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Scala Tutorial Scala is a modern multi-paradigm programming language designed to express common programming patterns in a concise, elegant, and type-safe way. Scala has been created by Martin Odersky and he released the first version in 2003. Scala smoothly integrates features of object-oriented and functional languages.

Scala Tutorial - People
Scala smoothly integrates the features of object-oriented and functional languages. This tutorial explains the basics of Scala in a simple and reader-friendly way. Audience: This tutorial has been prepared for beginners to help them understand the basics of Scala in simple and easy steps.

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The book ' Programming in Scala ' by Martin Odersky, Lex Spoon, and Bill Venners —people involved directly in the development of Scala. The book will introduce you to Scala programming and discuss...

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Our Scala tutorial includes all topics of Scala language such as datatype, conditional expressions, comments, functions, examples on oops concepts, constructors, method overloading, this keyword, inheritance, final, exception handling, file handling, tuples, string, string interpolation, case classes, singleton objects, collection etc. What is Scala . Scala is a general-purpose programming language.

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Scala Tutorials Here at allaboutscala.com, we provide a complete beginner ' s tutorial to help you learn Scala in small, simple and easy steps. We are an official learning resource for Scala: <http://docs.scala-lang.org/learn.html> GET OUR BOOKS: – Scala For Beginners This book provides a step-by-step guide for the complete beginner to learn Scala.

Scala Tutorials
Scala is compiled into Java Byte Code which is executed by the Java Virtual Machine (JVM). This means that Scala and Java have a common runtime platform. You can easily move from Java to Scala. The Scala compiler compiles your Scala code into Java Byte Code, which can then be executed by the 'scala' command.

Scala - Overview - Tutorialspoint
Scala Tutorial . The following set of sections provides a quick tutorial on the Scala language. The contents is based on the MOOCS Functional Programming Principles in Scala and Functional Program Design in Scala. The target audience is people who already have some experience of programming and who are familiar with the JVM. Elements of Programming

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Presents an introduction to the new programming language for the Java Platform.

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and mutable state Stream processing and incremental I/O

Hands-on Scala teaches you how to use the Scala programming language in a practical, project-based fashion. This book is designed to quickly teach an existing programmer everything needed to go from "hello world" to building production applications like interactive websites, parallel web crawlers, and distributed systems in Scala. In the process you will learn how to use the Scala language to solve challenging problems in an elegant and intuitive manner.

Packed with examples and exercises, Get Programming with Scala is perfect starting point for developers with some OO knowledge who want to learn this multi-style programming language for the JVM, and pick up a few FP skills along the way. Master Scala, and you'll be well-equipped to match your programming approach to the type of problem you're dealing with. Packed with examples and exercises, Get Programming with Scala is perfect starting point for developers with some OO knowledge who want to learn this multi-style programming language for the JVM, and pick up a few FP skills along the way. Master Scala, and you'll be well-equipped to match your programming approach to the type of problem you're dealing with. Get Programming with Scala teaches you the core skills you'll need to code with Scala. You'll start by reviewing OOP concepts in the Scala language. Then, you'll gradually open up the world of functional programming. You'll explore functions and types and learn how to combine them to create powerful, flexible abstractions. Scala can be daunting at first, especially if you're seeing FP ideas for the first time. Fortunately, with the examples and exercises in this book, you'll get over the initial learning hump quickly and start doing interesting projects before you know it! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Why learn Scala? You don ' t need to be a data scientist or distributed computing expert to appreciate this object-oriented functional programming language. This practical book provides a comprehensive yet approachable introduction to the language, complete with syntax diagrams, examples, and exercises. You ' ll start with Scala's core types and syntax before diving into higher-order functions and immutable data structures. Author Jason Swartz demonstrates why Scala ' s concise and expressive syntax make it an ideal language for Ruby or Python developers who want to improve their craft, while its type safety and performance ensures that it ' s stable and fast enough for any application. Learn about the core data types, literals, values, and variables Discover how to think and write in expressions, the foundation for Scala's syntax Write higher-order functions that accept or return other functions Become familiar with immutable data structures and easily transform them with type-safe and declarative operations Create custom infix operators to simplify existing operations or even to start your own domain-specific language Build classes that compose one or more traits for full reusability, or create new functionality by mixing them in at instantiation

Save time and trouble building object-oriented, functional, and concurrent applications with Scala. The latest edition of this comprehensive cookbook is packed with more than 250 ready-to-use recipes and 1,000 code examples to help you solve the most common problems when working with Scala 3 and its popular libraries. Scala changes the way you think about programming—and that's a good thing. Whether you're working on web, big data, or distributed applications, this cookbook provides recipes based on real-world scenarios for both experienced Scala developers and programmers just learning to use this JVM language. Author Alvin Alexander includes practical solutions from his experience using Scala for component-based, highly scalable applications that support concurrency and distribution. Recipes cover: Strings, numbers, and control structures Classes, methods, objects, traits, packaging, and imports Functional programming techniques Scala's wealth of collections classes and methods Building and publishing Scala applications with sbt Actors and concurrency with Scala Future and Akka Typed Popular libraries, including Spark, Scala.js, Play Framework, and GraalVM Types, such as variance, givens, intersections, and unions Best practices, including pattern matching, modules, and functional error handling

Master the fundamentals of Scala and understand its emphasis on functional programming that sets it apart from Java. This book will help you translate what you already know in Java to Scala to start your functional programming journey. Learn Scala is split into four parts: a tour of Scala, a comparison between Java and Scala, Scala-specific features and functional programming idioms, and finally a discussion about adopting Scala in existing Java teams and legacy projects. After reading and using this tutorial, you'll come away with the skills in Scala to kick-start your productivity with this growing popular language. What You'll Learn Tour Scala and learn the basic syntax, constructs, and how to use the REPL Translate Java syntax that you already know into Scala Learn what Scala offers over and above Java Become familiar with functional programming concepts and idioms Gain tips and advice useful when transitioning existing Java projects to Scala Who This Book Is For Java developers looking to transition to Scala. No prior experience necessary in Scala.

Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java™, offers a rapid, code-based introduction that ' s completely practical. Horstmann introduces Scala concepts and techniques in " blog-sized " chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of competency, from basic to expert. Coverage includes Getting started quickly with Scala ' s interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala ' s powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced " power tools " such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

Praise for the first edition: "The well-written, comprehensive book...[is] aiming to become a de facto reference for the language and its features and capabilities. The pace is appropriate for beginners; programming concepts are introduced progressively through a range of examples and then used as tools for building applications in various domains, including sophisticated data structures and algorithms...Highly recommended. Students of all levels, faculty, and professionals/practitioners.?" —D. Papamichail, University of Miami in CHOICE Magazine ? Mark Lewis ' ?Introduction to the Art of Programming Using Scala?was the first textbook to use Scala for introductory CS courses. Fully revised and expanded, the new edition of this popular text has been divided into two books. Introduction to Programming and Problem-Solving Using Scala is designed to be used in first semester college classrooms to teach students beginning programming with Scala. The book focuses on the key topics students need to know in an introductory course, while also highlighting the features that make Scala a great programming language to learn. The book is filled with end-of-chapter projects and exercises, and the authors have also posted a number of different supplements on the book website. Video lectures for each chapter in the book are also available on YouTube. The videos show construction of code from the ground up and this type of "live coding" is invaluable for learning to program, as it allows students into the mind of a more experienced programmer, where they can see the thought processes associated with the development of the code. About the Authors Mark Lewis is a Professor at Trinity University. He teaches a number of different courses, spanning from first semester introductory courses to advanced seminars. His research interests included simulations and modeling, programming languages, and numerical modeling of rings around planets with nearby moons.? Lisa Lacher is an Assistant Professor at the University of Houston, Clear Lake with over 25 years of professional software development experience. She teaches a number of different courses spanning from first semester introductory courses to graduate level courses. Her research interests include Computer Science Education, Agile Software Development, Human Computer Interaction and Usability Engineering, as well as Measurement and Empirical Software Engineering.

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