

Why You Should Learn Scala

if you're a Java developer

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- A “SCAlable LAnguage” (in terms of large codebases, not just performance)
- Combines Haskell/ML style Functional Programming with Object Oriented Programming on a JVM.
 - “Haskell/ML style” == statically typed (as opposed to Lisp/Clojure)
- A complex language (my observation) – not easy to learn.

Rod Johnson: Scala in 2018 (Scaladays 2013 Keynote)

- Scala is the biggest thing since Java.
- Scala is the leading language for enterprise development.
- Java is “deeply uncool” but won’t go away.
- Language fragmentation persists. Startups favor dynamic languages.
- Scala won by
 - Embrace the Java Ecosystem
 - Slow innovation
 - Fight only “winnable battles”.

Rod Johnson: Java vs Scala

	Java	Scala
Language	“Sucks” verbose lack of code reuse immutability is unnatural Restrictive	Best thing since C lean Best reuse ever Both FP and OO styles Flexible (blessing and a curse)
Community	pragmatic	purists and zealots
Culture of	readable code backwards compatible	clever code not backwards compatible

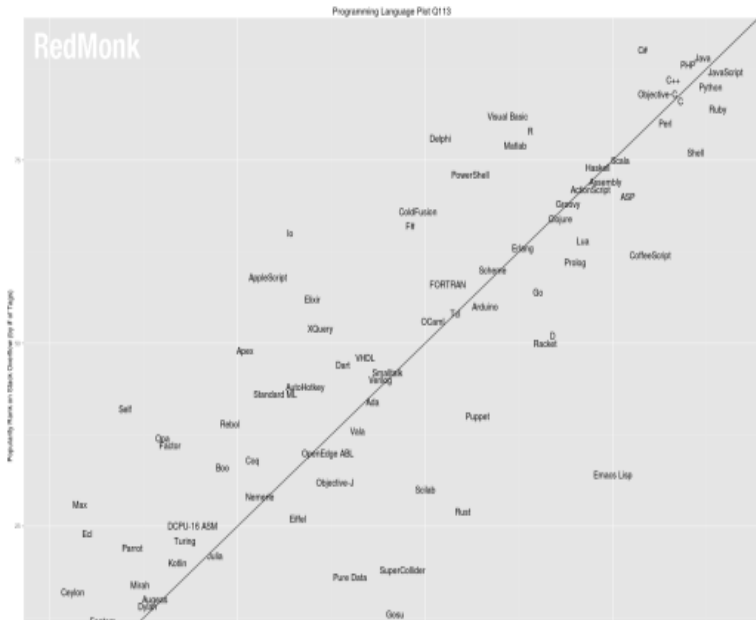
The Scala Community Needs To

- Develop coding standards
- Stop denigrating OOP (go write Haskell)
- Be more welcoming.
- Stop reinventing wheels.
- Innovate less. (“Scala should be a little more boring”)

But the community is moving in the right direction.

- Scala is better than Java, but that's not enough – there has to be a “catalyst for initial adoption”. p
- The catalyst for OOP was GUI widgets.
- The catalyst for FP may be concurrent programming.

Where is Scala Now? Redmonk Metrics Jan 2013



Where is Scala Now?

Redmonk Metrics Q1 2013

- #14 in number of Github projects (behind Javascript, Ruby, Python, Java, Shell(!), PHP, C, C++, Perl, Objective-C, and C#, Coffescript, and ASP)
- #17 in Stackflow tags (behind C#, Java, PHP, Javascript, C++, Python, Objective-C, C, VB, Ruby, Perl, R, Delphi, Matlab, and Shell)
- #12 combined – just ahead of Haskell, well ahead of Groovy and Clojure. Well behind #11 (Shell).
- Ranks worse in some other metrics (web searches, number of web sites, number of books published, etc)

Big name Adopters: Twitter, LinkedIn, FourSquare

Big Concepts in OOP

- Imperative Programming (Loops and State)
- Object Identity
- Classes
- Inheritance
- Interfaces as Types.
- Concepts Java doesn't have – Mixins, multimethods, multiple inheritance, etc.

Big Concepts in Functional Programming

- A program is an expression composed of smaller expressions.
- *Composability* (reusability)
- *Referentially Transparency* (immutability) – no side effects
 - Makes programs easier to reason about
 - No need for synchronization
 - *Monads* to do (often simple) things in pure FP
 - *Tail Recursion* (instead of loops)
- Pattern Matching (super duper switch statements)
- Type Constructors (generics)
- Function types are first class types (e.g. closures)
- Lazy Evaluation
- Union Types instead of Exception Handling

- Scala fully supports both imperative-style OOP and FP
- Odersky Keynote
 - There are many ways to do things in Scala because of fusion of OOP and FP.
 - Booch's Definition: Objects have state, identity, and behavior
 - State and identity are usually bad (immutability and structural equality are usually better).
 - OOP provides a way of managing namespaces
 - "Use FP style by default, but don't be dogmatic."

- Classes and Inheritance
- Traits – interfaces with behavior
- Scala traits aren't “real” traits, because of limitations of JVM.

Immutability in Scala

- Most things are immutable by default, but mutability is there if you ask.
- Benefits
 - Easier to reason about programs if they are referentially transparent
 - No need to synchronize access to immutable objects
- `val` and `var`.
- Local state is considered ok

Functional Programming in Scala

- Recursion and Tail Recursion – annotations help!
- Pattern Matching

```
def title(p: Person) : String = p match {  
  case t: Teacher => "Mr. " + t.last  
  case s: Student => s.first  
  case _ => "John Doe"  
}
```

Pattern matching and tail recursion are often used together.

```
@tailrec def product(l: List[Int], acc: Int): Int =  
  l match {  
    case head :: tail => product(tail, acc*head)  
    case Nil => acc  
  }
```

But why not use method override instead of pattern matching?

```
class Person(first: String, last: String) {  
  def sortable: String = last+", "+first  
  def title: String = last  
}
```

```
class Teacher(val first: String, val last: String)  
extends Person(first, last) {  
  override def title = "Mr. " + last  
}
```

```
class Student(val first: String, val last: String)  
extends Person(first, last) {  
  override def title = first  
}
```

- To Loop or to (tail) Recurse? (beats me)
- Pattern Matching or Method Override? – Martin's advice:
 - If you expect to add classes, use method override
 - If expect to add methods, use pattern matching. (Example: Classes representing expressions in a parser.)
 - Sealed classes protect against unexpected new classes.

Sealed Classes and Pattern Matching

```
sealed class Expression  
  
class Variable(name: String) extends Expression  
  
class Constant(constant: String) extends Expression  
  
class Method(target: Expression ,  
             method: String  
             params: List[Expression]) extends Expression
```

```
...  
expression match {  
  case Variable: ...  
  case Constant: ...  
  case Method: ...  
}
```

- Java 1.4

```
map.put(key, new BigLongClassName())
```

```
...
```

```
BigLongClassName bigLongClassName =  
(BigLongClassName) map.get(key)
```

- Scala Version

```
map += (key -> new BigLongClassName())
```

```
val bigLongClassName = map.get(key)
```

- Of Course, Java 1.5+ has generics .. thanks to Martin Odersky

- Type Inference
- Type Constructors (generics) – notations for variance, etc
- Functions are first class types
- Scala “culture” is fanatical about compile-time error checking (e.g. @tailrec, sealed classes).
- There’s a lot more .. type variables, type lambdas, structural types ...

None instead of Null

- Use `Option[T]` type to avoid run-time NPE.
- A value is either a `Some(t)` (where “t is a T) or the singleton `None`
- `Option.map` *lifts* functions to `Option` type.
- `for` comprehension is helpful for more complex lifting.
- Scala still has `Null` (it has no choice).

Either instead of Exception

- Scala has `throw` and `try/catch`
- `Either[L,R]` type is preferred by functional programmers
- A value is either a `Left(l)` or a `Right(r)`
- By convention, a `Right` holds a value, and a `Left` is an error condition
- Lifting is messier. `for` comprehension doesn't work as well because `Either` is symmetrical.
- `Validation` from `scalaz` library purportedly works better (“right leaning”)

Either instead of Exception

```
trait Grader {  
  def grade(homework: Homework): Int  
  
  def average(work: Seq[Homework]) = {  
    val total = work.foldLeft(0)(_ + grade(_))  
    total.asInstanceOf[Float]/work.size  
  }  
}  
  
class Assistant extends Grader {  
  def grade(homework: Homework): Int =  
    if (hmwk.content.length < 1000)  
      hmwk.content.hashCode % 100  
    else  
      throw new Exception("I don't know what to do!")  
}
```

Either instead of Exception

```
trait Grader {  
  def grade(homework: Homework): Either[Exception, Int]  
  
  def average(work: Seq[Homework]) = { //broken  
    val total = work.foldLeft(0)(_ + grade(_))  
    total.asInstanceOf[Float]/work.size  
  }  
}  
  
class Assistant extends Grader {  
  def grade(homework: Homework): Either[Exception, Int] =  
    if (hmwk.content.length < 1000)  
      Right(hmwk.content.hashCode % 100)  
    else  
      Left(new Exception("I don't know what to do!"))  
}
```

Fixed Grader

Either isn't a *monad* so we can't use for-comprehension.

```
trait Grader {
  type R = Either[Exception, Int]

  def grade(homework: Homework): R

  def average(work: Seq[Homework]) = {
    val total = work.foldLeft[R] (Right(0)) (
      (sum: R, hmwk: Homework)
        => sum match {
          case Left(exception) => Left(exception)
          case Right(s) => grade(hmwk) match {
            case Left(exception) => Left(exception)
            case Right(score) => Right(s+score)
          }
        }
    )
    total.asInstanceOf[Float]/work.size
  }
}
```

- Convenience class to eliminate boilerplate
 - 1 Constructor args are automatically `val`
 - 2 Compiler generates `apply` and `unapply` (static) methods
 - 3 Compiler generates `equals`, `hashCode`, and `copy` methods.
 - 4 Cannot extend them

- *Pimp my Library* – enhance third party libraries. Like compile time Monkey Patching.
- *Type Classes* – Making classes extend interfaces that they don't even know about!
- Could be an enormous mess

Lazy Computation/Pass By Name

- Pass By Name is a by-product of functions as first class types
- Lazy vals “cache” computations
- Streams

There's Much More!

- Named parameters with default values
- Implicit method parameters
- Type variables
- Structural types
- For comprehension

Java developers should learn Scala because

- 1 Functional Programming
 - Many useful and powerful concepts for writing better code
 - Something of a “Paradigm Shift” for OOP developers.
 - Having influence (leaking into Java, for example)
- 2 Scala is a good entry into FP for a Java developer.
 - It runs on a JVM
 - You can use Java libraries (Hibernate, Spring, etc)
 - You can use your favorite IDE
 - You can write pure OOP, pure FP, or anything in between.

- Typesafe – leading commercial entity.
- SBT – Simple Build Tool. (You could use gradle.)
- Akka – distributed/concurrent programming
- Slick and Sqeryl — ORMs (Hibernate also works.)
- Spray – servlets based on Akka
- Lift — (older) framework for web development.
- Scalatra – web “micro-framework” for building web services
- Play framework – self contained “full stack” framework for web development

- Programming in Scala by Odersky et al from Artima is the standard Tome
- Manning is churning out books, notably
 - Scala in Action
 - Scala in Depth
 - Functional Programming in Scala
- quick start with Typesafe Activator at typesafe.com
- www.playframework.com is another alternative
- Martin Odersky's Functional Programming course on Coursera