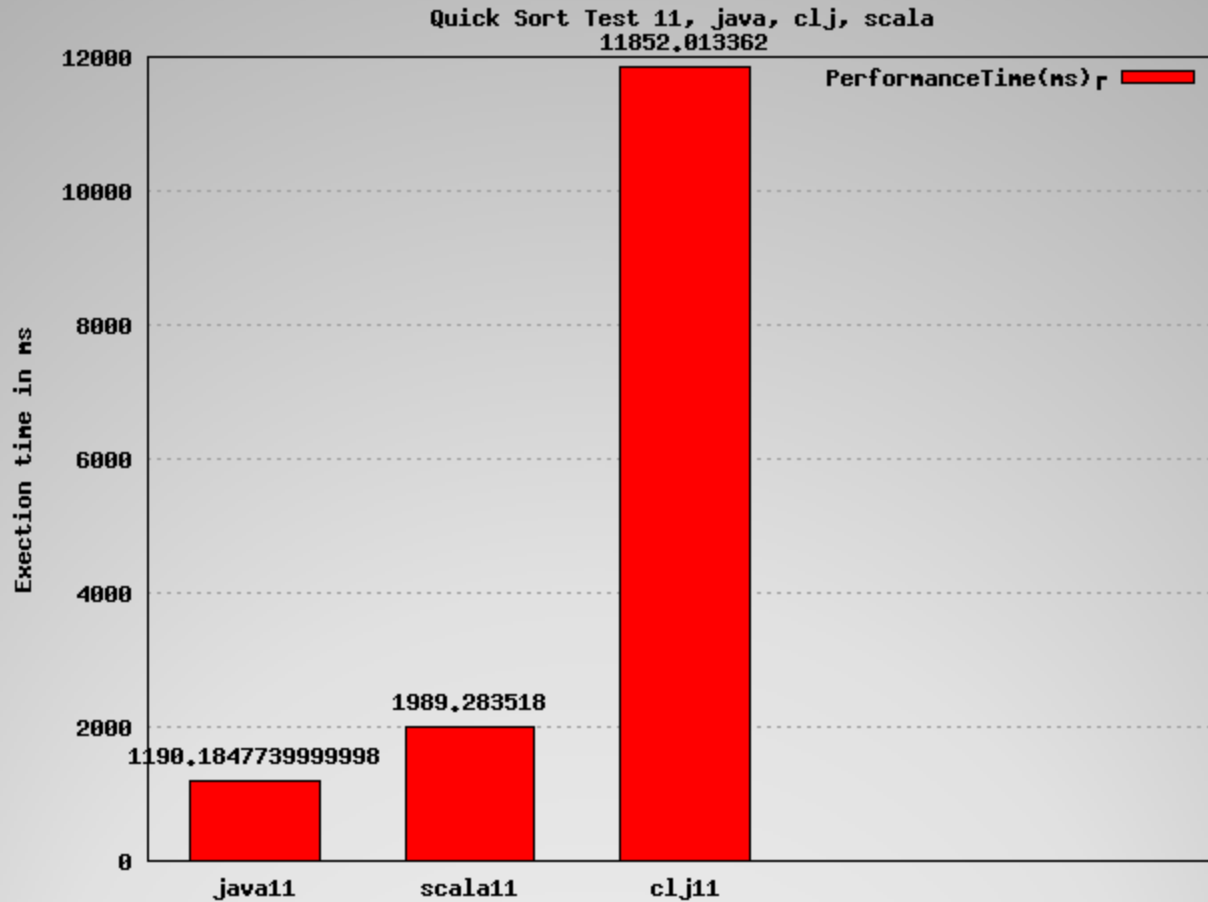


Team Team Lambda

Introducing Clojure

- Lisp dialect
- Declarative and dynamic
- Built on JVM
- Designed for concurrency

Clojure Is...



Clojure Performance

Haskell	Clojure
<code>1 + 2</code>	<code>(+ 1 2)</code>
<code>[]</code>	<code>()</code> or <code>(list)</code> or <code>`()</code>
<code>[1,2,3]</code>	<code>(list 1 2 3)</code> or <code>`(1 2 3)</code>
<code>head ls</code>	<code>(first ls)</code>
<code>tail ls</code>	<code>(rest ls)</code>
<code>head (tail ls)</code>	<code>(second ls)</code>
<code>map fn ls</code>	<code>(map fn ls)</code>
<code>"Hello, " ++ "World!"</code>	<code>(str "Hello, " "World!")</code>
<code><- readFile "test.txt"</code>	<code>(slurp "test.txt")</code>
<code>writeFile "test.txt" "Howdy"</code>	<code>(spit "test.txt" "Howdy")</code>

Clojure Basics

- Agents store the concurrent state
- Use “send” to call a function with an agent in a new thread
- Use “await” to wait for a dispatched thread to finish

```
(let [count (agent 1)]  
      (send a increment) ; increment defined elsewhere  
      (await count))
```

- Use “dosync” when reading/writing shared memory

Clojure Concurrency