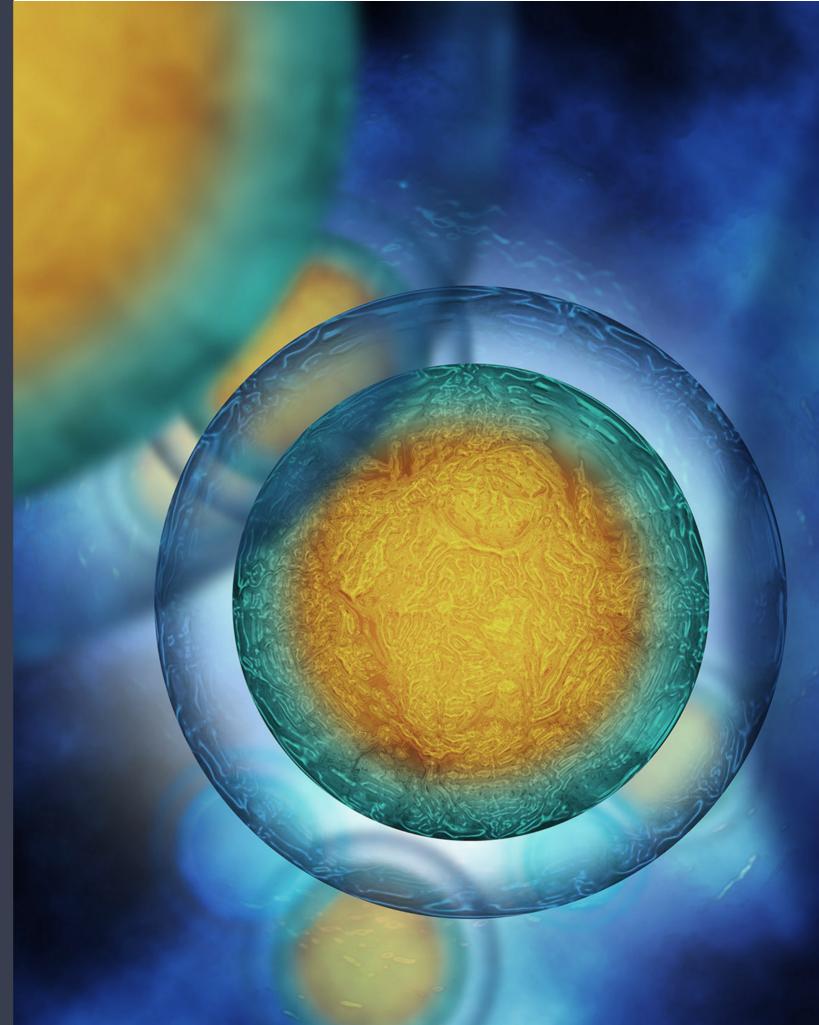
FE3CWS

NJMEGEN TEACHER TRAINING MATERIAL

Intellectual output 3 of the ERASMUS+ project 2017-1-SK01-KA203-035402



Some words about the CONTENTS

- A single but powerful topic related to software composition, comprehension and correctness
- Available in 7 languages: English, Hungarian, Slovak, Croatian, Romanian, Bulgarian and Portuguese

Co-funded by the Erasmus+ Programme of the European Union



Second Teacher Training Material - "Functional Programming in the New Devices Lab".

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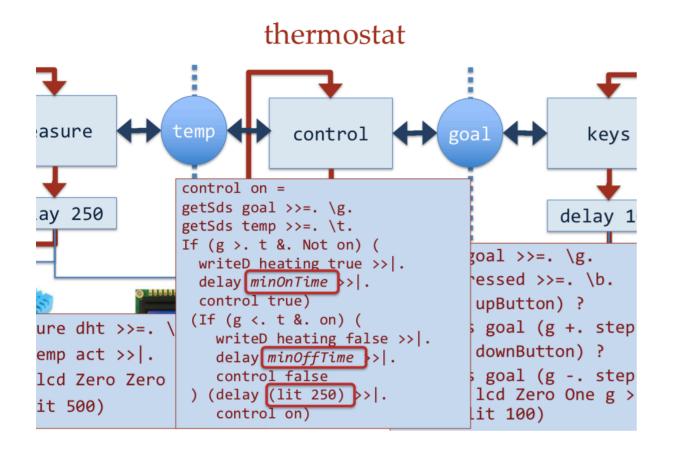
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ABOUT

The Teacher training in Nijmegen the Netherlands covers five days of intensive schooling and cooperation at the Radboud University Nijmegen. The goals of this Teacher Training within the FE3CWS project was to bring the participants on par with the current state-of-art of functional programming and Task Oriented Programming, TOP. The topics treaded covers:

- Recap of pure functional programming in Clean. See <u>https://clean.cs.ru.nl/Clean</u>.
- Generic programming: how to define manipulations that work for any first order data type, even for types that are not yet defined.
- TOP to specify the cooperation of humans and automated tasks to achieve goals. The iTask system supports and monitors the execution of tasks. See https://clean.cs.ru.nl/ ITasks. Interaction with users is mainly done via web-based editors that are generated from the types used in the high-level task definitions. The TOP formalism contains a small number of flexible basic tasks (like web-editors and control of IoT peripherals) and a set of combinators for the parallel and sequential composition of tasks.





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2 Refresh worklist						
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2 Refresh task						
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Version:) Just Nothing					
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TOP to control the Internet of Things, IoT.

TOP is very suited to control the IoT and frees the developers from the burden of many programming languages, protocols, interfaces and their interoperability. To cope with the limited computing power and energy constraints of the IoT devices a special Domain Specific Language, DSL, called mTasks is made to program the IoT devices. The iTask and mTask systems work seamlessly together to connect the world of web-based tasks with the tiny tasks running on the IoT.

The teaching of these topics was done by a combination of interactive tutorials and hands-on programming with the participants. The topics of this teacher training are in the heart of the project. The concise programs at a high level of abstraction directly contributes to their comprehensibility. The task combinators are a very useful illustration of composability in software. The static type system of the pure functional host language Clean ensures that runtime type errors cannot occur. Together with the concise notation in these DSLs this contributes to the correctness of TOP programs.

DOWNLOAD LINKS

https://fe3cws.kpi.fei.tuke.sk/O3ENG.html

BLINKING LEDS = HELLO WORLD

Arduino code

void setup(){

pinMode(D4, OUTPUT);

}

}

void loop(){

digitalWrite(D4, HIGH);

delay(500);

digitalWrite(D4, LOW);

delay(500);

mTask (Clean) code

blink :: Main (MTask v ()) | mtask v

blink = { main=rpeat (

writeD d4 (lit True)

>>|. delay (lit 500)

>>|. writeD d4 (lit False)

>>|. delay (lit 500)

)}

TWO FACTORIAL EXAMPLES

```
factorial :: Int \rightarrow Main (MTask v Int) | mtask v
factorial x =
   fun \lambda fac=(\lambda i \rightarrow
       If (i ==. lit zero)
           (lit one)
           (i *. fac (i -. lit one))) In
   {main=rtrn (fac (lit i))}
//Tail call optimized factorial
factorial' :: Int \rightarrow Main (MTask v Int) | mtask v
factorial' x =
   fun \lambda facacc=(\lambda (n,a) \rightarrow
       If (n ==. lit zero)
           а
           (facacc (n -. lit one, n*.a))) In
   fun \lambda fac=(\lambda i \rightarrow
       facacc (i, lit one)) In
   {main=rtrn (fac (lit i))}
```

BLINKING LEDS THE FUNCTIONAL WAY IN MTASK

```
module blink
 1
 \mathbf{2}
 3
    import StdEnv, iTasks
 4
 \mathbf{5}
    import Interpret
    import Interpret.Device.TCP
 6
 \overline{7}
 8
    Start :: *World \rightarrow *World
 9
    Start w = doTasks main w
10
11
    main :: Task Bool
12
    main = enterDevice >>= \lambda spec \rightarrow withDevice spec
13
        \lambda \, \text{dev} \rightarrow \text{liftmTask} blink dev -|| viewDevice dev
14
    where
15
        blink :: Main (MTask v Bool) | mtask v
16
        blink
17
             = fun \lambda blink=(\lambda x \rightarrow
18
                       delay (lit 500)
                 >> |. writeD d4 x
19
20
                 >>=. blink o Not)
21
            In {main=blink (lit True)}
```

INTERACTIVE BLINKING

```
main :: Task Bool
 1 ||
 2
     main = enterDevice >>= \lambda spec \rightarrow withDevice spec
        \lambda \, \text{dev} \rightarrow \text{withShared} 500 \lambda \, \text{delayShare} \rightarrow
 3
                  liftmTask (blink delayShare) dev
 4
 \mathbf{5}
            -|| updateSharedInformation "Interval" [updater] delayShare
 6
    where
 7
        updater :: UpdateOption Int Int
 8
        updater = UpdateUsing (\lambda x \rightarrow (x, x)) (const fst)
 9
            (panel2
10
                (slider <<0 minAttr 5 <<0 maxAttr 10000)
                (integerField <<@ enabledAttr False))</pre>
11
12
13
        blink :: (Shared s Int) → Main (MTask v Bool) | mtask, liftsds v & RWShared s
14
        blink delayShare = liftsds \lambda delaysh=delayShare
            In fun \lambda blink=(\lambda x \rightarrow
15
                       writeD d4 x
16
17
                >>|. getSds delaysh
18
                >>~. delay
19
                >>=. \lambda_{-} \rightarrow \text{blink} (Not x))
20
            In {main=blink (lit True)}
```

AN INTERACTIVE MTASK PROGRAM FOR Interacting with the led matrix

```
1 \parallel :: Ledstatus = \{x :: Int, y :: Int, status :: Bool\}
 \mathbf{2}
    derive class iTask Ledstatus
 3
 4
    main = enterDevice >>= \lambda spec \rightarrow withDevice spec
 \mathbf{5}
        \lambda \, \text{dev} \rightarrow \text{viewDevice dev} >^*
\mathbf{6}
            [OnAction (Action "Toggle") (always (
 7
                enterInformation () [] >>= \lambda s \rightarrow liftmTask (toggle s) dev
 8
                   >>~ viewInformation "done" []))
9
            ,OnAction (Action "Clear") (always (
10
               liftmTask clear dev
11
               >>~ viewInformation "done" []))
            ] @! ()
12
13
    where
        dot lm s = LMDot lm (lit s.x) (lit s.y) (lit s.status)
14
15
        toggle :: Ledstatus \rightarrow Main (MTask v ()) | mtask, LEDMatrix v
16
        toggle s = ledmatrix D5 D7 \lambda lm \rightarrow \{ main=dot lm s >> \}. LMDisplay lm}
17
18
19
        clear :: Main (MTask v ()) | mtask, LEDMatrix v
20
        clear = ledmatrix D5 D7 \lambda lm \rightarrow \{main=LMClear lm >>|. LMDisplay lm\}
```

MEASURE TEMPERATURE AND HUMIDITY

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