
FUNCTIONAL PROGRAMMING WITH CLOJURE

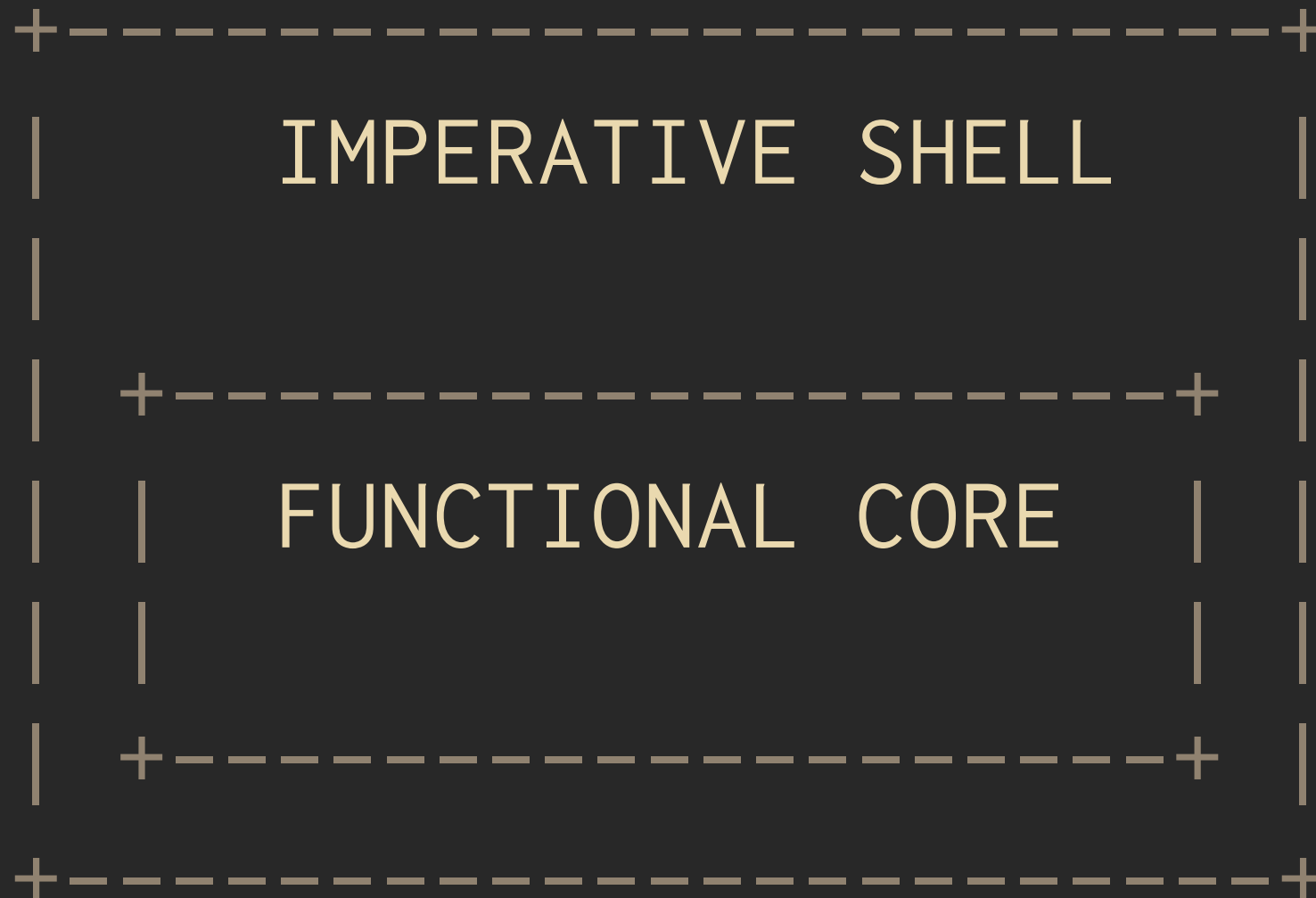
FUNCTIONAL PROGRAMMING

1. SIDE EFFECT FREE

2. IMMUTABILITY

3. FIRST CLASS FUNCTIONS

4. FUNCTION BASED CONTROL FLOW



CLOJURE

1. LISP DIALECT

5. IMMUTABILITY

2. JVM & JS TARGETS

6. PLATFORM INTEROP

3. DYNAMIC

7. SMALL POWERFUL CORE

4. HOMOICONICITY

8. CONCURRENCY

SYNTAXING?

$$1 + 2$$

(+ 1 2)

add(1, 2)

(add 1, 2)

(add 1 2)

$$1 / 2 * 3$$

$(/ 1 (* 2 3))$

CLOSURE BY EXAMPLE

INSTALLING LEININGEN

→ `brew install leiningen`

→ `curl -Lo lein http://bit.ly/1m8fHx2`

→ `chmod a+x lein`

→ `./lein`

THE REPL

→ `lein repl`

nREPL server started on port ...

Clojure 1.6.0

user=>

THE REPL

```
user=> (doc map)
```

```
; -----
```

```
user=> (find-doc "fold")
```

```
; -----
```

DATA TYPES

DATA TYPES

<code>(class 1)</code>	<code>java.lang.Long</code>
<code>(class "Hello")</code>	<code>java.lang.String</code>
<code>(class 1.0)</code>	<code>java.lang.Double</code>
<code>(class \H)</code>	<code>java.lang.Character</code>
<code>(class true)</code>	<code>java.lang.Boolean</code>

DATA TYPES

<code>(class nil)</code>	<code>nil</code>
<code>(class (fn [] 1))</code>	<code>clojure.lang.IFn</code>
<code>(class 5/3)</code>	<code>clojure.lang.Ratio</code>
<code>(class :test)</code>	<code>clojure.lang.Keyword</code>
<code>(class 'a)</code>	<code>clojure.lang.Symbol</code>

DATA TYPES

<code>(class '(1 2))</code>	<code>clojure.lang.List*</code>
<code>(class [1 2])</code>	<code>clojure.lang.Vector*</code>
<code>(class #{1 2})</code>	<code>clojure.lang.Set*</code>
<code>(class {:a 1 :b 2})</code>	<code>clojure.lang.Map*</code>

POP QUIZ HOT SHOT

<code>(= __ true)</code>	<code>(= __ (= "a" :a 'a))</code>
<code>(= __ (= 2 2/1))</code>	<code>(= __ (= 2 2/1))</code>
<code>(= :a (keyword __))</code>	<code>(not= __ false)</code>
<code>(= __ (== 2.0 2))</code>	<code>(= false (not __))</code>

LISTS, VECTORS & SETS

LISTS, VECTORS & SETS

(`list` 1 2 3 2 1) '(1 2 3 2 1)
(`vector` 1 2 3 2 1) [1 2 3 2 1]
(`hash-set` 1 2 3 2 1) #{1 2 3}

LISTS, VECTORS & SETS

```
(= __ (count '(42)))
```

```
(= __ (conj [1 2] 3))
```

```
(= __ (cons 1 [2 3]))
```

```
(= __ (first [1 2 3]))
```

```
(= __ (last [1 2 3]))
```

LISTS, VECTORS & SETS

```
(= __ (rest [1 2 3]))
```

```
(= __ (nth [1 2 3] 2))
```

```
(= __ (peek [1 2 3]))
```

```
(= __ (pop [1 2 3]))
```

```
(= __ (rest []))
```

MAPS

MAPS

`(hash-map {:a 1})` `{ :a 1 }`

`(hash-map {:a 1 :b})` ERROR!

MAPS

```
(= __ (get {:b 2} :b))
```

```
(= __ ({:a 1} :a))
```

```
(= __ (:a {:a 1}))
```

```
(= __ (:b {:a 1}))
```

```
(= __ (:b {:a 1} 2))
```

MAPS

```
(= __ (count {:a 1}))
```

```
(= __ (:b {:a 1} 2))
```

```
(= __ (assoc {:a 1} :b 2))
```

```
(= __ (dissoc {:a 1 :b 2} :a))
```

```
(= __ (dissoc {:a 1 :b 2} :a :b))
```

MAPS

```
(= __ (contains? {:a nil :b nil} :b))
```

```
(= __ (keys {:a 1 :b 2}))
```

```
(= __ (vals {:a 1 :b 2}))
```

FUNCTIONS

FUNCTIONS

```
(def sq (fn [a] (* a a)))
```

```
(defn sq [a] (* a a))
```

```
(def sq #(* % %))
```

FUNCTIONS

```
(= __ ((fn [n] (* 5 n)) 2))
```

```
(= __ (#(* 15 %) 4))
```

```
(= __ (#(+ %1 %2 %3) 4 5 6))
```

```
(= __ (#(* 15 %2) 1 2))
```

```
(= 9 (((fn [] ___)) 4 5))
```

CONDITIONALS

CONDITIONALS

```
(= __ (if (false? (= 4 5))  
          :a :b))
```

```
(= __ (if (> 4 3) []))
```

CONDITIONALS

```
(let [x 5]
  (= :your-road
     (cond (= x __) :road-not-taken
           (= x __) :another-not-taken
           :else __)))
```

CONDITIONALS

```
(let [choice 5]
  (= :your-road (case choice
                  __ :road-not-taken
                  __ :your-road
                  :another-not-taken)))
```



LOOPING

LOOPING

```
(= __ (loop [v 1]
  (if-not (> v 5)
    (recur (inc v))
    v)))
```

HIGHER ORDER FUNCTIONS

HIGHER ORDER FUNCTIONS

```
(= [__ __ __] (map #(* 4 %) [1 2 3]))
```

```
(= __ (filter nil? [:a :b nil :c :d]))
```

```
(= __ (reduce * [1 2 3 4]))
```

LAZY SEQUENCES

LAZY SEQUENCES

```
(= __ (range 1 5))
```

```
(= __ (range 5))
```

```
(= [0 1 2 3 4 5] (take __ (range 100)))
```

```
(= __ (take 20 (iterate inc 0)))
```

```
(= [:a :a :a :a :a :a] (repeat __ __))
```

USEFUL MACROS

USEFUL MACROS

```
(= __ (-> "a b c d"  
         .toUpperCase  
         (.replace "A" "X")  
         (.split " ")  
         first))
```

USEFUL MACROS

```
(= __ (->> (range)
           (filter even?)
           (take 10)
           (reduce +))))
```

USEFUL MACROS

```
(= __ (try  
      (/ 1 0)  
      true  
      (catch Exception e  
        false)))
```



ATOMS

ATOMS

```
(let [my-atom (atom 1)]  
  (= __ @my-atom)  
  (swap! my-atom inc)  
  (= __ @my-atom)  
  (reset! my-atom 4)  
  (= __ @my-atom))
```

(REST CLOJURE)

1. JAVA INTEROP

5. PROTOCOLS

2. MACROS

6. COMPREHENSION

3. DESTRUCTURING

7. TRANSDUCERS

4. RECORDS

8. CLOJURESCRIPT

IT'S DANGEROUS TO GO ALONE...

1. CLOJURE GRIMOIRE

2. WEIRD & WONDERFUL CHARACTERS OF
CLOJURE

3. CLOJURE DOCS

4. CLOJURE FOR THE BRAVE AND TRUE

DEAD TREE EDITION

1. JOY OF CLOJURE 2ND EDITION
 2. PROGRAMMING CLOJURE
 3. FUNCTIONAL THINKING
 4. STRUCTURE & INTERPRETATION OF COMPUTER PROGRAMS
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ATtribution

- [1]: <http://bit.ly/learning-clojure>
 - [2]: <http://bit.ly/destroy-all-software>
 - [3]: <http://bit.ly/clojure-koans>
 - [4]: <http://bit.ly/clojure-gist>
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