

Haskell: Fun With Types

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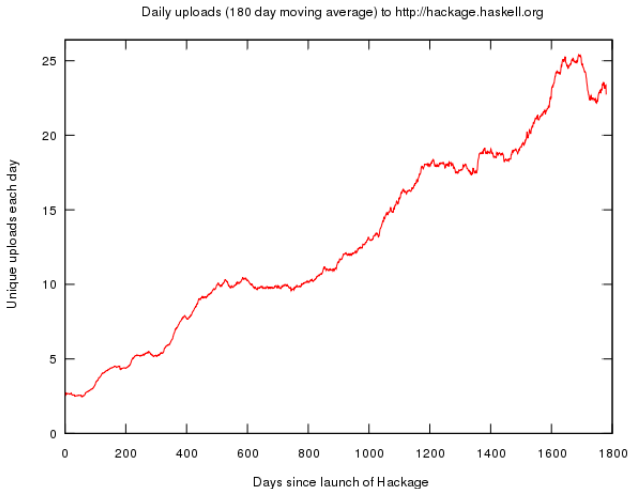
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- Only a research toy for a very long time.

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Why is Haskell Hawt?

- Lazy by default.

```
fst (a,b) = a
```

```
main = print (fst (1, killallhumans earth))
```

- Purely functional by default.
- Strong type system with inference.

```
main :: IO ()
```

```
main = putStrLn "Hello, World!"
```

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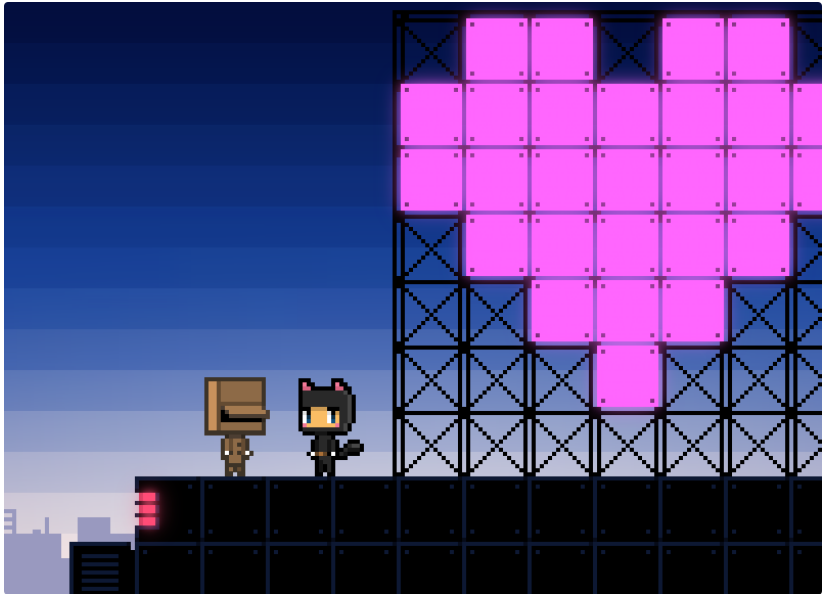
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Enough sales talk, send me teh codez!

Task: Generate random values by type. User of the Library can declare objects that return a random value.

Requirement: Must be able to make random list whenever we can make random elements of that list.

```
class Random a where
  random :: IO a
```



```
class Random a where
  random :: IO a

generateRandomInt :: IO Int
generateRandomInt = ...

instance Random Int where
  random = generateRandomInt
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instance Random Int where
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instance (Random a) => Random [a] where
  random = do
    randLength <- generateRandomInt
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import Control.Monad(replicateM)

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    random :: IO a

generateRandomInt :: IO Int
generateRandomInt = ...

instance Random Int where
    random = generateRandomInt

instance (Random a) => Random [a] where
    random = do
        randLength <- generateRandomInt
        replicateM randLength (random :: IO a)
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import Control.Monad(replicateM)

class Random a where
  random :: IO a

generateRandomInt :: IO Int
generateRandomInt = ...

instance Random Int where
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instance (Random a) => Random [a] where
  random = do
    randLength <- random
    replicateM randLength random
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