

# GHCi: Getting started (1A)

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# Based on

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[Haskell in 5 steps](https://wiki.haskell.org/Haskell_in_5_steps)

[https://wiki.haskell.org/Haskell\\_in\\_5\\_steps](https://wiki.haskell.org/Haskell_in_5_steps)

# Interpreter GHCi

---

```
young@MNTSys-BB1 ~ $ ghci
```

```
GHCi, version 7.10.3: http://www.haskell.org/ghc/ :? for help
```

```
Prelude> "hello, world!"
```

```
"hello, world!"
```

```
Prelude> putStrLn "hello, world!"
```

```
hello, world!
```

[https://wiki.haskell.org/Learn\\_Haskell\\_in\\_10\\_minutes](https://wiki.haskell.org/Learn_Haskell_in_10_minutes)

# Function

---

```
Prelude> let fac n = if n == 0 then 1 else n * fac (n-1)
```

```
Prelude> fac 5
```

```
120
```

```
Prelude> fac 2
```

```
2
```

```
Prelude> fac 3
```

```
6
```

```
Prelude> fac 4
```

```
24
```

```
Prelude>
```

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# Compiler GHC

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```
young@MNTSys-BB1 ~ $ ghc -o hello hello.hs
[1 of 1] Compiling Main      ( hello.hs, hello.o )
Linking hello ...
young@MNTSys-BB1 ~ $ ./hello
hello, world!
```

```
young@MNTSys-BB1 ~ $ cat hello.hs
main = putStrLn "hello, world!"
```

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# Layout

t.hs

```
main = do putStrLn "Type an integer : ?"
        x <- readLn
        if even x
        then putStrLn "even number"
        else putStrLn "odd number"
```

the first non-space character after **do**.

every line that starts in the same column as that **p** is in the **do** block

If you indent more, it is the nested block in **do**

If you indent less, it is an end of the **do** block.

```
ghc t.hs
```

```
./t
```

```
ghc -o run t.hs
```

```
./t
```

# Multi-line in GHCi

*ghci multi-line*

Prelude> **{**

Prelude| **main** = **do** { putStrLn "Type an integer: "; x<-readLn;

Prelude| **if** even x **then** putStrLn "even" **else** putStrLn "odd"; }

Prelude| **}**

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# Types

- Int** an integer with at least 30 bits of precision.
- Integer** an integer with unlimited precision.
- Float** a single precision floating point number.
- Double** a double precision floating point number.
- Rational** a fraction type, with no rounding error.

Types and Class Types start with capital letters

Variables start with lower case letters

Declaring a type            :: type

Asking which type        :t something

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# Type Classes

```
Prelude> 3 :: Int
3
Prelude> 3 :: Float
3.0
Prelude> 4 :: Double
4.0
Prelude> 2 :: Integer
2
Prelude> :t 3
3 :: Num a => a
Prelude> :t 2.0
2.0 :: Fractional a => a
Prelude> :t gcd 15 20
gcd 15 20 :: Integral a => a
Prelude> :t True
True :: Bool
Prelude> :t 'A'
'A' :: Char
```

## class constraint

**(Num t) =>**

**(Fractional t) =>**

**(Integral t) =>**

the type t is *constrained* by the context

(**Num t**), (**Fractional t**), (**Integral t**)

the **types** of **t** must be **Num type class**

the **types** of **t** must be **Fractional type class**

the **types** of **t** must be **Integral type class**

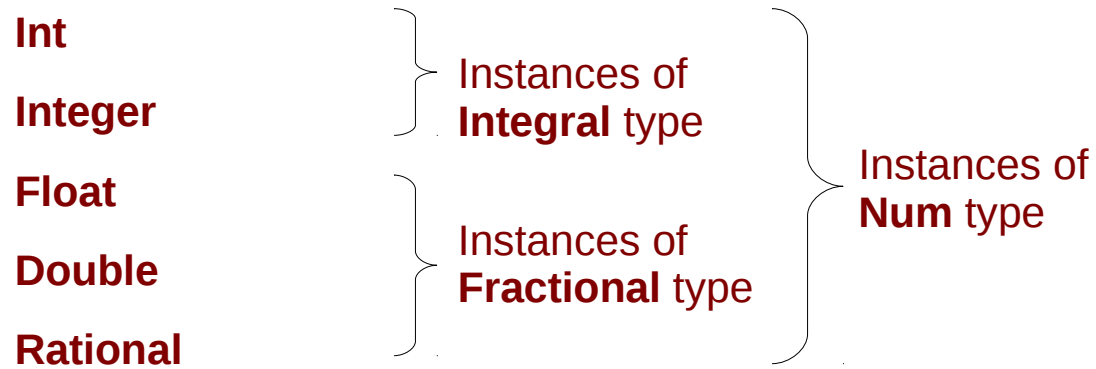
3 can be used as any **numeric** type

2.0 can be used as any **fractional** type

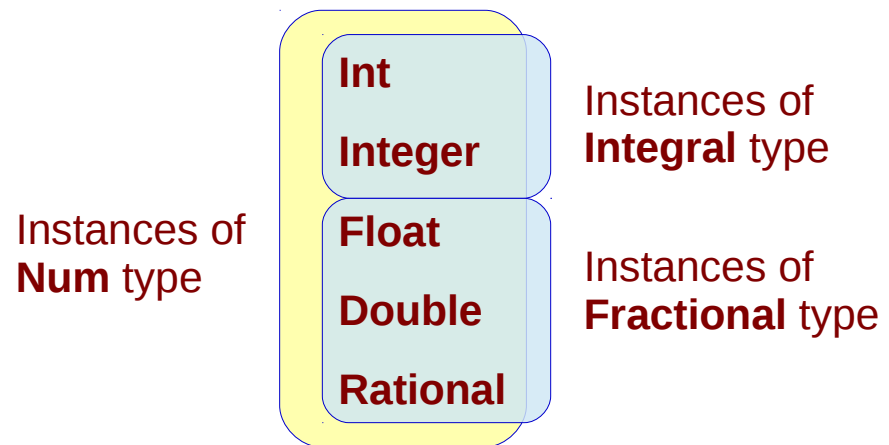
gcd 15 20 can be used as any **integral** type

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# Type Classes



Type Class : a set of type (instances)



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# Lists and Tuples

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**Lists**     multiple values of the same type

**Strings**   lists of characters.

**Tuples**     a fixed number of values, which can have different types.

The `:` operator **appends** an item to the beginning of a list

Zip : two lists into a list of tuples.

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# Functions

```
[1 .. 10]
```

```
map (+ 2) [1 .. 10]
```

```
filter (> 2) [1 .. 10]
```

```
[1,2,3,4,5,6,7,8,9,10]
```

```
[3,4,5,6,7,8,9,10,11,12]
```

```
[3,4,5,6,7,8,9,10]
```

```
fst (1, 2)
```

```
1
```

```
snd (1, 2)
```

```
2
```

```
map fst [(1, 2), (3, 4), (5, 6)]
```

```
[1,3,5]
```

```
fst (1, 2, 3)
```

```
snd (1, 2, 3)
```

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# Functions

---

```
my_sum m n = m+n
```

```
main = do putStrLn "Give two numbers: "
```

```
    x <- readLn
```

```
    y <- readLn
```

```
    print (my_sum x y)
```

Give two numbers:

10

20

30

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# Convenient Syntax

```
secsToWeeks secs = let perMinute = 60
                    perHour   = 60 * perMinute
                    perDay    = 24 * perHour
                    perWeek   = 7 * perDay
                    in secs / perWeek
```

```
classify age = case age of 0 -> "newborn"
                          1 -> "infant"
                          2 -> "toddler"
                          _ -> "senior citizen"
```

[https://wiki.haskell.org/Learn\\_Haskell\\_in\\_10\\_minutes](https://wiki.haskell.org/Learn_Haskell_in_10_minutes)

## References

- [1] <ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf>
- [2] <https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf>