

# CSE 341

# SECTION 2

Miranda Edwards  
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Adapted from slides by Nicholas Shahan, Patrick Larson, and Dan Grossman

# TODAY'S AGENDA

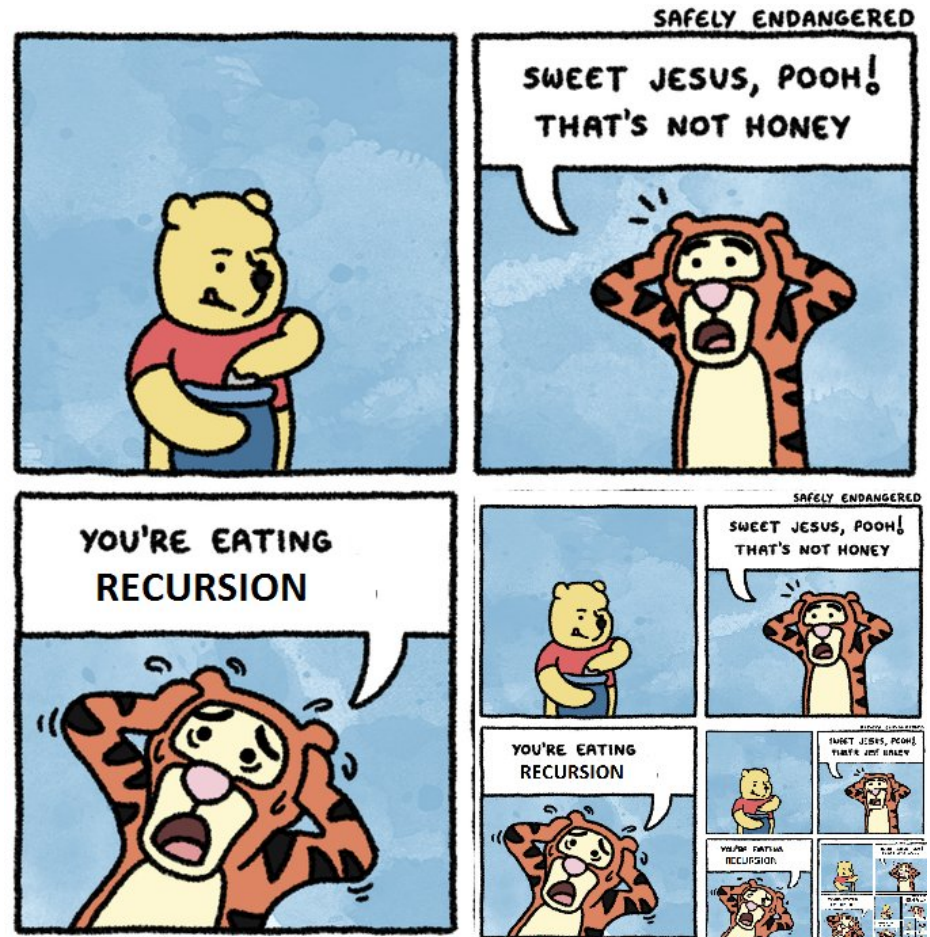
HW1 Reminders/Tips

Type Synonyms

Type Generality

Equality Types

More Syntactic Sugar



# HW1 REMINDERS

- Don't use pattern-matching! (just for the hw)
- If you want to introduce a new variable in your function, use a let expression. (Good for avoided repeated calculations).
- Test your code & include 'tests' in submission
- Tests can just be calling functions on different inputs, and manually inspecting the output (put 'tests') in hw1\_test.sml
- What to test? "Some, one, none"

# TYPE SYNONYMS

What does `int * int * int` represent?

In HW1 we're calling it a date

Wouldn't it be nice to reflect this representation in the source code itself?

```
type date = int * int * int
```

# TYPE VS. DATATYPE

`datatype` introduces a new type name, distinct from all existing types

```
datatype suit = Club | Diamond | Heart | Spade
datatype rank = Jack | Queen | King | Ace
              | Num of int
```

`type` is just another name

```
type card = suit * rank
```

# TYPE SYNONYMS

Why?

- For now, just for convenience
- It doesn't let us do anything new
- Easier to read code

Later in the course we will see another use related to modularity.

# TYPE GENERALITY

Let's write a function that appends two string lists...

# TYPE GENERALITY

We would expect

```
string list * string list -> string list
```

- But the type checker found

```
`a list * `a list -> `a list
```

- Why is this OK?



# MORE GENERAL TYPES

The type

```
`a list * `a list -> `a list
```

is more general than the type

```
string list * string list -> string list
```

and “can be used” as any less general type, such as

```
int list * int list -> int list
```

# MORE GENERAL TYPES

The type

```
'a list * 'a list -> 'a list
```

is not more general than the type

```
int list * string list -> int list
```

Takeaway: More general types “can be used” as any less general type.

# THE TYPE GENERALITY RULE

The “more general” rule

A type  $t1$  is more general than the type  $t2$  if you can take  $t1$ , replace its type variables consistently, and get  $t2$

# EQUALITY TYPES

Let's write a list containment function...

# EQUALITY TYPES

The double quoted variable arises from use of the = operator

- ▮ We can use = on most types like `int`, `bool`, `string`, tuples (that contain only “equality types”)
- ▮ Functions and `real` are not “equality types”

Generality rules work the same, except substitution must be some type which can be compared with =

# SYNTACTIC SUGAR

If-then-else is implemented as syntactic sugar for a case statement.

# PATTERN-MATCHING EXERCISE

Let's write a function using pattern-matching that acts like an if-expression returning something of type int.