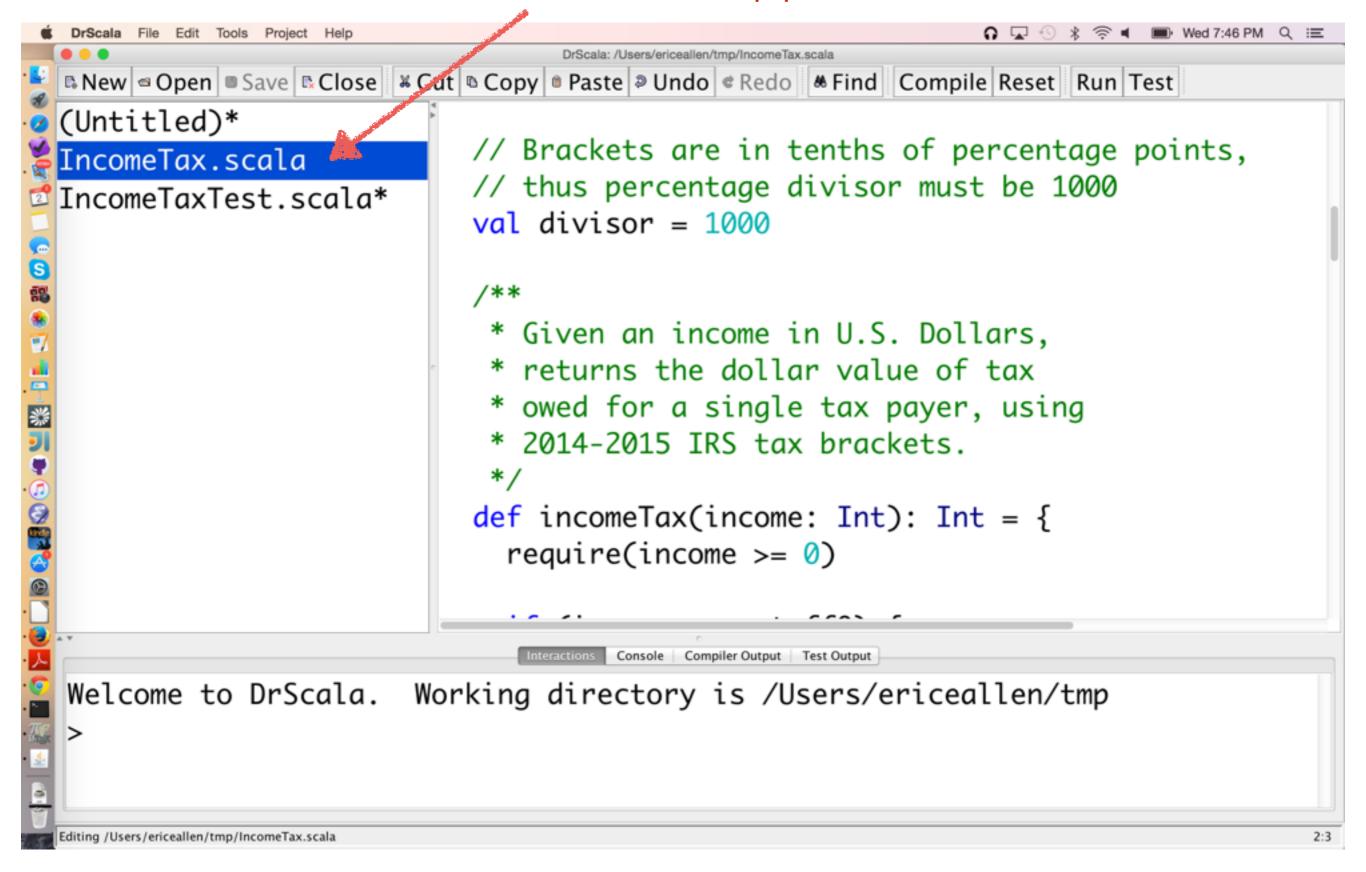




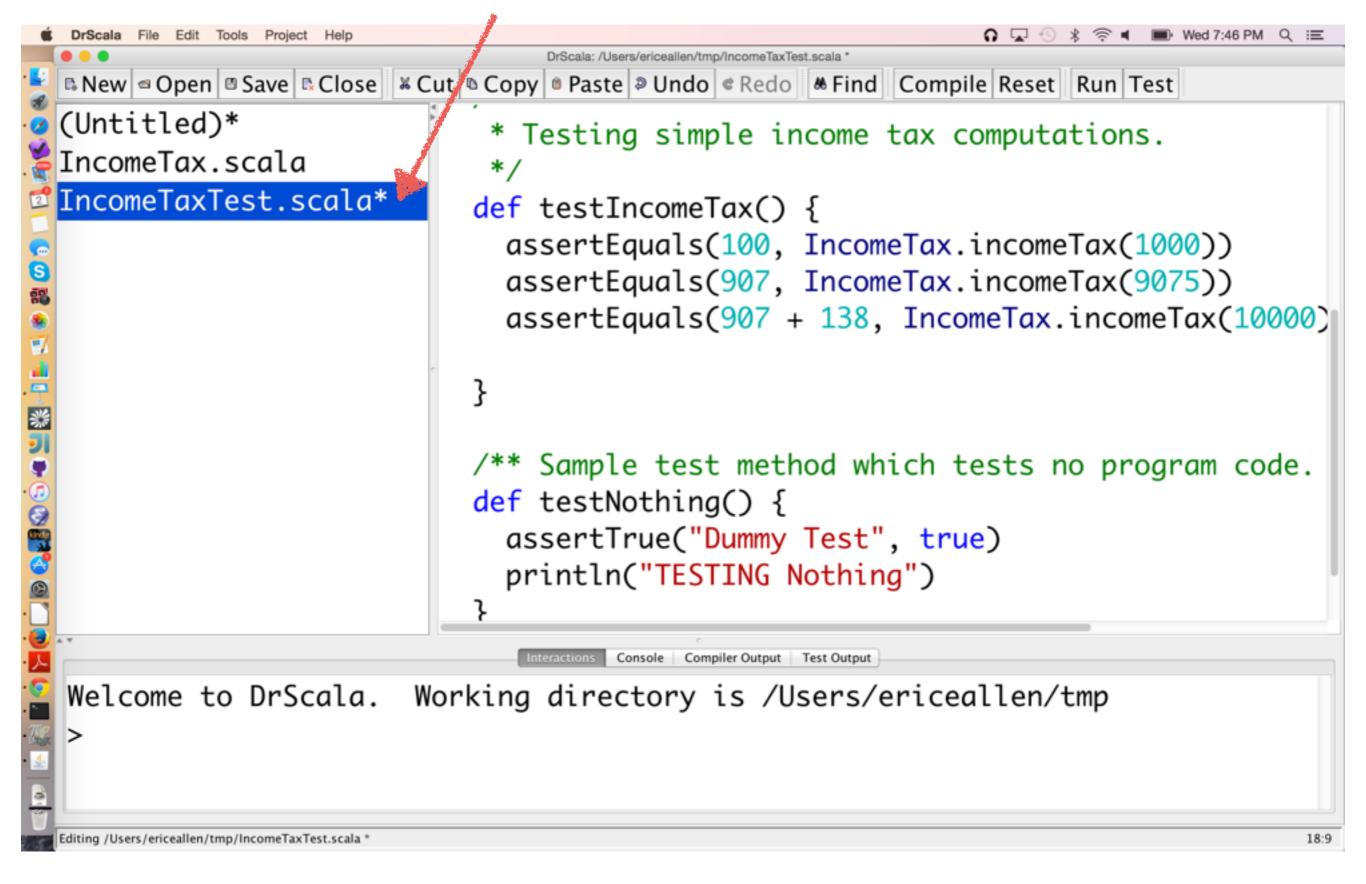




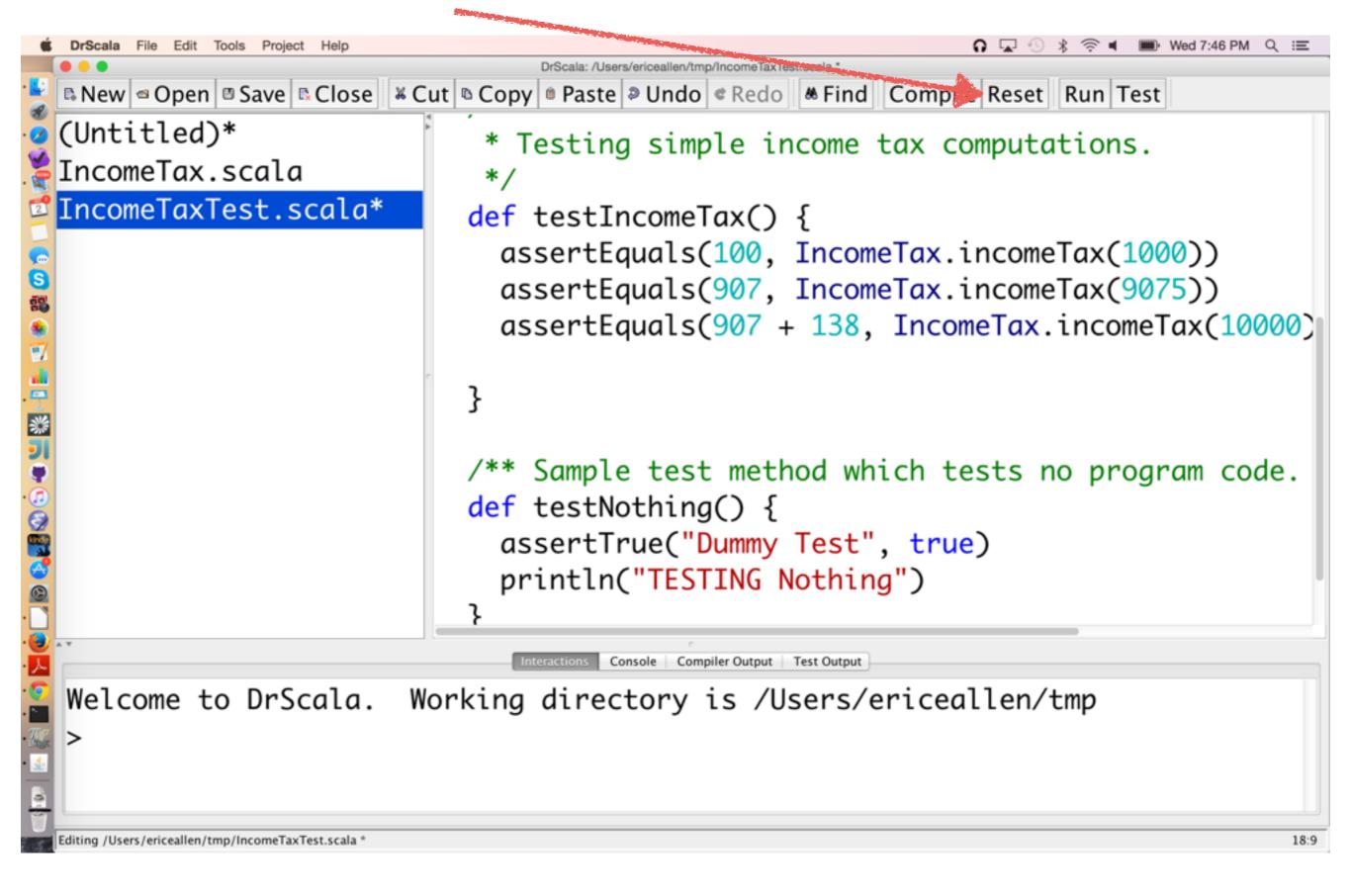
We can click on the file to appear in Definitions



Files that have not been saved include an asterisk



Reset resets the Interactions session



Run executes Definitions

