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Hi, my name is Alvin Alexander. I wrote the Scala Cookbook for O' Reilly, and this is the free, online version of my new Page 12/83

book about functional programming (FP) in Scala. The book is written as a series of lessons, with each lesson building upon the previous lesson to build up your Scala and FP knowledge base. I originally named the book, Learning Functional Programming in Scala, but later renamed it to Functional Programming, Simplified.

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logical sequence — the order in which the author learned them — culminating in advanced topics like functional domain modeling, and how to write and use ...

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To save you a lot of time and frustration, Page 18/83

my hope is that you ' II only need to read the book on the left to understand functional programming in Scala. Programming languages (Scala, Kotlin, Java) The book is written using Scala, but because Scala and Kotlin are similar, it may also be useful for Kotlin programmers. Because Scala runs on the Page 19/83

JVM and derives from Java — and because hundreds of thousands of developers are learning Scala — I think it will also be helpful to Java programmers.

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Functional Programming in Scala is
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terrific once you've been doing FP for a few months to a year. Functional Programming is daunting and hard to learn: Functional Programming Simplified makes that easier. It is the book to get you started on FP. Wish I could rate it more highly.

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Functional programming is a way of writing software applications using only Page 32/83

pure functions and immutable values. To support that, I also defined pure function like this: The output of a pure function depends only on (a) its input parameters and (b) its internal algorithm.

What is "Functional Programming"? | alvinalexander.com

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Programming, Simplified: (Scala Edition) by Alvin Alexander (2017, Trade Paperback) at the best online prices at eBay! Free shipping for many products!

If you've had trouble trying to learn
Page 35/83

Functional Programming (FP), you're not alone. In this book, Alvin Alexander -author of the Scala Cookbook and former teacher of Java and Object-Oriented Programming (OOP) classes -- writes about his own problems in trying to understand FP, and how he finally conquered it. What he originally learned is Page 36/83

that experienced FP developers are driven by two goals: to use only immutable values, and write only pure functions. What he later learned is that they have these goals as the result of another larger goal: they want all of their code to look and work just like algebra. While that sounds simple, it turns out that these goals Page 37/83

require them to use many advanced Scala features -- which they often use all at the same time. As a result, their code can look completely foreign to novice FP developers. As Mr. Alexander writes, "When you first see their code it's easy to ask, 'Why would anyone write code like this?" Mr. Alexander answers that Page 38/83

"Why?" question by explaining the benefits of writing pure functional code. Once you understand those benefits -your motivation for learning FP -- he shares five rules for programming in the book: All fields must be immutable ('val' fields). All functions must be pure functions. Null values are not allowed. Page 39/83

Whenever you use an 'if' you must also use an 'else'. You won't create OOP classes that encapsulate data and behavior; instead you'll design data structures using Scala 'case' classes, and write pure functions that operate on those data structures. In the book you'll see how those five, simple rules naturally lead you to Page 40/83

write pure, functional code that reads like algebra. He also shares one more Golden Rule for learning: Always ask "Why"? Lessons in the book include: How and why to write only pure functions Why pure function signatures are much more important than OOP method signatures Why recursion is a natural tool for Page 41/83

functional programming, and how to write recursive algorithms Because the Scala 'for' expression is so important to FP, dozens of pages explain the details of how it works In the end you'll see that monads aren't that difficult because they're a natural extension of the Five Rules The book finishes with lessons on FP data Page 42/83

modeling, and two main approaches for organizing your pure functions As Mr. Alexander writes, "In this book I take the time to explain all of the concepts that are used to write FP code in Scala. As I learned from my own experience, once you understand the Five Rules and the small concepts, you can understand Page 43/83

Scala/FP." Please note that because of the limits on how large a printed book can be, the paperback version does not include all of the chapters that are in the Kindle eBook. The following lessons are not in the paperback version: Grandma's Cookies (a story about pure functions) The ScalaCheck lessons The Type Classes Page 44/83

lessons The appendices Because those lessons didn' fit in the print version, they have been made freely available online. (Alvin Alexander (alvinalexander.com) wrote the popular Scala Cookbook for O'Reilly, and also self-published two other books, How I Sold My Business: A Personal Diary, and A Survival Guide for Page 45/83

New Consultants.)

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and Page 46/83

clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development Page 47/83

emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start Page 48/83

learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the Page 49/83

world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Page 50/83

Authors Paul Chiusano and R ú nar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with Page 51/83

functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND **COMBINATOR LIBRARIES Purely** functional parallelism Property-based testing Parser combinators PART 3 Page 52/83

COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you 'II encounter when using the Scala language, libraries, and tools. It 's ideal not only for Page 54/83

experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this Page 55/83

book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Page 56/83

Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

Get up to speed on Scala, the JVM language that offers all the benefits of a modern object model, functional Page 57/83

programming, and an advanced type system. Packed with code examples, this comprehensive book shows you how to be productive with the language and ecosystem right away, and explains why Scala is ideal for today's highly scalable, data-centric applications that support concurrency and distribution. This second Page 58/83

edition covers recent language features, with new chapters on pattern matching, comprehensions, and advanced functional programming. You 'Il also learn about Scala 's command-line tools, third-party tools, libraries, and language-aware plugins for editors and IDEs. This book is ideal for beginning and advanced Scala Page 59/83

developers alike. Program faster with Scala 's succinct and flexible syntax Dive into basic and advanced functional programming (FP) techniques Build killer big-data apps, using Scala 's functional combinators Use traits for mixin composition and pattern matching for data extraction Learn the sophisticated type Page 60/83

system that combines FP and objectoriented programming concepts Explore Scala-specific concurrency tools, including Akka Understand how to develop rich domain-specific languages Learn good design techniques for building scalable and robust Scala applications

In large projects, programmers tend to get overwhelmed by their complexity. It can be hard to keep track of all the interdependencies in the code-base and how its state changes on runtime. The solution to these problems is Functional Programming, a paradigm specifically designed to deal with the complexity of Page 62/83

software development. Mastering ...

Why learn Scala? You don 't need to be a data scientist or distributed computing expert to appreciate this object-oriented functional programming language. This practical book provides a comprehensive yet approachable introduction to the Page 63/83

language, complete with syntax diagrams, examples, and exercises. You 'Il start with Scala's core types and syntax before diving into higher-order functions and immutable data structures. Author Jason Swartz demonstrates why Scala 's concise and expressive syntax make it an ideal language for Ruby or Python developers Page 64/83

who want to improve their craft, while its type safety and performance ensures that it's stable and fast enough for any application. Learn about the core data types, literals, values, and variables Discover how to think and write in expressions, the foundation for Scala's syntax Write higher-order functions that Page 65/83

accept or return other functions Become familiar with immutable data structures and easily transform them with type-safe and declarative operations Create custom infix operators to simplify existing operations or even to start your own domain-specific language Build classes that compose one or more traits for full

reusability, or create new functionality by mixing them in at instantiation

Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write Page 67/83

programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the Page 68/83

principal author of the international bestselling Core Java™, offers a rapid, codebased introduction that 's completely practical. Horstmann introduces Scala concepts and techniques in "blog-sized" chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of Page 69/83

competency, from basic to expert. Coverage includes Getting started guickly with Scala's interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Page 70/83

Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala 's powerful pattern matching and case classes Creating concurrent programs with Scala Page 71/83

actors Implementing domain-specific languages Understanding the Scala type system Applying advanced "power tools " such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers Page 72/83

build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

Presents an introduction to the new programming language for the Java Platform.

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You can become a better programmer. I used to think that having the proper tool was second in importance to knowing what you were doing. I had it backward. The proper tool does the work for you; the wrong tool makes you do all the work. For many problems, functional programming Page 74/83

is the proper tool. What's that you say? Your programming language isn't a functional language? Bet you it is. I'll wait here while you go check. Did you find that you can pass a function to another function as a parameter? If so, you've got the most important tool from the functional programming toolkit. You just Page 75/83

need to learn to use it properly. Relax, it's not hard. Functional programming has a bad reputation because of languages like Haskell. Haskell throws away all your other tools and forces you to use functional programming for everything, so of course it's difficult. For our examples we'll use Python and Java and, as a bonus, Scala. Page 76/83

You get to keep all the tools you already know how to use, and just add one power tool to the mix. You might never use Scala, but it's here to show you some of the great things you can do functionally. Once you see how they are done, it won't be hard to do them in your chosen language. Good programmers use good Page 77/83

tools. This book can teach you one of those tools.

Save time and trouble building objectoriented, functional, and concurrent applications with Scala. The latest edition of this comprehensive cookbook is packed with more than 250 ready-to-use recipes Page 78/83

and 1,000 code examples to help you solve the most common problems when working with Scala 3 and its popular libraries. Scala changes the way you think about programming--and that's a good thing. Whether you're working on web, big data, or distributed applications, this cookbook provides recipes based on real-world Page 79/83

scenarios for both experienced Scala developers and programmers just learning to use this JVM language. Author Alvin Alexander includes practical solutions from his experience using Scala for component-based, highly scalable applications that support concurrency and distribution. Recipes cover: Strings, Page 80/83

numbers, and control structures Classes, methods, objects, traits, packaging, and imports Functional programming techniques Scala's wealth of collections classes and methods Building and publishing Scala applications with sbt Actors and concurrency with Scala Future and Akka Typed Popular libraries, Page 81/83

including Spark, Scala.js, Play Framework, and GraalVM Types, such as variance, givens, intersections, and unions Best practices, including pattern matching, modules, and functional error handling

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