

Haskell CheatSheet

Laborator 8

type

```
1 -- type ne permite definirea unui sinonim de tip,
2 -- similar cu typedef din C
3 type Point = (Int, Int)
4
5 p :: Point
6 p = (2, 3)
```

newtype

```
1 -- newtype este similar cu data, cu diferenta ca
2 -- ne permite crearea unui tip de date cu
3 -- un singur constructor, pe baza altor
4 -- tipuri de date existente
5 newtype Celsius = MakeCelsius Float deriving Show
6
7 newtype Fahrenheit = MakeFahrenheit Float
8 deriving Show
9
10 celsiusToFahrenheit :: Celsius -> Fahrenheit
11 celsiusToFahrenheit (MakeCelsius c) =
12   MakeFahrenheit $ c * 9/5 + 32
```

data

```
1 -- data permite definirea de noi
2 -- tipuri de date algebrice
3 data PointT = PointC Double Double deriving Show
4
5 -- tipuri enumerate
6 data Colour = Red | Green | Blue | Black deriving
7   Show
8 nonColour :: Colour -> Bool
9 nonColour Black = True
10 nonColour _     = False
11
12 -- tipuri inregistrare
13 data PointT = PointC
14   { px :: Double
15     , py :: Double
16   } deriving Show
17 px (PointC x _) = x
18 py (PointC _ y) = y
19
20 --tipuri parametrizate
21 data Maybe a = Just a | Nothing deriving (Show,
22   Eq, Ord)
23 maybeHead :: [a] -> Maybe a
24 maybeHead (x : _) = Just x
25 maybeHead _       = Nothing
26
27 -- tipuri recursive
28 data List a = Void | Cons a (List a) deriving Show
29
30 data Natural = Zero | Succ Natural deriving Show
```