

F# - DISCRIMINATED UNIONS

http://www.tutorialspoint.com/fsharp/fsharp_discriminated_unions.htm

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Unions, or discriminated unions allows you to build up complex data structures representing well-defined set of choices. For example, you need to build an implementation of a *choice* variable, which has two values yes and no. Using the Unions tool, you can design this.

Syntax

Discriminated unions are defined using the following syntax –

```
type type-name =  
    | case-identifier1 [of [ fieldname1 : ] type1 [ * [ fieldname2 : ]  
type2 ...]  
    | case-identifier2 [of [fieldname3 : ]type3 [ * [ fieldname4 : ]type4 ...]  
    ...
```

Our simple implementation of *choice*, will look like the following –

```
type choice =  
    | Yes  
    | No
```

The following example uses the type choice –

```
type choice =  
    | Yes  
    | No  
  
let x = Yes (* creates an instance of choice *)  
let y = No (* creates another instance of choice *)  
let main() =  
    printfn "x: %A" x  
    printfn "y: %A" y  
main()
```

When you compile and execute the program, it yields the following output –

```
x: Yes  
y: No
```

Example 1

The following example shows the implementation of the voltage states that sets a bit on high or low –

```
type VoltageState =  
    | High  
    | Low  
  
let toggleSwitch = function (* pattern matching input *)  
    | High -> Low  
    | Low -> High  
  
let main() =  
    let on = High  
    let off = Low  
    let change = toggleSwitch off  
  
    printfn "Switch on state: %A" on  
    printfn "Switch off state: %A" off  
    printfn "Toggle off: %A" change  
    printfn "Toggle the Changed state: %A" (toggleSwitch change)
```

```
main()
```

When you compile and execute the program, it yields the following output –

```
Switch on state: High  
Switch off state: Low  
Toggle off: High  
Toggle the Changed state: Low
```

Example 2

```
type Shape =  
    // here we store the radius of a circle  
    | Circle of float  
  
    // here we store the side length.  
    | Square of float  
  
    // here we store the height and width.  
    | Rectangle of float * float  
  
let pi = 3.141592654  
  
let area myShape =  
    match myShape with  
    | Circle radius -> pi * radius * radius  
    | Square s -> s * s  
    | Rectangle (h, w) -> h * w  
  
let radius = 12.0  
let myCircle = Circle(radius)  
printfn "Area of circle with radius %g: %g" radius (area myCircle)  
  
let side = 15.0  
let mySquare = Square(side)  
printfn "Area of square that has side %g: %g" side (area mySquare)  
  
let height, width = 5.0, 8.0  
let myRectangle = Rectangle(height, width)  
printfn "Area of rectangle with height %g and width %g is %g" height width (area  
myRectangle)
```

When you compile and execute the program, it yields the following output –

```
Area of circle with radius 12: 452.389  
Area of square that has side 15: 225  
Area of rectangle with height 5 and width 8 is 40
```