

Patterns

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Opening Discussion

- IcP solutions.
- Zoning out when things get tough.
- What did we talk about last class?
- Exporting XML for our Pokemon.

Pattern Matching

- We have used three types of patterns previously:
 - Value literals
 - Tuples
 - Type matches
- The last two start to show the power of pattern matching. In particular, they show that part of a pattern can be a variable name that binds to part of the pattern.

Variable Binding

- When a pattern is matched, any words that start lower case are assumed to be variable names you want bound.
- Use an underscore for anything you want to match stuff, but ignore the value.
- Use `@` to bind a name to a match you are also further specifying.
- To match the value of an outside variable put the variable name in backticks.

XML Patterns

- You can use patterns to pull out parts of XML or match on different types of nodes.
- Simply put the variable names you want inside of curly braces.
 - `val <a>{s} = node`

Case Class Patterns

- The real power of case classes in Scala comes from the fact they can be used in matches.
 - `stu match {`
 - `case Student(n,q,t,a) => ...`
 - `}`
- You can do this type of matching on events to pull out the fields you care about if you don't want the full event.
 - `case MouseMoved(source,point,mod) => ...`

List and Collection Patterns

- You can also make patterns with collections.
 - `case Array(a,b,c) => // use a, b, and c`
- Even more cool is what you can do with Lists.
 - `case h::t => // h is head and t is tail`
 - `case a::b::Nil => // two element List`
- This can be ideal for recursive methods on lists.
 - `def len(lst:List[Int]) = lst match {`
 - `case Nil => 0`
 - `case h::t => 1+len(t)`
 - `}`

Patterns Everywhere

- Patterns are used in a lot of places in Scala, not just cases and matches.
- The initial declaration of variables is a pattern match. That is why we could assign from tuples.
- The “variable name” in a for loop is actually a pattern. If the pattern isn't matched by an element, that element is skipped.

Minute Essay

- What questions do you have about patterns?
- Interclass Problem:
 - Change one of your GUI codes so that it uses a pattern for the case instead of just a typed variable. You might have to go look at the API to see how many arguments to use in the pattern and what they are.