

# Fundamentals of Perl 6 From Zero to Scripting

By Jeffrey Goff, in conjunction with O'Reilly Media

# What Is Perl 6?

- Perl's newest language family member
- Released Christmas 2015
- Dynamically typed
- Runs on multiple VMs

# Where is it Used?

- System Administration
- Web Hosting
- Database Administration
- Gaming
- MIDI and Computer Music

# Where Do I Find New Toys?

- <http://modules.perl6.org>
- <https://github.com/tadzik/panda>
- <https://github.com/ugexe/zef>

# Where Do I Go For Help?

- <http://www.perl6.org>
- <http://docs.perl6.org>
- <https://modules.perl6.org>
- `irc://irc.freenode.net #perl6`

# Perl 6 at the Command Line

```
$ perl6 -e'say "Hello, world!";'
```

# How To Express Yourself

```
$ perl6 -e'say "1 + 2 is ", 1 + 2;'
```

```
1 + 2 is 3
```

```
$ perl6 -e'say "1 + 2 is {1 + 2}";'
```

```
1 + 2 is 3
```

# How To Say Things

```
$ perl6 -e 'say "Hello, World!";'
```

Hello, World!

```
$ perl6 -e 'say qq{"Well...", she said};'
```

"Well...", she said



# Perl 6 on the file system

```
#!/usr/bin/env perl6  
say "Hello, world!";
```

# How to Store Things

- Singular variables
  - `$thing` – stores a single value such as 1 or “Hello”
  - `&function` – stores a function
- Plural variables
  - `@cubicles` – Stores a list of singular variables
  - `%dictionary` – Stores a hash table

# Singular Variables

- Start with \$ (or &, but that's for advanced users)
- Names start with Unicode alphabetic character
  - Yes, \$Ω and \$Ж are legal variable names
  - So are \$double\_07 and \$MI-6
  - But not \$1st or \$1.81-Gigawatts
- Hold strings, numbers or objects
- Can have optional types

# What Can You Store In Them?

- Numbers
  - Integers
  - Rationals
  - Complex
- Strings
  - Anything in Unicode like “ $\forall a:a \in \mathbb{N}$ ”
- Objects
  - From classes or modules you create or load

# How To Declare Them

```
#!/usr/bin/env perl6  
my $year = 2017;  
my Str $place = "Babylon 5";  
say "The year is $year";  
say "The place is $place";
```

The year is 2017

The place is Babylon 5

# Fundamental Arithmetic

- `perl -E 'say 0.1 + 0.2 - 0.3'`
  - `+5.55111512312578e-17`
- `python -c 'print 0.1 + 0.2 - 0.3'`
  - `+5.55111512312578e-17`
- `ruby -e 'print 0.1 + 0.2 - 0.3'`
  - `+5.55111512312578e-17`
- `perl6 -e 'say 0.1 + 0.2 - 0.3'`
  - `0`

# Optional Typing

```
$ perl6 -e'my $ship = "Red Dwarf"; say "on  
board $ship";'
```

on board Red Dwarf

```
$ perl6 -e'my Str $ship = "Red Dwarf"; say "on  
board $ship";'
```

on board Red Dwarf

# Type Checking

```
$ perl6 -e'my $a = "Hello World"; say $a'  
Hello World
```

```
$ perl6 -e'my Str $a = 123; say $a'
```

```
Type check failed in assignment to $a;  
expected Str but got Int (123) in block <unit>  
at -e line 1
```



# String Interpolation

```
$ perl6 -e 'my Str $a = "World!"; say "Hello $a";'  
Hello World!
```

```
$ perl6 -e 'my Str $a = "World!"; say q{Hello $a};'  
Hello $a
```

# Comparisons

```
$ perl6 -e 'say 1 < 3;'
```

True

```
$ perl6 -e 'say 1 > 3;'
```

False

```
$ perl6 -e 'say "Yes" if 1 < 3;'
```

Yes

# Branching

```
my $answer = 17;  
my $guess = 32;  
if $answer == $guess {  
    say "Got it right!"  
}  
elseif $answer < $guess {  
    say "Too low!"  
}  
}
```

# Multi-Way Branching

```
if $answer < $guess {  
    say "Guess is too high"  
} elsif $answer > $guess {  
    say "Guess is too low"  
} else {  
    say "Guess is just right!"  
}
```

# String comparison

```
my $answer = "animal";  
my $guess = "vegetable";  
if $answer eq $guess {  
    say "Guessed $guess, got it right!"  
} else {  
    say "I guessed wrong"  
}
```

# Accepting User Input

```
my $name;  
print "name> ";  
$name = $*IN.get;  
say "My name is $name";
```

```
name> Larry
```

```
My name is Larry
```

# How to Loop

```
my $done;
while not $done {
    my $guess;
    print "guess> ";
    $guess = $*IN.get;
    if $guess == 42 {
        $done = 1;
    }
}
```

# Your First Exercise

Write a simple “Guess My Number” game in Perl 6.

You can create a “hidden” number with this statement:

```
my $hidden-number = 128.rand;
```

- Create a “hidden” number for the user to guess
- Loop until the user guesses correctly.
  - Let the user enter a guess (with `my $guess = $*IN.get;`)
  - If the guess is correct, print “You guessed it!” and exit.
  - If the guess is too low, print “Too low!” and give the user another chance
  - If the guess is too high, print “Too high!” and give the user another chance
  - Optional: If the user enters a negative value, print “Bye!” and exit.



# One Way To Do It

```
my Int $target = 128.rand;
my $done;
while not $done {
  my $guess;
  print "your guess> ";
  $guess = $*IN.get;
  if $guess < 0 {
    say "bye!";
    $done = 1;
  } elsif $guess < $target {
    say "Guess too low!";
  } elsif $guess > $target {
    say "Guess too high!"
  } else {
    say "Just right!";
    $done = 1;
  }
}
```

# Advanced Text Comparison

- Partial matching – substrings
  - “double 007” ~ ~ / 7 /
- Anchored matching
  - “double 007” ~ ~ / ^ double /
- Generic matching
  - “double 007” ~ ~ / \w+ /

# Plural Variables

- Start with @ or %
- @-variables hold 0+ singular values
  - my @x; @x[0] = 42;
- %-variables hold 0+ dictionary pairs
  - my %x; %x{'key'} = 'value';

# A Little About Arrays

- Ordered data type
- Cells can contain almost anything
  - Including arrays, allowing recursive structures
  - Including hashes, allowing complex data types
- Dynamically allocated
- Built-in iterators
- Built-in list comprehension

# Working with Lists

my @evens = 2, 4, 6;

say "The even numbers are", @evens;

The even numbers are 2 4 6

say "The even numbers are really {@evens}";

The even numbers are really 2 4 6

# Slicing and Dicing

```
my @evens = 2, 4, 6;
```

```
say "The last even is @evens[2]";
```

The last even is 6

```
say "The first two evens are @evens[0,1]";
```

The first two evens are 2 4

# Mixed Arrays

```
my @mixed = 1, 'apple', 2, 'banana';  
say "Fruit salad is @mixed[1,3]";
```

Fruit salad is apple banana

# Operations On Lists

```
my @a = 1, 3, -5, 0, 2;
```

```
say "max: ", max @a;
```

```
say "min: ", min @a;
```

```
say "average: ", sum( @a ) / @a.elems;
```

```
max: 3
```

```
min: -5
```

```
average: 0.2
```



# List Operations

my @a = 1, -3, 5, 6, 5;

say "sorted: ", sort @a;

say "backwards: ", reverse @a;

sorted: -3 1 5 5 6

backwards: 5 6 5 -3 1

# Reductio Ad Absurdum

my @up-to-four = 1, 2, 3, 4;

say "1 + 2 + 3 + 4 = ", sum @up-to-four;

say "Also = ", [+] @up-to-four;

Say "4! = ", [\*] @up-to-four;

$$1 + 2 + 3 + 4 = 10$$

$$\text{Also} = 10$$

$$4! = 24$$

# Higher-Order Functions

```
my @mixed-bag = 1, 2, -3, 6;
```

```
say "positives: ", grep { $^a > 0 }, @mixed-bag;
```

```
say "plus one: ", map { $^a + 1 }, @mixed-bag;
```

```
positives: 1 2 6
```

```
plus one: 2 3 -2 7
```

# Queueing

```
my @queue = 1, 2, 3;  
push @queue, 4;  
say "first: ", @queue.first;  
say "rest: ", @queue.rest;
```

```
first: 1
```

```
rest: 2 3 4
```

# Recap

- Arrays are an ordered list of slots
- say “the first name is “, @name[0];
- @name[100] = “foo”;
- say @name[1,2];
- say “sorted: “, sort @name;
  - say “sorted: “, @name.sort;

# Hashes

- %-variables are called “hashes”
  - Sometimes “dictionaries” or “associative arrays”
- Hashes are key-value stores
- Keys must be strings or integers
- Values can be anything
  - Including arrays, objects or even other hashes
- Built-in iterator methods
- Good for quick prototypes

# Hash Basics

```
my %character =  
  name => 'Dajeil',  
  age => 197;  
say %character{'name'}, ' is ',  
%character{'age'};
```

Dajeil is 197

# Digging deeper

```
my %eccleston =  
    first => 'Christopher', last => 'Eccleston';  
my %tennant =  
    first => 'David', last => 'Tennant';  
my @doctor =  
    %eccleston, %tennant;  
say "The first New Who Doctor is ", @doctor[0]{'first'};
```

The first New Who Doctor is Christopher



# Hashes in the Balance

- Fast lookup –  $O(1)$
- Self-documenting
  - Want a name? say `%employee{'name'}`
- Prone to typos
  - say `%employee{'naem'}`
  - Spend 10 minutes wondering where the name went
- Can insert anything into a value
  - `%employee{'name'} = 'Demeisen';`
  - `%employee{'name'} = 1, 2, 7;`

# Enter the Object

- Compiled to real  $O(1)$  access
- Keys checked for typos
- Values checked for types
- Inherit from other “structs”
- A bit long-winded

# Making the Transition

```
my %employee = name => 'Dajeil';  
say "name: ", %employee{'name'};
```

```
class Employee { has $.name };  
my Employee $employee =  
    Employee.new( name => 'Dajeil' );  
say "name: ", $employee.name;
```

# High Finance in Perl 6

```
class Account {  
    has $.name;  
    has $.balance;  
}  
my $checking =  
    Account.new(  
        name => 'Bill', balance => 3200 );  
say $checking.name, " has €", $checking.balance;
```

Bill has €3200

# Being Methodical

```
class Account {  
  has $.name;  
  has $.balance;  
  method debit( $amount ) {  
    $!balance = $.balance + $amount;  
  }  
}  
  
my $account = Account.new( name => 'Bill', balance => 32 );  
$account.debit(100);  
say $account.name, “ has a balance of €”, $account.balance;
```

Bill has a balance of €132

# Ledger(demain)

my @bank =

```
    Account.new(...), Account.new(...);
```

```
for @bank -> $account {
```

```
    $account.add-interest( 0.1 );
```

```
    $account.audit();
```

```
}
```

```
...
```

Alice has €4400

Bob has €3300

The bank has €7700, and has paid €700 in interest.

# My Answer part 1

```
class Account {  
  has $.name;  
  has $.balance;  
  method audit() {  
    say $.name, " has €", $.balance;  
  }  
  method add-interest( $amount ) {  
    $!balance = $.balance + $balance * $amount;  
  }  
}
```

# My answer part 2

```
my @bank =  
    Account.new( name => 'Alice', balance => 4000 ),  
    Account.new( name => 'Bob', balance => 3000 );  
my $total = 0;  
for @bank -> $account {  
    $account.add-interest( 0.1 );  
    $account.audit();  
    $total = $total + $account.balance;  
}  
say "The bank has €", $total;
```



# Winding Things Up

- Variables are declared using 'my'
  - my \$name;
- Use '\$' to hold a single thing
- Use '@' or '%' to hold a list of things
  - @doctor[0] to peek at an entry
  - %doctor{'first-name'} to peek at an entry
- Use classes if you want to be strict or take actions.
- Containers can be used to create complex structures
- for @name -> \$x { } iterates over arrays
- Match strings with ~~

# Questions, or Bonus Round?

- The bonus round includes:
- Easier string manipulation
- Advanced OO techniques
- Advanced method calls

# Bonus Slide: Strings

```
my $name = "Rose Tyler";
```

```
say "My name is $name";
```

My name is Rose Tyler

```
my $balance = 32;
```

```
say "After interest, the total is {$balance + 0.1 * $balance}";
```

After interest, the total is 33.2

# Bonus slide: Advanced OO

```
role Inventory {
```

```
  has Item @.item;
```

```
}
```

```
class Character {
```

```
  does Inventory;
```

```
  has Str $.name;
```

```
  has Int $.INT where 0 < * < 18;
```

```
}
```

# Method signatures

```
method add-interest(
```

```
  Real $amount where  $0 < * < 1$  ) {
```

```
}
```

```
$account.add-interest(-1) # Fails at runtime
```

```
method set-type( Str $type = 'checking' ) {
```

```
  $.type = $type;
```

```
}
```

```
$account.set-type(); # sets to checking
```

```
$account.set-type('savings'); # sets to savings
```

# Bonus slide: Advanced parsing

my \$JSON = '{ "hello" : 1 }';

my regex quoted-string { \" .+? \"};

my regex integer { \d+ };

\$JSON ~~ / '{' <quoted-string> ':' <integer> '}' /;

say "name is ", \$/<quoted-string>;

say "and value is ", \$/<integer>;