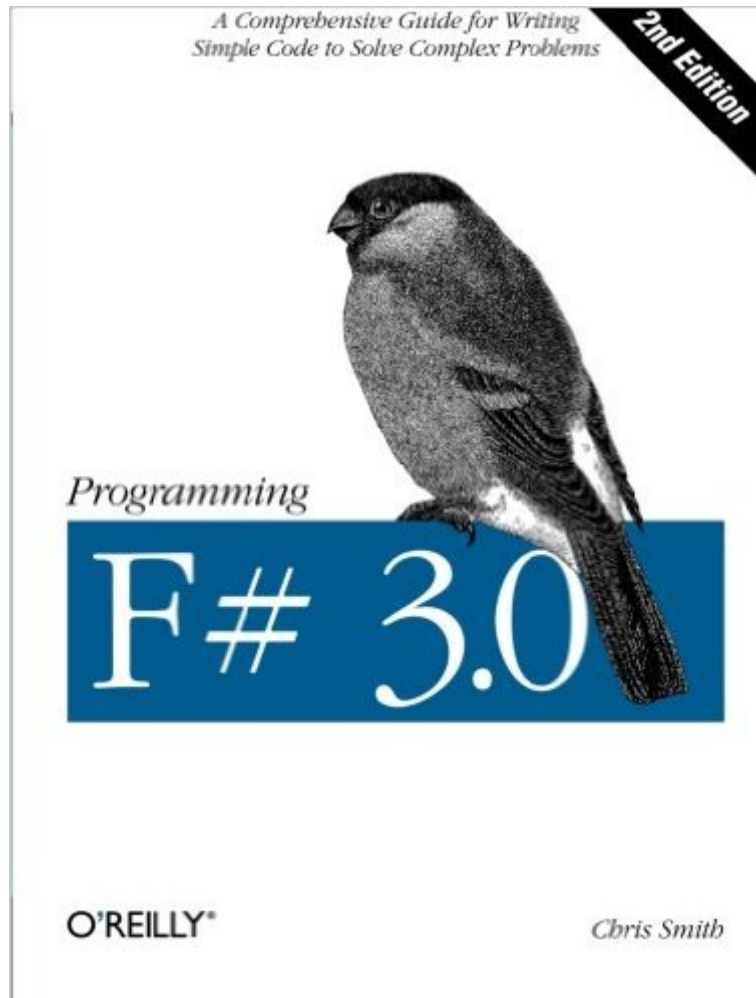


The book was found

Programming F# 3.0



Synopsis

Why learn F#? With this guide, you'll learn how this multi-paradigm language not only offers you an enormous productivity boost through functional programming, but also lets you develop applications using your existing object-oriented and imperative programming skills. You'll quickly discover the many advantages of the language, including access to all the great tools and libraries of the .NET platform. Reap the benefits of functional programming for your next project, whether you're writing concurrent code, or building data- or math-intensive applications. With this comprehensive book, former F# team member Chris Smith gives you a head start on the fundamentals and walks you through advanced concepts of the F# language. Learn F#'s unique characteristics for building applications. Gain a solid understanding of F#'s core syntax, including object-oriented and imperative styles. Make your object-oriented code better by applying functional programming patterns. Use advanced functional techniques, such as tail-recursion and computation expressions. Take advantage of multi-core processors with asynchronous workflows and parallel programming. Use new type providers for interacting with web services and information-rich environments. Learn how well F# works as a scripting language.

Book Information

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Customer Reviews

If you're looking for your first F# book, get this one. After just a few chapters, you'll see just how beautiful and simple F# is. The programs you'll write will be shorter and easier to understand than programs you write in other languages. Your code will have all the safety of .NET's static type

system, but the brevity of dynamically typed languages such as Python. You'll be able to walk away from your code for a year, and when you return to it you'll immediately see what you were doing. You'll be able to tap into the huge .NET ecosystem, and use libraries written in any other .NET language. Lastly, your F# programs will run on Linux and OSX using Mono. Chris Smith's writing is clear, succinct, and fun to read. For your second book on F#, try Expert F# 3.0.

Excellent coverage on all the language's features. However there are some parts that I didn't like: The first is that I think I didn't need to read all the way on how to implement an inverted index search engine. Just the idea of how it's implemented in some chapter would be fine. After all I bought an F# book, not a search engine book. The other, and for a similar reason, is that the book explains the .Net framework again. I understand that the book states that "no previous experience with functional programming or .NET is required" but, in my opinion, I should have read that somewhere in the cover. I could have used: More techniques that involves integrations with Type Descriptors. More functional programming techniques like the part that explains tail recursion, continuations, etc, it was an excellent chapter. I wish that part could have been longer. I would gladly trade it with the Events chapter or the search engine one.

A good book, but as a seasoned C# developer I found it jumped around a lot. In the code samples the book often uses techniques it hasn't even covered yet, and for the more bizarre and ugly aspects of the F# language (at least to a C# programmer's perspective) it very often says "we'll explain this later" without ever really doing so. Still, a good introduction to F# that left me wanting to learn more and understand why they did things a certain way.

For years, the quality of technical books has been plummeting. Within the first chapter of this book I recognized within it a modern miracle; a well-written book about programming. Not just accurate but clear, engaging, and concise. I've bought 4 copies so far, and will probably purchase more as they keep getting lent out.

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