

Summary of Haskell classes

For more detail see section 6 of the Haskell 98 Language and Libraries Revised Report.

1. *Input-output*

Show

- has `show` function that converts value to string

Read

- has `read` function that converts string to value

2. *equality and order*

Eq

- has concept of equality
- has `==` and `/=` functions

Ord

- extends Eq
- has concept of order
- has `<`, `<=`, `>`, `>=` and `compare` functions

3. *numerical classes*

Num (for “numeric”)

- extends Eq, Show
- includes the types `Int`, `Integer`, `Float`, `Double`
- has concept of arithmetic operations
- has `+`, `-`, `*`, `abs`, and `fromInteger` functions

Integral

- includes the types `Int`, `Integer`
- has concept of remainder
- has `quot`, `rem`, `div`, `mod` and `toInteger` functions

Fractional

- extends Num
- includes the types `Float`, `Double`
- has concept of division
- has `/`, `recip`, and `fromRational` functions

Floating

- extends Fractional
- includes the types `Float`, `Double`
- has trig functions, exponentials and logarithms, etc.
- has `exp`, `log`, `sqrt`, `sin`, `cos`, `...`, `asin`, `...`, `sinh`, `...`, `asinh`, `...`

4. *classes from category theory*

Monad

- includes the types `IO`, `Maybe`
- a very general kind of type that includes many common design patterns of Haskell

MonadPlus

- includes the types `IO`, `Maybe`
- has a bit of additional structure beyond the basic `Monad` class

Functor

- has concept of `map`
- includes types `[a]`, `Maybe`, trees and other data structures
- has a function `fmap :: Functor a => (b -> c) -> a b -> a c`
- `fmap` should satisfy `fmap(f . g) = fmap f . fmap g`

5. *miscellaneous*

Enum (for “enumeration”)

- includes many common types
- has concepts of predecessor and successor
- has `pred` and `succ` functions

Bounded

- includes many common types
- has concepts of predecessor and successor
- has `maxBound` and `minBound` functions

```
> maxBound :: Int
2147483647
> minBound :: Int
-2147483648
> maxBound :: Integer
ERROR - Cannot infer instance
*** Instance : Bounded Integer
*** Expression : maxBound
```