

***Quick Reference for the Channel 9 Lecture Series
on Functional Programming by Dr. Erik Meijer.***

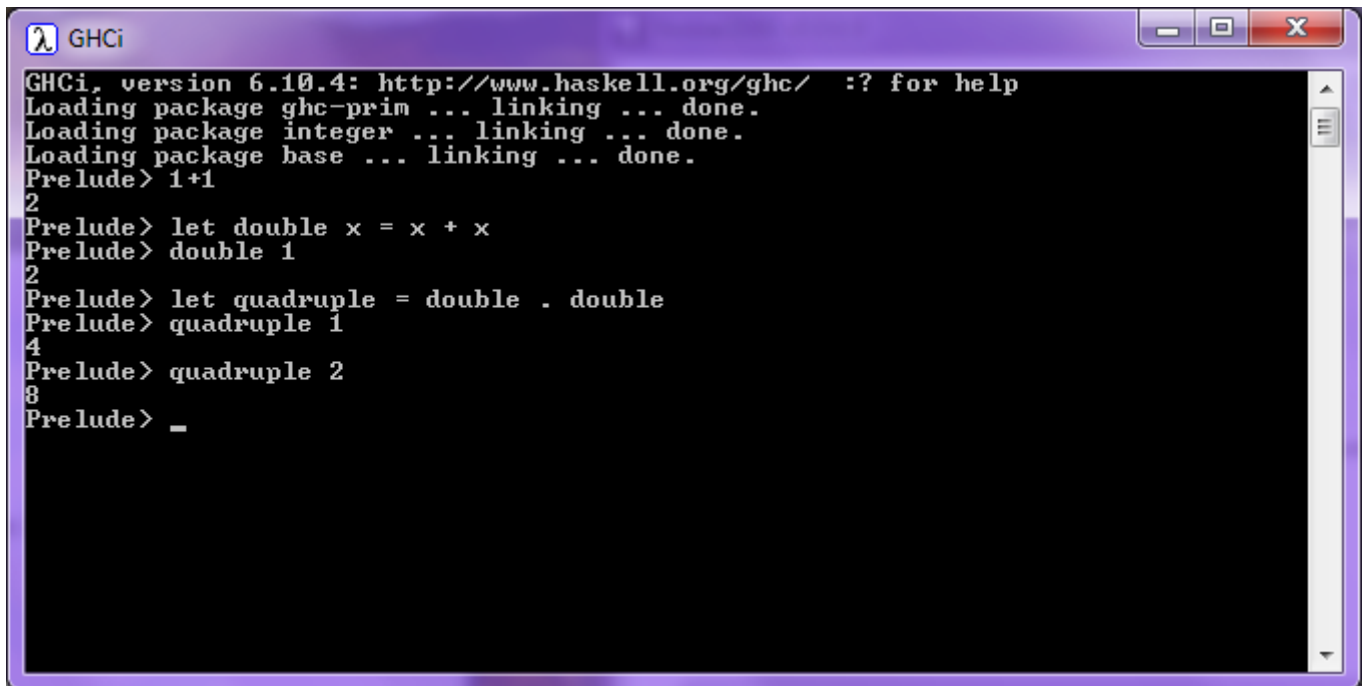
This reference is intended to be used as an initial reference for the lecture series. It only covers the absolute basics – the essence of the first two lectures.

To use multi-line function definitions, write them in a text file and load them into the interactive prompt.

1 Read, Eval, Print – Loop (REPL)

1.1 REPL # 1 GHCi

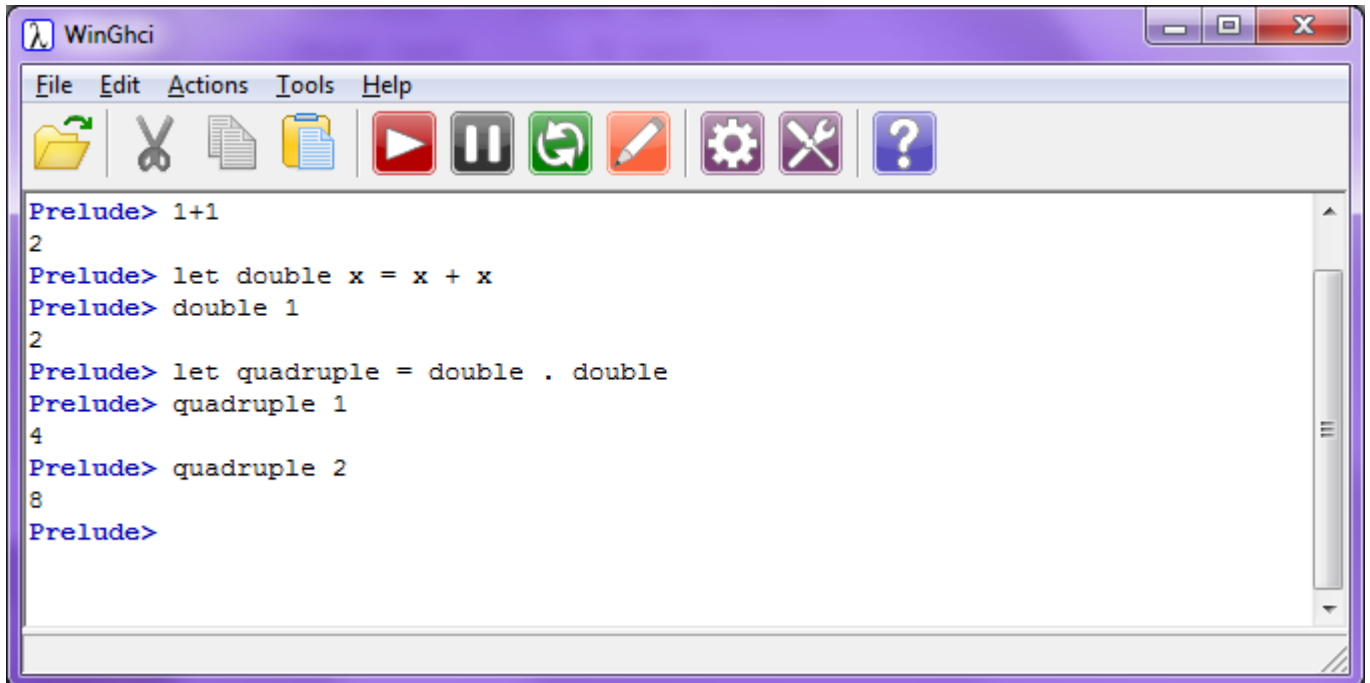
This is the Glasgow Haskell Compiler Interactive (GHCi) prompt. Write an expression and press enter. Then the value of the expression will be written next.



```
GHCi, version 6.10.4: http://www.haskell.org/ghc/  :? for help
Loading package ghc-prim ... linking ... done.
Loading package integer ... linking ... done.
Loading package base ... linking ... done.
Prelude> 1+1
2
Prelude> let double x = x + x
Prelude> double 1
2
Prelude> let quadruple = double . double
Prelude> quadruple 1
4
Prelude> quadruple 2
8
Prelude> _
```

1.1 REPL #2 WinGHCi

This essentially the same as the GHCi REPL, but it is faster and lighter on the eyes.



The screenshot shows a window titled "WinGhci" with a menu bar (File, Edit, Actions, Tools, Help) and a toolbar with icons for file operations, execution, and help. The main area contains the following text:

```
Prelude> 1+1
2
Prelude> let double x = x + x
Prelude> double 1
2
Prelude> let quadruple = double . double
Prelude> quadruple 1
4
Prelude> quadruple 2
8
Prelude>
```

2 Concepts

2.1 Application, Abstraction & Composition

The REPL below shows three crucial concepts of functional programming: (i) function application, (ii) function abstraction and (iii) function composition

```
WinGhci
File Edit Actions Tools Help
[Icons]
Prelude> 1+1
2
Prelude> let double x = x + x
Prelude> double 1
2
Prelude> let quadruple = double . double
Prelude> quadruple 1
4
Prelude> quadruple 2
8
Prelude>
```

application
abstraction
composition

1 + 1 is infix application of the + function to 1 and 1 (used for “operator functions” such as +)

+ 1 1 is the prefix application of the + function to 1 and 1

let double x = x + x is the *abstraction* of $x + x$ over **double**

double . double is the *composition* of **double** and **double** where “.” is the infix *composition* operator

1 + 1 demonstrates application

let double x = x + x demonstrates abstraction and application

let quadruple = double . double demonstrates composition, abstraction and application

This function

```
let quadruple = double . double
```

may be rewritten as

```
let quadruple = \x → double (double x)
```

where

```
\x → double (double x)
```

corresponds to the C# [lambda expression](#)

```
x => double(double(x))
```