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## CleanCode by Point-Free Programming

@MarcoEmrich

#CCD16

# Example



# String Calculator Kata



ROY OSHEROVE

'1,2,3' => 6



# JavaScript



*Unearthing the excellence in JavaScript*



# JavaScript: The Good Parts

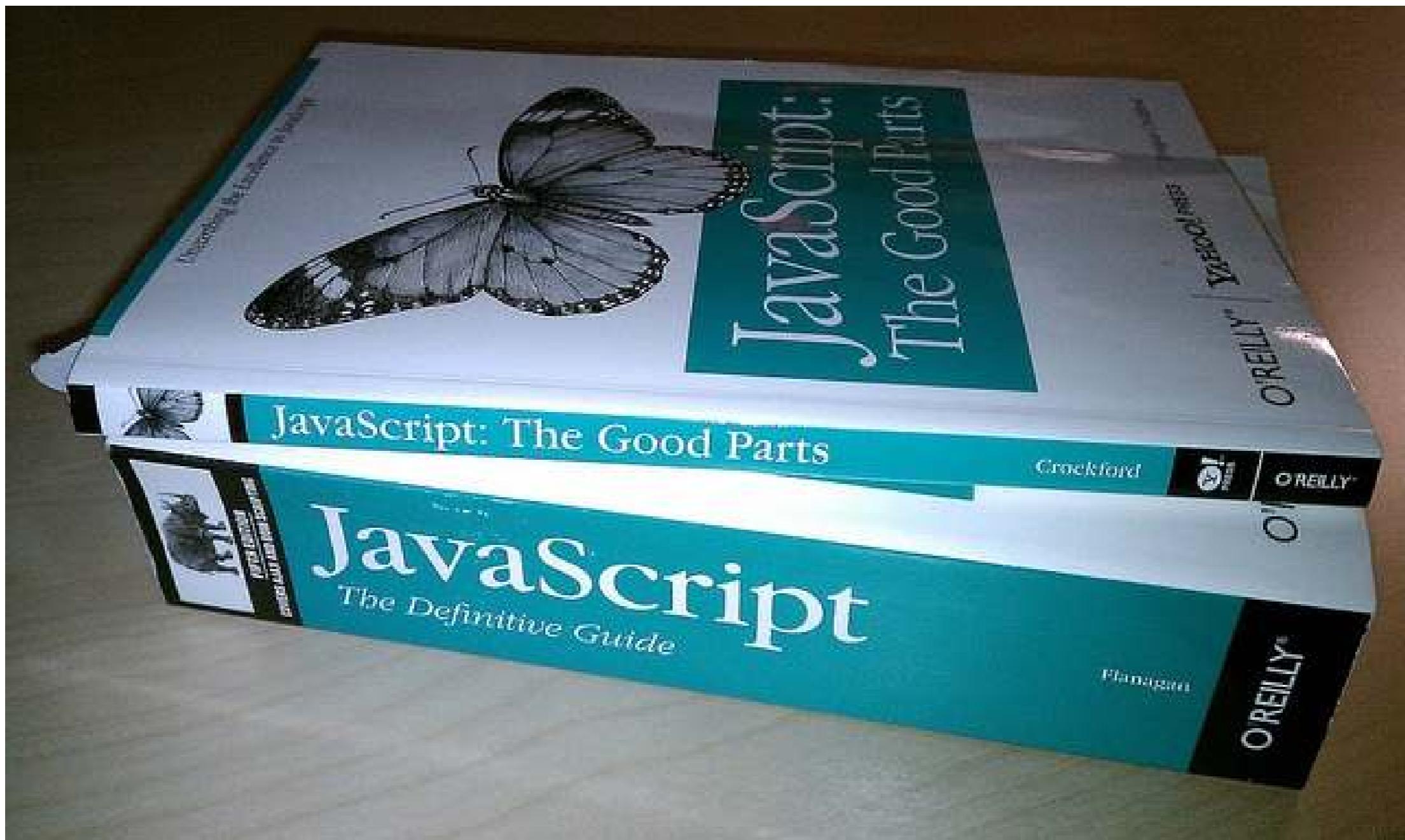
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# The Good Parts



Source: <http://www.michaelthelin.se>





JS



# String Calculator Kata



ROY OSHEROVE

'1,2,3' => 6



# Classic Imperative



# StringCalculator: Split

```
function stringCalc(str) {  
  var parts = str.split(',') ;  
  return parts;  
}  
  
stringCalc("1,1000,2");
```



# StringCalculator: For

```
function stringCalc(str) {  
    var parts, numbers;  
  
    parts = str.split(',') ;  
  
    for (i = 0; i < parts.length; ++i) {  
        d(parts[i]);  
    }  
  
    return parts;  
}  
  
stringCalc("1,1000,2");
```



# StringCalculator: Number

```
function stringCalc(str) {  
    var parts, number, i;  
  
    parts = str.split(',') ;  
  
    for (i = 0; i < parts.length; ++i) {  
        number = Number(parts[i]);  
        d(number);  
    }  
  
    return parts;  
}  
  
stringCalc("1,1000,2");
```



# StringCalculator: Sum

```
function stringCalc(str) {  
    var parts, number, result, i;  
  
    parts = str.split(',');  
    result = 0;  
    for (i = 0; i < parts.length; ++i) {  
        number = Number(parts[i]);  
        result += number;  
    }  
  
    return result;  
}  
  
stringCalc("1,1000,2");
```



# New Requirement



ROY OSHEROVE

ignore  $\geq 1000$



# StringCalculator: >= 1000

```
function stringCalc(str) {  
    var parts, number, result, i;  
  
    parts = str.split(',');  
    result = 0;  
    for (i = 0; i < parts.length; ++i) {  
        number = Number(parts[i]);  
        if (number < 1000) {  
            result += number;  
        }  
    }  
  
    return result;  
}  
  
stringCalc("1,1000,2");
```



# Clean Code?



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# Functional



# Library



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λ



λ

Lambda



# Lamb



Photo: Susanne Nilsson

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# Grows Up to ...



# Ram



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Ramda



# Ramda

```
function stringCalc(str) {  
  var parts = R.split(',', str);  
  
  return parts;  
}  
  
stringCalc("1,1000,2");
```



# Map



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# Map

```
R.map(n => 2 * n, [1, 2, 3])
```



# Convert numbers

```
function stringCalc(str) {  
  var parts, numbers;  
  
  parts = R.split(',', str);  
  numbers = R.map(Number, parts);  
  return numbers;  
}  
  
stringCalc("1,1000,2");
```



# Sum

```
R.sum( [1, 2, 3] )
```



# Sum

```
function stringCalc(str) {  
  var parts, numbers;  
  
  parts = R.split(',', str);  
  numbers = R.map(Number, parts);  
  return R.sum(numbers);  
}  
  
stringCalc("1,1000,2");
```



# Filter



# Filter

```
R.filter(n => n < 1000, [1, 2, 3, 500, 1000, 1001, 2000])
```



# StringCalculator

```
function stringCalc(str) {  
  var parts, numbers, under1000s;  
  
  parts = R.split(',', str);  
  numbers = R.map(Number, parts);  
  under1000s = R.filter(n => n < 1000, numbers);  
  return R.sum(under1000s);  
}  
  
stringCalc("1,1000,2");
```



# Clean Code?



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# Point-Free



# **!Pointless**



# Currying



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# Curry

```
R.add(3, 4)
```



# Curry

```
const add3 = R.add(3);  
//d(typeof(add3));  
add3(4)
```



# Curry

```
const splitByComma = R.split(',',');
splitByComma("1,2,3,4,5");
```



# Curry

```
const splitByComma = R.split(',')  
  
function stringCalc(str) {  
  var numbers, under1000s, parts;  
  
  parts = splitByComma(str);  
  numbers = R.map(Number, parts);  
  under1000s = R.filter(n => n < 1000, numbers);  
  return R.sum(under1000s);  
}  
  
stringCalc("1,1000,2");
```



# Curry

```
const splitByComma = R.split(',');
const mapToNumber = R.map(Number);
const filterUnder1000 = R.filter(n => n < 1000);

function stringCalc(str) {
  var numbers, under1000s, parts;

  parts = splitByComma(str);
  numbers = mapToNumber(parts);
  under1000s = filterUnder1000(numbers);
  return R.sum(under1000s);
}

stringCalc("1,1000,2");
```



# Curry

```
const splitByComma = R.split(',');
const mapToNumber = R.map(Number);
const filterUnder1000 = R.filter(n => n < 1000);

function stringCalc(str) {
  return R.sum(filterUnder1000(mapToNumber(splitByComma(str)))) ;
}

stringCalc("1,1000,2");
```



(((((((WTF?)))))))



# Pipeline



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# Pipe

```
const splitByComma = R.split(',');
const mapToNumber = R.map(Number);
const filterUnder1000 = R.filter(n => n < 1000);

function stringCalc(str) {
  return R.pipe(splitByComma, mapToNumber, filterUnder1000, R.sum)(str)
}

stringCalc("1,1000,2");
```



# Pointfree

```
const splitByComma = R.split(',');
const mapToNumber = R.map(Number);
const filterUnder1000 = R.filter(n => n < 1000);

const stringCalc = R.pipe(
  splitByComma,
  mapToNumber,
  filterUnder1000,
  R.sum);

stringCalc("1,1000,2");
```



# StringCalculator

```
const stringCalc = R.pipe(  
  R.split(',')  
  R.map(Number)  
  R.filter(n => n < 1000)  
  R.sum);  
  
stringCalc("1,1000,2");
```



# StringCalculator

```
//import { pipe, split, map, filter, sum } from 'ramda'

const stringCalc = pipe(
  split(',') ,
  map(Number) ,
  filter(n => n < 1000) ,
  sum);

stringCalc("1,1000,2");
```



# StringCalculator - Comparison

```
const stringCalc = pipe(  
  split(',')  
  map(Number)  
  filter(n => n < 1000)  
  sum);
```

```
function stringCalc(str) {  
  var parts, number, result, i;  
  
  parts = str.split(',');  
  result = 0;  
  for (i = 0; i < parts.length; ++i)  
    number = Number(parts[i]);  
    result += number;  
}  
  
return result;  
}
```



# Clean Code?



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**short  
and  
readable**



# OOP meets Point-Free



# Vanilla JavaScript

```
const stringCalc = str => str
  .split(',')
  .map(Number)
  .filter(n => n < 1000)
  .reduce((a, b) => a + b);

stringCalc("1,1000,2");
```



# Other Languages



# Java 8

```
map({int x => x*2}, asList(3,4,5,6,7));
```

Source: <http://rickyclarkson.blogspot.de/2007/09/point-free-programming-in-java-7-beyond.html>



# Java 8

```
public static final {int => {int => int}}  
plus={int x => {int y => x+y}};  
  
public static final {int => {int => int}}  
multiplyBy={int x => {int y => x*y}};  
  
map(compose(plus.invoke(10),multiplyBy.invoke(2)),asList(3,4,5,6));
```

Source: <http://rickyclarkson.blogspot.de/2007/09/point-free-programming-in-java-7-beyond.html>



# Java 8

```
List<Student> students = persons.stream()
    .filter(p -> p.getAge() > 18)
    .map(Student::new)
    .collect(Collectors.toCollection(ArrayList::new));
```

Source: <http://zeroturnaround.com/rebellabs/java-8-explained-applying-lambdas-to-java-collections>



# C#

```
static readonly Func<string, IEnumerable<string>> Words =
    s => s.Split(new[] { ' ' }, StringSplitOptions.RemoveEmptyEntries);

static readonly Func<Func<string, string>, IEnumerable<string>,
    IEnumerable<string>> Map =
    (f, list) => list.Select(f);

static readonly Func<string, string> Reverse =
    s => new String(s.Reverse().ToArray());

static readonly Func<IEnumerable<string>, string> Unwords =
    list => String.Join(" ", list);

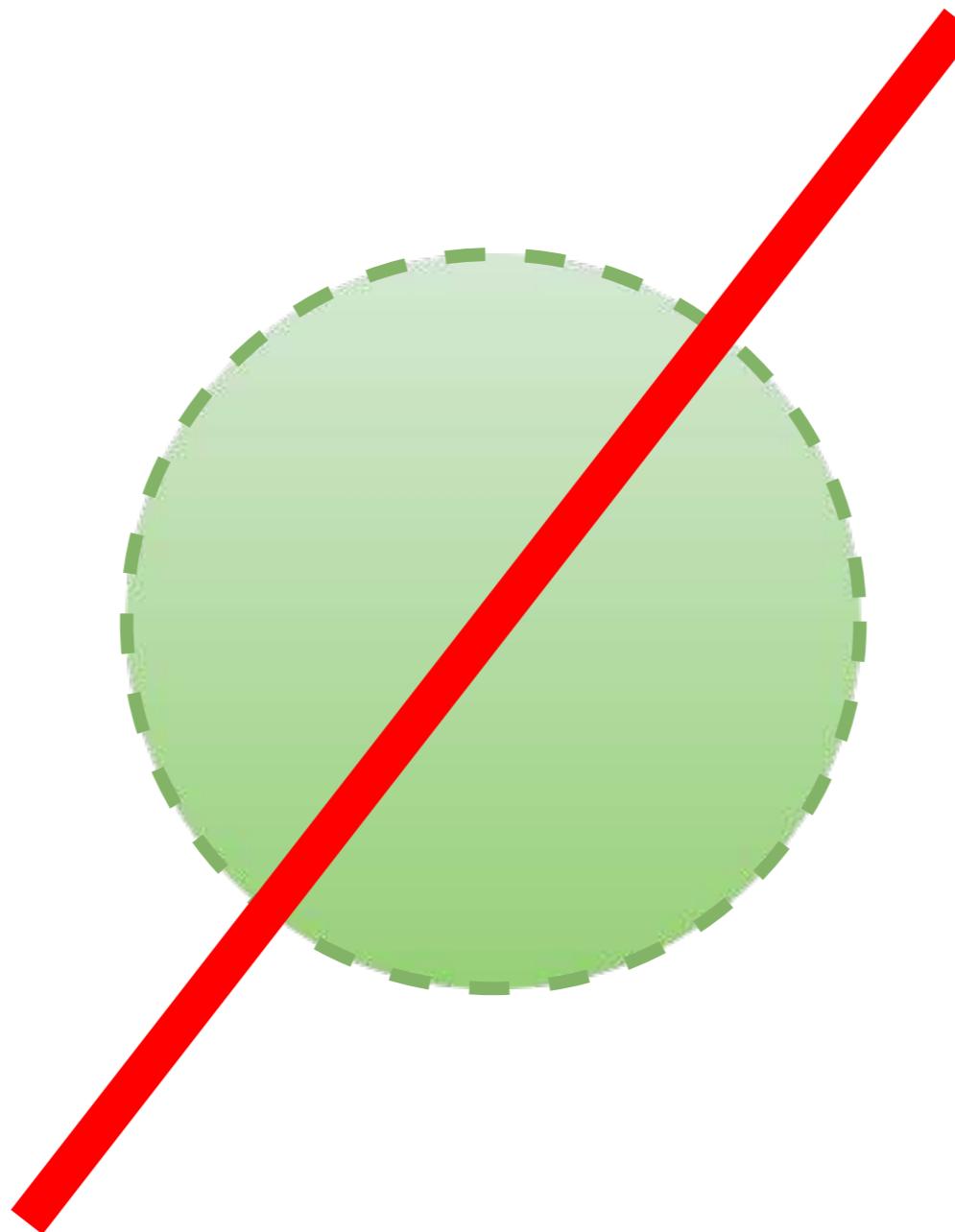
var reverseWords = Unwords
    .Compose(Map.Curry()(Reverse))
    .Compose(Words);

Assert.That(reverseWords("Foo bar"), Is.EqualTo("ooF rab"));
```

Source: <http://blog.leifbattermann.de/2015/06/04/function-composition-in-csharp>



# Becoming Point Free



# Two Baby Steps



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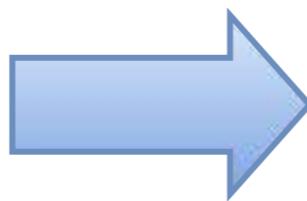
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# Step 1



# Replace >>for<< with High Order Functions

~~FOR~~



Map  
Filter  
Reduce  
...



>>for<< considered  
harmful?



# Edgar Dijkstra: Go To Statement Considered Harmful

## Go To Statement Considered Harmful

**Key Words and Phrases:** go to statement, jump instruction, branch instruction, conditional clause, alternative clause, repetitive clause, program intelligibility, program sequencing

**CR Categories:** 4.22, 5.23, 5.24

### EDITOR:

For a number of years I have been familiar with the observation that the quality of programmers is a decreasing function of the density of **go to** statements in the programs they produce. More recently I discovered why the use of the **go to** statement has such disastrous effects, and I became convinced that the **go to** statement should be abolished from all "higher level" programming languages (i.e. everything except, perhaps, plain machine code). At that time I did not attach too much importance to this discovery; I now submit my considerations for publication because in very recent discussions in which the subject turned up, I have been urged to do so.

My first remark is that, although the programmer's activity ends when he has constructed a correct program, the process taking place under control of his program is the true subject matter of his activity, for it is this process that has to accomplish the desired effect; it is this process that in its dynamic behavior has to satisfy the desired specifications. Yet, once the program has been made, the "making" of the corresponding process is delegated to the machine.

My second remark is that our intellectual powers are rather

dynamic progress is only characterized when we also give to which call of the procedure we refer. With the inclusion of procedures we can characterize the progress of the process via a sequence of textual indices, the length of this sequence being equal to the dynamic depth of procedure calling.

Let us now consider repetition clauses (like, **while B repeat A** or **repeat A until B**). Logically speaking, such clauses are now superfluous, because we can express repetition with the aid of recursive procedures. For reasons of realism I don't wish to exclude them: on the one hand, repetition clauses can be implemented quite comfortably with present day finite equipment; on the other hand, the reasoning pattern known as "induction" makes us well equipped to retain our intellectual grasp on the processes generated by repetition clauses. With the inclusion of the repetition clauses textual indices are no longer sufficient to describe the dynamic progress of the process. With each entry into a repetition clause, however, we can associate a so-called "dynamic index," inexorably counting the ordinal number of the corresponding current repetition. As repetition clauses (just as procedure calls) may be applied nestedly, we find that now the progress of the process can always be uniquely characterized by a (mixed) sequence of textual and/or dynamic indices.

The main point is that the values of these indices are outside programmer's control; they are generated (either by the write-up of his program or by the dynamic evolution of the process) whether he wishes or not. They provide independent coordinates in which to describe the progress of the process.

# “Considered Harmful” Essays Considered Harmful

It is not uncommon, in the context of academic debates over computer science and Web standards topics, to see the pub has passed. Because “considered harmful” essays are, by their nature, so incendiary, they are counter-productive both if they do good.

## What Are “Considered Harmful” Essays?

The [Jargon File](#) has a [short entry](#) on “considered harmful” that encapsulates the genesis of such essays:

*Edsger W. Dijkstra’s note in the March 1968 Communications of the ACM, “[Go To Statement Considered Harmful](#)” by Wirth.*

The controversy resulting from the article’s publication became so heated that the CACM subsequently decided to never publish it again.

The seeds of conflict were already in the ground, however, and in the years since 1968 there have been thousands of publications containing the exact phrase “considered harmful” in the document title. A similar search which looked for [the exact phrase “considered harmful”](#) in Google Scholar yields over 10,000 results.

All of this content is the more wasteful because “considered harmful” essays have become something of a joke. In some cases, “considered harmful” essays rarely, if ever, have the intended effect of weakening support for whatever it is they consider harmful.

## Why Do People Write “Considered Harmful” Essays?

There are those cases where such essays are written because the author enjoys grandstanding, and knows that use of the term “considered harmful” would very likely be a case of using the “considered harmful” format to draw attention to themselves.

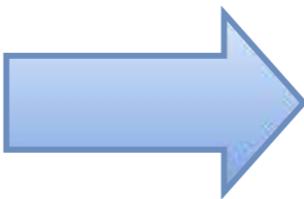
Typically, “considered harmful” essays get written because someone has an axe to grind, and they feel like making that clear. “Considered harmful” essays are intended to draw attention to a little-known subject about which the author is passionate.

In addition, there are those “considered harmful” essays that are written as part of a long-running argument that has grown stale. The idea is that the arguments presented will be so devastating to the opposition that they will be forced to give up. Source: <http://meyersweb.com/eric/comment/chees.htm> Godwin’s Law. we can draw a similar maxim: As a theoretical debate grows longer, the probability of a “considered harmful” essay being written increases exponentially.

# Replace >>for<< with High Order Functions

...where it makes sense :)

~~FOR~~



Map  
Filter  
Reduce  
...



# Step 2



# Build Pipelines



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# Enjoy Your Clean Code



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