Hello HaskellX!

An Introduction to (IO in) Haskell

Andres Löh – Haskell eXchange 2022

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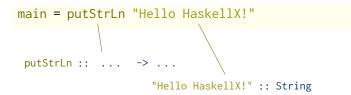
main = putStrLn "Hello HaskellX!"



main = putStrLn "Hello HaskellX!"

"Hello HaskellX!" :: String

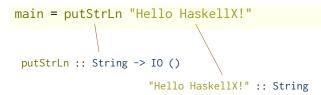










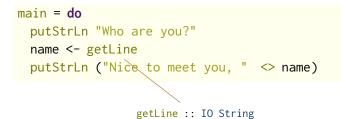




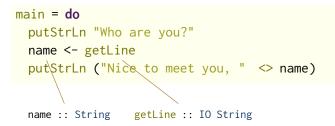


```
main = do
putStrLn "Who are you?"
name <- getLine
putStrLn ("Nice to meet you, " <> name)
```

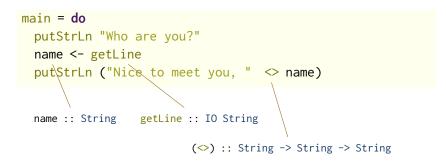








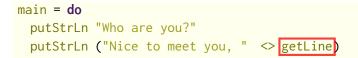






main = do putStrLn "Who are you?" putStrLn ("Nice to meet you, " <> getLine)





A String is expected, but an IO String is provided.



("a" <> "b") <> ("c" <> "d")



"ab" <> ("c" <> "d")



"ab" <> "cd"

("a" <> "b") <> ("c" <> "d")
"ab" <> ("c" <> "d")
"ab" <> "cd"
"abcd"



("a" <> "b") <> ("c" <> "d")
"ab" <> ("c" <> "d")
"ab" <> "cd"
"abcd"

Or: ("a" <> "b") <> ("c" <> "d")



Well-Typed

Or: ("a" <> "b") <> ("c" <> "d") ("a" <> "b") <> "cd"

("a" <> "b") <> ("c" <> "d") "ab" <> ("c" <> "d") "ab" <> "cd" "abcd"

Reduction

Well-Typed

Or: ("a" <> "b") <> ("c" <> "d") ("a" <> "b") <> "cd" "ab" <> "cd"

("a" <> "b") <> ("c" <> "d")
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Reduction

("a" <> "b") <> ("c" <> "d")
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Or: ("a" <> "b") <> ("c" <> "d") ("a" <> "b") <> "cd" "ab" <> "cd" "abcd"

Reduction order does not matter!



("a" <> getLine) <> ("b" <> getLine)



("a" <> getLine) <> ("b" <> getLine)

("a" <> "Frodo") <> ("b" <> getLine)



("a" <> getLine) <> ("b" <> getLine)

("a" <> "Frodo") <> ("b" <> getLine)

"aFrodo" <> ("b" <> getLine)



("a" <> getLine) <> ("b" <> getLine)
("a" <> "Frodo") <> ("b" <> getLine)
"aFrodo" <> ("b" <> getLine)
"aFrodo" <> ("b" <> sam")



("a" <> getLine) <> ("b" <> getLine) ("a" <> "Frodo") <> ("b" <> getLine) "aFrodo" <> ("b" <> getLine) "aFrodo" <> ("b" <> "Sam") "aFrodo" <> "bSam"



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"aFrodobSam"



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"aSambFrodo"
```



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Suddenly reduction order does matter!



take 1 (("a" <> "b") <> ("c" <> "d"))

reduces to "a".



take 1 (("a" <> "b") <> ("c" <> "d"))

reduces to "a".

take 1 (("a" <> getLine) <> ("b" <> getLine))

reduces to "a", but how many lines of input should it read?



- Decouple effects from the order of evaluation.
- Order and number of effects are always explicit.
- Side-effecting computations are distinguished from their results.



length (x <> x) = 2 * length x

Very sensible.



length (x <> x) = 2 * length x

Very sensible.

But would actually be wrong if we allowed **x** to be **getLine**.



There is no* function of type

IO a -> a

because we should not lie!

*(None that we speak of.)



sum :: [Int] -> Int

vs.

sumAndSendSpamMails :: [Int] -> IO Int



```
main :: IO ()
main = do
putStrLn "Who are you?"
name1 <- getLine
putStrLn "Who are you?"
name2 <- getLine
putStrLn
    ("Nice to meet you, " <> name1 <> " and " <> name2)
```



```
whoAreYou :: IO String
whoAreYou = do
 putStrLn "Who are you?"
 getLine
main :: IO ()
main = do
 name1 <- whoAreYou
 name2 <- whoAreYou
 putStrLn
   ("Nice to meet you, " <> name1 <> " and " <> name2)
```



Abstraction

```
prompt :: String -> IO String
prompt text = do
 putStrLn text
 getLine
whoAreYou :: IO String
whoAreYou = prompt "Who are you?"
main :: IO ()
main = do
 name1 <- whoAreYou
 name2 <- whoAreYou
 putStrLn
   ("Nice to meet you, " <> name1 <> " and " <> name2)
```



```
questions :: [String]
questions =
  ["Who are you?", "Are you a Haskeller yet?"]
```



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```
prompts :: [IO String]
prompts =
  map prompt questions
```



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prompt :: String -> IO String



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```
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prompts =
map prompt questions
```

prompt :: String -> IO String

```
map :: (a -> b) -> [a] -> [b]
```



```
questions :: [String]
questions =
  ["Who are you?", "Are you a Haskeller yet?"]
```

```
prompts :: [IO String]
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askQuestions :: IO [String]
askQuestions =
 sequence prompts



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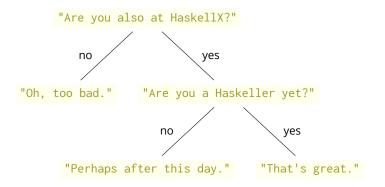
```
prompts :: [IO String]
prompts =
  map prompt questions
```

```
askQuestions :: IO [String]
askQuestions =
  sequence prompts
```

```
sequence :: [I0 a] -> I0 [a]
```



Separation of concerns





A datatype for dialogues

data Dialogue = Ask String Dialogue Dialogue Done String



```
data Dialogue =
    Ask String Dialogue Dialogue
    | Done String
```

```
haskellXConversation :: Dialogue
haskellXConversation =
  Ask "Are you also at HaskellX?"
   (Done "Oh, too bad.")
   (Ask "Are you a Haskeller yet?"
      (Done "Perhaps after this day.")
      (Done "That's great.")
   )
```



Running a dialogue

```
interactiveDialogue :: Dialogue -> IO ()
interactiveDialogue (Ask question no yes) = do
response <- askBooleanQuestion question
if response
   then interactiveDialogue yes
   else interactiveDialogue no
interactiveDialogue (Done response) =
   putStrLn response</pre>
```



Running a dialogue

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response <- askBooleanQuestion question
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   else interactiveDialogue no
interactiveDialogue (Done response) =
   putStrLn response</pre>
```

```
askBooleanQuestion :: String → IO Bool
askBooleanQuestion question = do
putStrLn question
getBool :: IO Bool
getBool = do
c <- getChar
putStrLn ***
if c == 'y'
then pure True
else if c == 'n'
then pure Flase
else do
putStrLn *Please type 'y' or 'n'**
getBool
```



Running a dialogue in the browser

```
webDialogue :: Dialogue -> IO ()
webDialogue d =
 scotty 8000 $ do
   get "/" $ from ""
   get "/:responses" $ do
    responseString <- param "responses"</pre>
    from responseString
 where
   from responseString = do
    let responses = mapMaybe parseResponse responseString
     case replay d responses of
     Just (Ask guestion _ _) ->
       htmlPage $ do
         p (string question)
         ul $ do
           li (a ! href (stringValue (responseString ⇔ "y")) $ "yes")
           li (a ! href (stringValue (responseString ◇ "n")) $ "no")
      Just (Done response) ->
       htmlPage $
         p (string response)
      Nothing -> status status404
htmlPage :: Html -> ActionM ()
htmlPage =
 html . renderHtml . H.html . H.body
parseResponse :: Char -> Maybe Bool
parseResponse 'v' = Just True
parseResponse 'n' = Just False
parseResponse _ = Nothing
replay :: Dialogue -> [Bool] -> Maybe Dialogue
replay (Ask _ _ yes) (True : responses) = replay yes responses
replay (Ask no ) (False : responses) = replay no responses
                      F1
replay d
                                        = Just d
replay
                                         = Nothing
```



Conclusions

- Precise types marking the presence of side effects.
- Require us to be explicit about order when effects are present.
- Peace of mind if IO is absent.
- Not a high price to pay.
- ▶ 10 actions are first class.
- Encourages coding style that limits side effects.
- More options for testing.
- More precise effect types possible.



Conclusions

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- Require us to be explicit about order when effects are present.
- Peace of mind if IO is absent.
- Not a high price to pay.
- ▶ 10 actions are first class.
- Encourages coding style that limits side effects.
- More options for testing.
- More precise effect types possible.
- Ask many questions.

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