

Scala Cheatsheet

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Types:

Byte:
Short:
Char:
Int: 3
Long: 3.4
Float: 3.4
Double: 3.4
Boolean: true
Unit: {}
String: "Hello World"

Keywords:

abstract:
case:
catch:
class:
def:
do:
else:
extends:
false:
final:
finally:
for:
forSome:
if:
implicit:
import:
lazy:
match:
new:
null:
object:
override:
package:
private:
protected:
return:
sealed:
super:
this:
throw:
trait:
try:
true:
type:
val:
var:
while:
with:
yield:
- :
: :
= :
=> (=>):
<- (<-):
<: :
<% :
>: :
:

@ :

Compilable Object:

```
object HelloWorld {  
  def main(args: Array[String]) {  
    println("Hello World!")  
  }  
}
```

Conditionals:

```
if (a == b) 3  
else if (a < b) 4  
else 7
```

For Comprehensions:

```
for (x <- List(1, 2, 3)  
     if (x % 2 == 1))  
  yield x * 2
```

Pattern Matching:

```
maybeNum match {  
  None => println("No Value.")  
  Some(1) => println("Just One.")  
  Some(x) => println("Value: " + x)
```

Basic GUI Application:

```
import swing._  
import swing.event._  
  
object Example extends  
SimpleSwingApplication {  
  def top = new MainFrame {  
    title = "Example"  
    val aButton = new Button  
      { text = "Start" }  
    contents = aButton  
    listenTo(aButton)  
    reactions += {  
      case ButtonClicked(`aButton`) =>  
        aButton.text = "Clicked" } } }
```