

Scala Tutorial People

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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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Welcome to the [learnscala.org](#) free interactive Scala tutorial. Whether you are an experienced programmer or not, this website is intended for everyone who wishes to learn the Scala programming language. There is no need to download anything - Just click on the chapter you wish to begin from, and follow the instructions. Good luck!

Learn Scala - Free Interactive Scala Tutorial
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 I/O Local 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. [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.

Summary [Scala in Action](#) is a comprehensive tutorial that introduces Scala through clear explanations and numerous hands-on examples. Because Scala is a rich and deep language, it can be daunting to absorb all the new concepts at once. This book takes a "how-to" approach, explaining language concepts as you explore familiar programming challenges that you face in your day-to-day work. About the Technology [Scala runs on the JVM](#) and combines object-orientation with functional programming. It's designed to produce succinct, type-safe code, which is crucial for enterprise applications. [Scala implements Actor-based concurrency](#) through the amazing [Akka framework](#), so you can avoid Java's messy threading while interacting seamlessly with Java. About this Book [Scala in Action](#) is a comprehensive tutorial that introduces the language through clear explanations and numerous hands-on examples. It takes a "how to" approach, explaining language concepts as you explore familiar programming tasks. You'll tackle concurrent programming in Akka, learn to work with Scala and Spring, and learn how to build DSLs and other productivity tools. You'll learn both the language and how to use it. Experience with Java is helpful but not required. Ruby and Python programmers will also find this book accessible. What's Inside [A Scala tutorial](#) How to use Java and Scala open source libraries How to use SBT Test-driven development Debugging Updated for Scala 2.10 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Author [Nilanjay Raychaudhuri](#) is a skilled developer, speaker, and an avid polyglot programmer who works with Scala on production systems. Table of Contents [PART 1 SCALA: THE BASICS](#) Why Scala? Getting started OOP in Scala [Having fun with functional data structures](#) [Functional programming](#) [PART 2 WORKING WITH SCALA](#) Building web applications in functional style Connecting to a database Building scalable and extensible components Concurrency programming in Scala Building confidence with testing [PART 3 ADVANCED STEPS](#) Interoperability between Scala and Java Scalable and distributed applications using Akka

Get up to speed on Scala, the JVM language that offers all the benefits of a modern object model, functional programming, and an advanced type system. Packed with code examples, this comprehensive book shows you how to be productive with the language and ecosystem right away, and explains why Scala is ideal for today's highly scalable, data-centric applications that support concurrency and distribution. This second edition covers recent language features, with new chapters on pattern matching, comprehensions, and advanced functional programming. You'll also learn about Scala's command-line tools, third-party tools, libraries, and language-aware plugins for editors and IDEs. This book is ideal for beginning and advanced Scala developers alike. Program faster with Scala's succinct and flexible syntax Dive into basic and advanced functional programming (FP) techniques Build killer big-data apps, using Scala's functional combinators Use traits for mixin composition and pattern matching for data extraction Learn the sophisticated type system that combines FP and object-oriented programming concepts Explore Scala-specific concurrency tools, including Akka Understand how to develop rich domain-specific languages Learn good design techniques for building scalable and robust Scala applications

Leverage Scala and Machine Learning to study and construct systems that can learn from data About This Book Explore a broad variety of data processing, machine learning, and genetic algorithms through diagrams, mathematical formulation, and updated source code in Scala Take your expertise in Scala programming to the next level by creating and customizing AI applications Experiment with different techniques and evaluate their benefits and limitations using real-world applications in a tutorial style Who This Book Is For If you're a data scientist or a data analyst with a fundamental knowledge of Scala who wants to learn and implement various Machine learning techniques, this book is for you. All you need is a good understanding of the Scala programming language, a basic knowledge of statistics, a keen interest in Big Data processing, and this book! What You Will Learn Build dynamic workflows for scientific computing Leverage open source libraries to extract patterns from time series Write your own classification, clustering, or evolutionary algorithm Perform relative performance tuning and evaluation of Spark Master probabilistic models for sequential data Experiment with advanced techniques such as regularization and kernelization Dive into neural networks and some deep learning architecture Apply some basic multiarm-bandit algorithms Solve big data problems with Scala parallel collections, Akka actors, and Apache Spark clusters Apply key learning strategies to a technical analysis of financial markets In Detail The discovery of information through data clustering and classification is becoming a key differentiator for competitive organizations. Machine learning applications are everywhere, from self-driving cars, engineering design, logistics, manufacturing, and trading strategies, to detection of genetic anomalies. The book is your one stop guide that introduces you to the functional capabilities of the Scala programming language that are critical to the creation of machine learning algorithms such as dependency injection and implicits. You start by learning data preprocessing and filtering techniques. Following this, you'll move on to unsupervised learning techniques such as clustering and dimension reduction, followed by probabilistic graphical models such as Naive Bayes, hidden Markov models and Monte Carlo inference. Further, it covers the discriminative algorithms such as linear, logistic regression with regularization, kernelization, support vector machines, neural networks, and deep learning. You'll move on to evolutionary computing, multiband algorithms, and reinforcement learning. Finally, the book includes a comprehensive overview of parallel computing in Scala and Akka followed by a description of Apache Spark and its ML library. With updated codes based on the latest version of Scala and comprehensive examples, this book will ensure that you have more than just a solid fundamental knowledge in machine learning with Scala. Style and approach This book is designed as a tutorial with hands-on exercises using technical analysis of financial markets and corporate data. The approach of each chapter is such that it allows you to understand key concepts easily.

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.

Scala is now an established programming language developed by Martin Odersky and his team at the EPFL. The name Scala is derived from Scala(ble) La(nguage). Scala is a multi-paradigm language, incorporating object oriented approaches with functional programming. Although some familiarity with standard computing concepts is assumed (such as the idea of compiling a program and executing this compiled from etc.) and with basic procedural language concepts (such as variables and allocation of values to these variables) the early chapters of the book do not assume any familiarity with object orientation nor with functional programming These chapters also step through other concepts with which the reader may not be familiar (such as list processing). From this background, the book provides a practical introduction to both object and functional approaches using Scala. These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming. Students and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable.

Learn to solve scientific computing problems using Scala and its numerical computing, data processing, concurrency, and plotting libraries About This Book Parallelize your numerical computing code using convenient and safe techniques. Accomplish common high-performance, scientific computing goals in Scala. Learn about data visualization and how to create high-quality scientific plots in Scala Who This Book Is For Scientists and engineers who would like to use Scala for their scientific and numerical computing needs. A basic familiarity with undergraduate level mathematics and statistics is expected but not strictly required. A basic knowledge of Scala is required as well as the ability to write simple Scala programs. However, complicated programming concepts are not used in the book. Anyone who wants to explore using Scala for writing scientific or engineering software will benefit from the book. What You Will Learn Write and read a variety of popular file formats used to store scientific data Use Breeze for linear algebra, optimization, and digital signal processing Gain insight into Saddle for data analysis Use ScalaLab for interactive computing Quickly and conveniently write safe parallel applications using Scala's parallel collections Implement and deploy concurrent programs using the Akka framework Use the Wisp plotting library to produce scientific plots Visualize multivariate data using various visualization techniques In Detail Scala is a statically typed, Java Virtual Machine (JVM)-based language with strong support for functional programming. There exist libraries for Scala that cover a range of common scientific computing tasks [\(\)](#) from linear algebra and numerical algorithms to convenient and safe parallelization to powerful plotting facilities. Learning to use these to perform common scientific tasks will allow you to write programs that are both fast and easy to write and maintain. We will start by discussing the advantages of using Scala over other scientific computing platforms. You will discover Scala packages that provide the functionality you have come to expect when writing scientific software. We will explore using Scala's Breeze library for linear algebra, optimization, and signal processing. We will then proceed to the Saddle library for data analysis. If you have experience in R or with Python's popular pandas library you will learn how to translate those skills to Saddle. If you are new to data analysis, you will learn basic concepts of Saddle as well. We'll explore the numerical computing environment called ScalaLab. It comes bundled with a lot of scientific software readily available. We will use it for interactive computing, data analysis, and visualization. In the following chapters, we will explore using Scala's powerful parallel collections for safe and convenient parallel programming. Topics such as the Akka concurrency framework will be covered. Finally, you will learn about multivariate data visualization and how to produce professional-looking plots in Scala easily. After reading the book, you should have more than enough information on how to start using Scala as your scientific computing platform Style and approach Examples are provided on how to use Scala to do basic numerical and scientific computing tasks. All the concepts are illustrated with more involved examples in each chapter. The goal of the book is to allow you to translate existing experience in scientific computing to Scala.

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