

CSC 447 - Concepts of Programming Languages

Scala Introduction

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Learning Objectives

- ❓ How to combine multiple programming paradigms in a single language?
 - Identify Scala basic syntax
 - Identify and describe tuples in Scala
 - Identify and describe lists in Scala



Scala

- Functional and object-oriented PL
- Java + ML + more
- [Scalable Component Abstractions](#)
- Compiles to JVM
- Interop: Scala calls Java; Java calls Scala
- Examples
 - [Twitter Scala School](#)
 - [Apache Spark](#) (Scala, Java, Python, R)
 - [Chicago Scala Meetup](#)



Scala

- Scala has a read-evaluate-print loop (REPL)
- Boolean literals: `false || true`
- Numeric literals: `1 + 2`
- String literals: `("hello" + " " + "world").length`
- Use of Java's libraries

```
1 val dir = java.io.File ("/tmp")  
2 dir.listFiles.filter (f => f.isDirectory && f.getName.startsWith ("c"))
```



Everything is an Object

- `5:Int` is an object of type `Int` with methods: `5.toDouble`
- Methods can have symbolic names (see `scala.Int`): `5.+ (6)`
- `scala.runtime.RichInt` adds more methods: `5.max (6)`
- Any unary function `e1.f(e2)` can be written as `e1 f e2`
 - `5 + 6` is `5.+ (6)`
 - `5 max 6` is `5.max (6)`

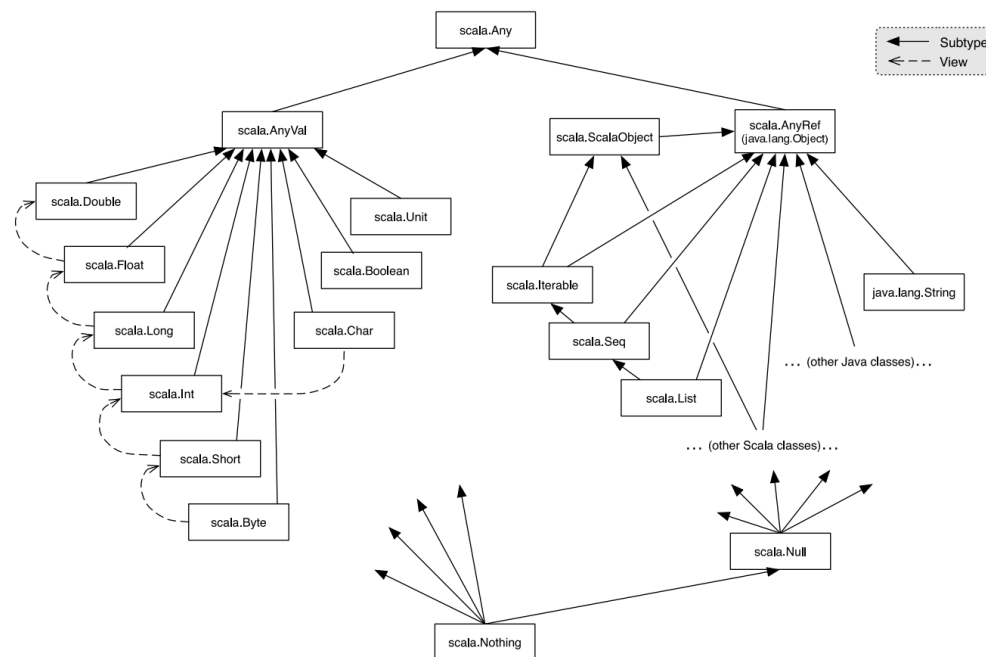


Scala Type Checking

- Scala performs static type checking

```
1 def f () = 5 - "hello" // rejected by type checker
```

- REPL prints types of expressions
- Java type hierarchy is embedded in Scala
 - Java primitive types are Scala value types
 - Java reference types are Scala reference types
 - `java.lang.Object` is `scala.AnyRef`





Mutable and Immutable Variables

Mutable Variables

- Java

```
1 int x = 10;           // declare and initialize x
2 x = 11;               // assignment to x OK
```

- C

```
1 int x = 10;           // declare and initialize x
2 x = 11;               // assignment to x OK
```

- Scala

```
1 var x = 10            // declare and initialize x
2 x = 11                // assignment to x OK
```

Immutable Variables

- Java

```
1 final int x = 10;     // declare and initialize x
2 x = 11;               // assignment to x fails
3 // error: cannot assign a value to final variable x
```

- C

```
1 const int x = 10;     // declare and initialize x
2 x = 11;               // assignment to x fails
3 // error: assignment of read-only variable 'x'
```

- Scala

```
1 val x = 10            // declare and initialize x
2 x = 11                // assignment to x fails
3 // error: reassignment to val
```



Expression Sequencing

C Statements

```
1 int f() {  
2     s_1;  
3     s_2;  
4     ...  
5     return ...;  
6 }
```

Java Statements

```
1 int f() {  
2     s_1;  
3     s_2;  
4     ...  
5     return ...;  
6 }
```

Scala Expressions

```
1 def f() = e_1; e_2; ...; return e_n
```

Semicolons and `return` optional, curly braces can be used

```
1 def f() : Int =  
2     e_1  
3     e_2  
4     ...  
5     e_n  
6 end f
```




Methods

- Parameters require type annotations

```
1 def plus (x:Int, y:Int) : Int = x + y
2 def times (x: Int, y:Int)      = x * y
```

- Return types
 - can often be inferred
 - but are required for recursive methods
- Body of a method is an expression; its value is returned



Methods

- Conditional expressions

```
1 def fact (n:Int) : Int = if n <= 1 then 1 else n * fact (n - 1)
```

- Compound expressions for side-effects

```
1 def fact(n:Int) : Int =  
2   println("called with n=%d".format(n))  
3   if n <= 1 then  
4     println("no recursive call")  
5     1  
6   else  
7     println("making recursive call")  
8     n * fact(n - 1)  
9 end fact
```

- Syntax like C statements, but are expressions!



Structured Data

- Tuples: fixed number of heterogeneous items `(1, "hello")`
- Lists: variable number of homogeneous items
`List(1, 2, 3)` or `1 :: 2 :: 3 :: Nil`
- Immutable and mutable variants
- Pattern matching to decompose structured data into its components



Scala Collections

- [Scala collections guide](#)
- `scala.collection`
- `scala.collection.immutable`
- `scala.collection.mutable`
- `java.util` is available
- Scala has arrays `Array[Int]`



Mutability: Variable vs. Data

- Variable mutability is different from data mutability
- Java *mutable linked list* by default

```
1 List<Integer> xs = new List<> (); // mutable variable, mutable list
2 final List<Integer> ys = xs;      // immutable variable, mutable list
3 xs.add (4); ys.add (5); // list is mutable through both references
4 xs = new List<> ();             // reference is mutable
5 ys = new List<> ();             // fails; reference is immutable
```

- Scala *immutable linked list* by default

```
1 var xs = List (4, 5, 6) // mutable variable, immutable list
2 val ys = xs             // immutable variable, immutable list
3 xs (1) = 7; ys (1) = 3  // fails; list is immutable
4 xs = List (0)           // reference is mutable
5 ys = List ()            // fails; reference is immutable
```



Tuples

💡 Tuples are immutable heterogeneous complex data items

Scala Tuples

```
1 val p : (Int, String) = (5, "hello")
2 val x : Int = p(0)
```

Expressed in Java

```
1 public class Pair<X,Y> {
2     final X x;
3     final Y y;
4     public Pair (X x, Y y) { this.x = x; this.y = y; }
5 }
6
7 Pair<Integer, String> p = new Pair<> (5, "hello");
8 int x = p.x;
```

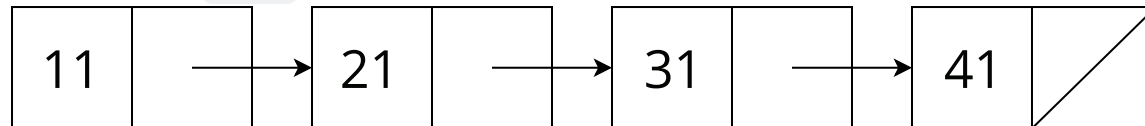


Linked Lists

- List constructors

```
1 List (1, 2, 1 + 2)
2 1 :: 2 :: (1+2) :: Nil
```

- Scala's `::` is an *infix* operator to construct lists



```
1 val xs = 11 :: (21 :: (31 :: (41 :: Nil))) // List(11, 21, 31, 41)
2 val xs = 11 :: 21 :: 31 :: 41 :: Nil      // right associative
3 // method-call style, not encouraged!
4 val xs = Nil.::(41).::(31).::(21).::(11)
```



List Projections

- Projections extract components of a list: often called `head` and `tail`

```
1 val xs = List(1, 2, 3, 4)
2 val x  = xs.head // x == 1
3 val ys = xs.tail // ys == List(2, 3, 4)
```




Summary

- Scala combines functional and object-oriented programming
- Builtin support for tuples