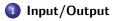
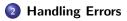
Programming Paradigms Unit 13 — Input/Output and Error Handling

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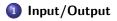






Input/Output

Outline



2 Handling Errors

Input/Output

- Remember that Haskell is pure (referential transparency), that is:
 - Functions take inputs and compute outputs (and for the same input always the same output); nothing else happens in-between
 - In particular, they have no side-effects/external effects
 - do not modify global variables or depend on it
 - may not print anything on the screen
 - ${\scriptstyle \bullet }$ may not read from the keyboard, or filesystem, or network
- Adding IO to a purely functional language is a challenge, since IO operations are **not** functions
 - Input does not need an input parameter, and may return different values
 - Output does not return a value, but clearly has side effects: it changes the state of the output device
- If IO operations were functions, this would create problems, e.g.,
 - two calls of an input function getchar, getchar would be executed only once as the result is reused, which makes no sense for IO;
 - a fake parameter could be introduced, e.g., getchar 1, getchar 1, etc., to ensure that each call is actually executed
- As we will see, it is possible to do IO in Haskell, but it looks very different than in most other languages

IO Type and Actions/1

- \bullet The solution to I/O in Haskell is a special type, called IO
- Values of type IO a are called IO actions and are "descriptions of effectful computations"
- If executed, an IO action IO a
 - $\bullet\,$ performs some effectful I/O operations (side-effect, impure), and
 - produces a return value of type a (pure)
- The description itself is safe as it has no effects: IO is just a description on how to produce a
 - Compare it to a cake vs. a recipe on how to make a cake
 - c :: Cake
 - r :: Recipe Cake
- Hence, IO actions in Haskell separate the functional ("pure") parts of a program from the non-functional ("impure") parts

IO Type and Actions/2

- Haskell has getLine to read a string and putStrLn to print a string
- Lets have a look at the types of getLine and putStrLn?

```
> :t getLine
getLine :: IO String
```

- getLine has no input parameter and returns an IO action
- The IO action does some "dirty" stuff in IO, but the result is a "clean" data type, namely a string

```
> :t putStrLn
putStrLn :: String -> IO ()
```

- putStrLn gets a string as input parameter and returns an IO action
- The IO action does some "dirty" stuff and returns ()
- The type () is called unit and has one value, namely () (similar to void)

Executing an IO Action

- Recall that the value of an IO action is just a recipe, which does not do anything
- But how can we actually execute IO actions?
- For an executable Haskell program, there is only one way to execute an IO action: assign it to main, which will run it for you

```
module Main where
```

```
main = putStrLn "Hello World!"
```

- The use of the name main is important: main is defined to be the entry point of a Haskell program (similar to the main function in C)
 - Some versions might also support different names from "main"
- Actually, main forwards the execution of IO actions to the Haskell runtime system
- You can put the above in a file helloworld.hs and run it through ghc to get an executable program

Executing Sequences of IO Actions/1

- Running a single IO action would not lead to very exciting programs
- Haskell allows you to "glue" together IO actions using the do notation

```
main = do
    putStrLn "Hi there, what's your name?"
    name <- getLine
    putStrLn ("Hello " ++ name ++ "!")</pre>
```

- The lines in a do-block work similar to an imperative execution
 - Allows to execute a sequence of IO actions, one after the other
- <- extracts the "pure" part (the string) from getLine's return value, which has type IO String
 - Can only be used in a do-block
- Notice that name = getLine and putStrLn ("Hello " ++ getLine) would not work

Executing Sequences of IO Actions/2

- The IO action carries along the "baggage of the impure" context
 - So you don't have to worry about it
- If you want to do a "pure" assignment in the context of IO, you have to use let

```
module Main where
import Data.Char
main = do
    putStrLn "What's your name?"
    name <- getLine
    let bigName = map toUpper name
    putStrLn ("Hi " ++ bigName ++ "!")
```

• The let statement in a do-block allows you to create a new variable bound to a "pure" value

Executing Sequences of IO Actions/3

- In summary, a do-block
 - introduces a sequence of statements
 - and executes these statements in order
- A statement can be one of the following:
 - an IO action
 - a <-, binding the ("pure") result of an action
 - a let, expressing "pure" definitions

Executing IO Actions in GHCI

• An IO action can also be executed directly in the interactive Haskell shell, like any other function

```
> putStrLn "Hello World!"
Hello World!
```

• We can also use IO functions in the body of other functions

```
> let hw = putStrLn "Hello World!"
> hw
Hello World!
```

- So, there's no need to go via main in the shell
- That means, in the shell we are in an IO environment
- Consequently, we had to use let to do "pure" stuff

File IO – Reading

- Lets look at file IO, using an example that counts the # of lines of a file module Main where import System.IO main = do theInput <- readFile "countlines.hs" putStrLn (countLines theInput) countLines :: String -> String countLines str = show (length (lines str))
- import System.IO is a so-called language pragma, which imports features that are not part of the standardized Haskell language
- The **readFile** function reads a file and returns the contents of the file as a string; the file is read lazily, on demand
- The function lines :: String -> [String] breaks a string on newline and returns an array of strings
- The function length :: [a] \rightarrow Int returns the length of a finite list

File IO – Writing

```
    Writing to a file is simple
module Main where
import System.IO
```

```
main = do
   putStrLn "Writing to a file ..."
   putStrLn "What do you want to write?"
   what <- getLine
   putStrLn "To which file?"
   file <- getLine
   writeFile file what</pre>
```

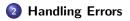
- writeFile will overwrite an existing file
- Use appendFile if you'd like to append instead

Monads

- The principle used for IO actions can be generalized and not only applied to IO
- Haskell uses the concept of a monad to handle "impurity"
 - For example, for IO, non-determinism, and exceptions
- We are going to introduce the general principle a bit later
- First, we are going to look at another example where Haskell meets the messy "real world"

Outline





Handling Errors

- Sometimes things go wrong, i.e., a function is not able to return a value
- For example, if we call head on an empty list, we get an error
- We don't necessarily want the program to just stop working and output an error in a case like that
- However, a function always has to return a value
- So we have to be able to handle the concept of failure (which is "impure" in Haskell's eyes)

Errors and the MayBe Type

• Haskell offers the type constructor Maybe that has a type parameter a:

```
data Maybe a = Nothing | Just a
```

- Maybe a is a normal data type, but it "lifts" a data type a into a new context
- A value of type Maybe a represents a value of type a with the context of a possible failure attached to it
 - A value of Just 1 means that the number 1 is there
 - The extra value Nothing represents the lack of value of type a or a computation failure or ...
- The type system then requires that you check for that extra value, which prevents a remarkable number of bugs
- Many other languages handle this sort of "no-value" value with NULL

Handling Errors with the MayBe Type/1

• Now we can "wrap" the result of a function call inside of a Maybe:

- if the function call was successful, we hand it to the value constructor Just
- otherwise, it becomes Nothing

• Let's write an alternative version of head that can cope with empty lists

```
safeHead :: [a] -> Maybe a
safeHead [] = Nothing
safeHead (x:xs) = Just x
> safeHead [1,2,3]
Just 1
> safeHead []
Nothing
```

Handling Errors with the MayBe Type/2

- However, this comes at a price: we've introduced "impurity" into our function
- For example, the following expression will raise an error

```
doubleMe (safeHead [1,2,3])
```

- The result of safeHead is Just 1 (of type MayBe), but doubleMe expects a pure integer
- So, how can we use the "impure" result of safeHead in other pure functions?
- Hint: Maybe is an instance of the type class Functor
 - Quick reminder: a functor can be seen as content "wrapped" in a box
 - So, Haskell does not allow the concept of failure to escape its impure box
 - So we have to get inside of the box

Handling Errors with the MayBe Type/3

- The typeclass Functor provides the function fmap to get inside the "box"
- fmap gets us on the inside of Maybe

> fmap doubleMe (safeHead [1,2,3])
Just 2

- safeHead [1,2,3] returns Just 1
- fmap pushes the execution of doubleMe inside the "Just box"

> fmap doubleMe (safeHead [])
Nothing

• If there is Nothing inside, fmap will not even apply the function, but return Nothing

How to Extract a Pure Value from MayBe?

- The easiest way is to use function fromMaybe from Data.Maybe
- You have to supply a default value that will be used in case the value is Nothing

```
> import Data.Maybe
Just 2
Data.Maybe> fromMaybe 0 (Just 42)
42
Data.Maybe> fromMaybe 0 Nothing
0
```