



Functions as Objects

Principles of Functional Programming

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In fact function values *are* treated as objects in Scala.

The function type $A \Rightarrow B$ is just an abbreviation for the class `scala.Function1[A, B]`, which is defined as follows.

```
package scala
trait Function1[A, B]:
  def apply(x: A): B
```

So functions are objects with `apply` methods.

There are also traits `Function2`, `Function3`, ... for functions which take more parameters.

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This *anonymous class* can itself be thought of as a block that defines and instantiates a local class:

```
{ class $anonfun() extends Function1[Int, Int]:  
    def apply(x: Int) = x * x  
    $anonfun()  
}
```

Expansion of Function Calls

A function call, such as $f(a, b)$, where f is a value of some class type, is expanded to

`f.apply(a, b)`

So the OO-translation of

```
val f = (x: Int) => x * x
f(7)
```

would be

```
val f = new Function1[Int, Int]:
  def apply(x: Int) = x * x

f.apply(7)
```

Functions and Methods

Note that a method such as

```
def f(x: Int): Boolean = ...
```

is not itself a function value.

But if `f` is used in a place where a Function type is expected, it is converted automatically to the function value

```
(x: Int) => f(x)
```

or, expanded:

```
new Function1[Int, Boolean]:  
  def apply(x: Int) = f(x)
```


Exercise

In package week3, define an

```
object IntSet:  
  ...
```

with 3 functions in it so that users can create IntSets of lengths 0-2 using syntax

```
IntSet()      // the empty set  
IntSet(1)     // the set with single element 1  
IntSet(2, 3)  // the set with elements 2 and 3.
```