

Parallel and Distributed Computing

Alberto Paoluzzi – Lecture 27 – Programming Guidelines in Julia

Fri 20-05-2022

Hands-on Julia Programming: 10 Programming Guidelines in Julia

From: Sambit Kumar Dash: [Hands-on Julia Programming](#), BPB Publications, October 2021.

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- 2 Traits in Julia

Section 1

10. Programming Guidelines in Julia

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- Introduction

Programming Guidelines in Julia 1/2

- Introduction
- Structure

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- Introduction
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- Objective

Programming Guidelines in Julia 1/2

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- Structure
- Objective
- Background

Programming Guidelines in Julia 1/2

- Introduction
- Structure
- Objective
- Background
- Guidelines for maintainability

Programming Guidelines in Julia 1/2

- Introduction
- Structure
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- Guidelines for maintainability
- Coding style

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- Guidelines for maintainability
- Coding style
- Functional programming principles

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- Structure
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- Coding style
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- Declarative programming

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- Functions with no side effects

Programming Guidelines in Julia 1/2

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- Immutability

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- Immutability
- Commonly used patterns

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- Interfaces

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- Super types

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- Delegation

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- Accessor methods

Programming Guidelines in Julia 2/2

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- Contributing to open source

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Programming Guidelines in Julia 2/2

- Immutability
- Commonly used patterns
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- Contributing to Julia
- Conclusion

Section 2

Traits in Julia

Traits in Julia

Traits in Julia language

<https://docs.julialang.org/en/v1/manual/types/>

Types-vs-Traits-for-Dispatch

The Emergent Features of JuliaLang: Part II – Traits