

# Hätte, hätte Fahrradkette

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# Active Group GmbH

*@active group*

- Tübingen
- Projektentwicklung, Beratung, Training
- Scala, Clojure, F#, Haskell, OCaml, Erlang, Elixir, Swift
- iSABQ Foundation, FUNAR, FLEX, DSL, FM

Blog <https://funktionale-programmierung.de>

Konferenz <https://bobkonf.de/>



# Warum sind wir hier? (F)

Java ist 30



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- Wie ist Java entstanden?



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# Warum sind wir hier? (F)

Java ist 30

- Wie ist Java entstanden?
- Was ist nicht gut gelöst in Java?
- Wie entwickelt es sich gerade weiter?
- Was fehlt in Java, was könnte noch kommen?



# Meilensteine von Java (F)

- 1995: 1.0
- 2004: 5.0 (Generics)
- 2014: 8 (Lambdas, Stream API, ...)
- 2017: 9 (JPMS, ...)
- 2018: 10 (halbjährliches Releases)
- 2021: 17 (Pattern Matching, ...)
- 2023: 21 (Virtual Threads, ...)



# Entwicklungslien (M)

**OOP** Simula 67 -> Smalltalk 80 -> C++ (1985)

**FP** LISP (1960) -> ML (1973) / Scheme (1975) / HOPE (1980)  
Haskell/OCaml/F# (ab 1985)

**PROC** Algol 60 -> Pascal (1970) -> C (1972)



# Worüber wir heute nicht reden (F)

- Generics (Java 1.5)
- Lambda (Java 8)
- Streams (Java 8)
- Modulsystem (Java 9)
- Typinferenz (Java 11)
- Virtual Threads (Java 21)



# Daten



# Java 8: Optional (F)

```
<A> Optional<Integer>
    elementIndex(List<A> list, A element) {
        for (int i = 0; i < list.size(); ++i) {
            if (list.get(i).equals(element))
                return Optional.of(i);
        }
        return Optional.empty();
    }
```



# Optional

Haskell

```
| data Maybe a = Nothing | Just a
```

Standard ML (SML/NJ 1993)

```
| datatype 'a option = NONE | SOME of 'a
```

OCaml

```
| type 'a t = 'a option =
| None
| Some of 'a
```



# Records (F)

```
record Point(int x, int y) {}
```

```
Point p = new Point(1, 2);  
System.out.println(p.x());
```



**ALGOL W (1966)**

# **Programming Languages**

**D. E. KNUTH, Editor**

## **A Contribution to the Development of ALGOL**

**NIKLAUS WIRTH**

*Stanford University\**  
*Stanford, California*

AND

**C. A. R. HOARE**

*Elliott Automation Computers Ltd.,*  
*Borehamwood, England*



# ALGOL W

```
record Node (reference (Node) left, right)
record Person (string name; integer age; logical male;
reference (Person) father, mother, youngest offspring,
elder sibling)
```



Alles über Daten und Typen, 1985

# On Understanding Types, Data Abstraction, and Polymorphism

*Luca Cardelli*

AT&T Bell Laboratories, Murray Hill, NJ 07974  
(current address: DEC SRC, 130 Lytton Ave, Palo Alto CA 94301)

*Peter Wegner*

Dept. of Computer Science, Brown University  
Providence, RI 02912



# Sealed Classes (F)

```
sealed interface Animal {  
    record Armadillo(Liveness liveness, Weight weight)  
        implements Animal {}  
    record Parrot(String sentence, Weight weight)  
        implements Animal {}  
}
```



# Haskell

```
data Animal =  
    MkArmadillo { dilloLiveness :: Liveness,  
                  dilloWeight :: Weight }  
  | MkParrot { parrotSentence :: String,  
               parrotWeight :: Weight }  
deriving Show
```



**CLU**

# **CLU Reference Manual**

**Barbara Liskov**

**Russ Atkinson**

**Toby Bloom**

**Eliot Moss**

**Craig Schaffert**

**Bob Scheifler**

**Alan Snyder**

**October 1979**

<https://pmg.csail.mit.edu/ftp.lcs.mit.edu/pub/pclu/CLU/3.Documentation/LCS-TR-225.pdf>



# CLU (1979)

## 7.12 Oneof Types

A oneof type is a *tagged discriminated union*. A oneof is an immutable labeled object, to be thought of as "one of" a set of alternatives. The label is called the *tag*, and the object is called the *value*. A oneof type specification has the form

```
oneof [ field_spec , ... ]
```

where (as for records)

```
field_spec ::= name , ... : type_spec
```

Tags must be unique within a specification, but the ordering and grouping of tags is unimportant.

As an example of a oneof type, the representation type for an immutable linked list of integers, int\_list, might be written

```
oneof[empty: null,  
      pair: struct[car: int, cdr: int_list]]
```

As another example, the contents of a "number container" might be specified by

```
oneof[empty:           null,  
      integer:         int,  
      real_num:        real,  
      complex_num:    complex]
```



# HOPE (1980)

## HOPE: AN EXPERIMENTAL APPLICATIVE LANGUAGE

R.M. Burstall  
D.B. MacQueen<sup>1</sup>  
D.T. Sannella

Department of Computer Science  
University of Edinburgh  
Edinburgh, Scotland



# HOPE: Algebraische Datentypen

typevar alpha

which when used in a type expression denotes any type (including second- and higher-order types). A general definition of tree as a parametric type is now possible:

```
data tree(alpha) == empty ++ tip(alpha)
      ++ node(tree(alpha)#tree(alpha))
```



# Summen und Produkte



funktionale-programmierung.de

Ein Blog der Active Group

## Datenmodellierung mit Summen und Produkten

25.11.2024 von [Michael Sperber](#) und [Stefan Wehr](#)

Für diesen Artikel gibt es auch eine [englischsprachige Übersetzung](#).

Datenmodellierung ist oft ein unterschätzter Aspekt der Softwarearchitektur, spielt jedoch eine entscheidende Rolle, um nicht nur funktionale, sondern auch Nutzbarkeits- und Wartungsziele zu

<https://funktionale-programmierung.de/2024/11/25/sums-products.html>



# Java 12: Switch Expressions (F)

```
String developerRating( int numberOfWorkers ) {  
    return switch (numberOfWorkers) {  
        case 0 -> "open source contributor";  
        case 1, 2 -> "junior";  
        case 3 -> "senior";  
        default -> {  
            if (numberOfWorkers < 0)  
                throw new IndexOutOfBoundsException( numberOfWorkers );  
            yield "manager";  
        }  
    };  
}
```



# Java 15: Type Patterns (F)

```
private static boolean isEmpty(Object o) {  
    return o == null ||  
        o instanceof String s && s.isBlank() ||  
        o instanceof Collection c && c.isEmpty();  
}
```



# Java 17: Pattern-Matching in switch (F)

```
String evaluateTypeWithSwitch( Object o ) {  
    return switch(o) {  
        case String s -> "String: " + s;  
        case Collection c -> "Collection: " + c;  
        default -> "Something else: " + o;  
    };  
}  
  
boolean isNullOrEmptyWithSwitch( Object o ) {  
    return switch(o) {  
        case null -> true;  
        case String s when s.isBlank() -> true;  
        case String s -> false;  
        case Collection c when c.isEmpty() -> true;  
        default -> false;  
    };  
}
```



An example of a **tagcase** statement is

```
pair = struct(car: int, cdr: int_list)
x: oneof[pair: pair, empty: null]

...
while true do
  tagcase x
    tag empty: return(false)
    tag pair (p: pair): If p.car = i
      then return(true)
      else x := down(p.cdr)
    end
  end
end
```



# Record-Patterns (F)

```
Animal runOver() {  
    return switch (this) {  
        case Armadillo(Liveness liveness, Weight weight) ->  
            new Armadillo(Liveness.DEAD, weight);  
        case Parrot(String sentence, Weight weight) ->  
            new Parrot("", weight);  
    };  
}
```



# LISP

COMPUTER AIDED MANIPULATION OF SYMBOLS

T H E S I S

submitted in fulfilment of

the requirements for the degree of

DOCTOR OF PHILOSOPHY

in the

QUEEN'S UNIVERSITY OF BELFAST

FREDERICK VALENTINE McBRIDE M.Sc.

MAY 1970

<https://personal.cis.strath.ac.uk/conor.mcbride/FVMcB-PhD.pdf>



# McBride, 1970

d1:  $d[y;x] \rightarrow 0$  when  $np[y]$

d2:  $d[x;x] \rightarrow 1$

d3:  $d[+ [u;v];x] \rightarrow + [d[u;x]; d[v;x]]$

d4:  $d[* [u;v];x] \rightarrow + [* [u; d[v;x]]; * [v; d[u;x]]]$

d5:  $d [/ [u;v];x] \rightarrow / [- [* [v; d[u;x]]; * [u; d[v;x]]]; + [v; 2]]$

d6:  $d [+ [u;v];x] \rightarrow * [* [v; + [u; - [v; 1]]]; d[u;x]]$  when  $np[v]$



**HOPE, 1980**

```
module ordered_trees
pubtype otree
pubconst empty, insert, flatten

data otree == empty ++ tip(num)
           ++ node(otree#num#otree)

dec insert : num#otree -> otree
dec flatten : otree -> list num

--- insert(n,empty)  <= tip(n)
--- insert(n,tip(m))
           <= n < m then node(tip(n),m,empty)
                     else node(empty,m,tip(n))
--- insert(n,node(t1,m,t2))
           <= n < m then node(insert(n,t1),m,t2)
                     else node(t1,m,insert(n,t2))

--- flatten(empty)  <= nil
--- flatten(tip(n)) <= [n]
           ..
```

---- flatten(node(t1,n,t2))  
  <= flatten(t1) <> (n::flatten(t2))



# Java 21: Unnamed Patterns

```
Animal runOver() {  
    return switch (this) {  
        case Armadillo(Liveness _, Weight weight) ->  
            new Armadillo(Liveness.DEAD, weight);  
        case Parrot(String _, Weight weight) ->  
            new Parrot("", weight);  
    };  
}
```



# Java 23: Primitive Types in Patterns (F)

```
value = 10;  
switch (value) {  
    case byte _ ->  
        System.out.println(value + " instanceof byte");  
    case int _ ->  
        System.out.println(value + " instanceof int");  
}
```



# Java ?: Value Objects (F)

Project Valhalla - "Codes like a class, works like an int."

```
| value record PLZ(int zahl) {}
```



# ALGOL W

```
record Node (reference (Node) left, right)  
record Person (string name; integer age; logical male;  
reference (Person) father, mother, youngest offspring,  
elder sibling)
```



# Warum hat das so lange gedauert?

- OOA/OOD gescheitert
- "program to interfaces not implementations"
- Value Objects vs. Polymorphie



# Tupel

```
div_mod :: Integer -> Integer -> (Integer, Integer)
div_mod a b = (a `div` b, a `mod` b)
```



# Either

```
data Either a b = Left a | Right b

data ParseDigitError
= NotADigit Char
deriving Show

parseDigit :: Char -> Either ParseDigitError Int
parseDigit c =
case c of
  '0' -> Right 0
  '1' -> Right 1
  ...
  '9' -> Right 9
  _ -> Left (NotADigit c)
```



# Functional Update

```
data Armadillo = MkArmadillo { dilloLiveness :: Liveness,  
                                dilloWeight :: Weight }  
  
runOverArmadillo dillo = dillo { dilloLiveness = Dead }
```



# Nullable Types

Kotlin:

```
val b: String? = null  
  
val l1 = b?.length ?: 0  
  
val l2 = b!!.length
```





# Nullable Types - gcc 2.95

## 4.9 Conditionals with Omitted Operands

The middle operand in a conditional expression may be omitted. Then if the first operand is nonzero, its value is the value of the conditional expression.

Therefore, the expression

```
| x ? : y
```

has the value of x if that is nonzero; otherwise, the value of y.

This example is perfectly equivalent to

```
| x ? x : y
```



# Schlussworte



# Woher

Generics	ML	FP	1977
Lambda	LISP	FP	1959
Streams/map	LISP	FP	1960
Typinferenz	ML	FP	1977
Records	ALGOL W/ML	PROC/FP	1966
Sealed Interfaces	HOPE	FP	1980
Virtual Threads	Scheme	FP	~1980
Value Objects	F#/.NET	FP	2001



# Was kommt noch (F)

- Tupel, Either
- *richtige* algebraische Datentypen
- functional update
- Value Objects
- List<int>
- nullable types
- First-Class-Continuations
- Tail Calls



# Yesterday's Features for Today's Programmer

- FP FTW
- Clojure FTW
- Scala FTW



# Vielen Dank

## Fragen

