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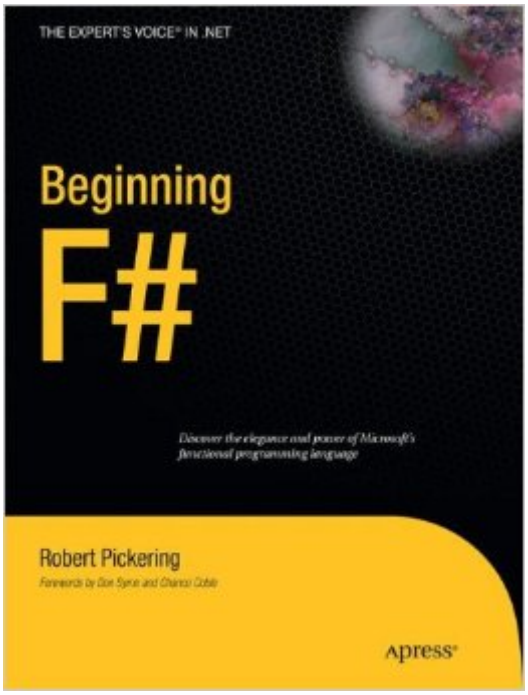
Beginning F# (Expert's Voice In .NET)



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Synopsis

Functional programming is perhaps the next big wave in application development. As experienced developers know, functional programming makes its mark by allowing application builders to develop solutions to complicated programming situations cleanly and efficiently. A rich history of functional languages, including Erlang and OCaml, leads the way to F#, Microsoft's effort to bring the elegance and focus of functional programming into the world of managed code and .NET. With Beginning F#, you have a companion that that will help you explore F# and functional programming in a .NET environment. This book is both a comprehensive introduction to all aspects of the language and an incisive guide to using F# for real-world professional development. Reviewed by Don Syme, the chief architect of F# at Microsoft Research, Beginning F# is a great foundation for exploring functional programming and its role in the future of application development. What you’ll learn A deep familiarity with the tenets and advantages of functional programming. How to understand F#'s concise and elegant syntax. How to access the huge range of libraries and components that run on the .NET Framework. How to develop for real-world scenarios using functional programming and F#. How to develop realistic applications through a comprehensive tutorial-based approach. How to learn imperative and concurrent programming techniques within the functional programming paradigm. Who this book is for F# is the future of programming (not just on .NET), and the future is now. If you are already familiar with functional programming, you'll find Beginning F# a great introduction to the language itself. If you are new to the function programming arena, this book will also serve as a superb reference to FP in general and F# specifically. Table of Contents Introduction How to Obtain, Install , and Use F# Functional Programming Imperative Programming Object-Oriented Programming Organizing, Annotating, and Quoting Code The F# Libraries User Interfaces Data Access Parallel Programming Distributed Applications Language-Oriented Programming Parsing Text Compatibility and Advanced Interoperation

Book Information

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Customer Reviews

All the F# books out there are puzzle pieces in the F# jigsaw puzzle; hence they all have a unique role to play in the milieu.This book is the most tutorial, and it covers the topic pretty thoroughly (even monads and continuations are touched on).This book is also the most ecumenical (as of this writing). That is to say, it is not Microsoft-centric: it also caters to those coming from the Unix world and those using Mono.Even if you don’t consider yourself a beginner, you’re likely to benefit from reading this book cover to cover (and for me that includes reading the legalese, the index, and the advertisements: everything!).Sometimes Robert will draw attention to what might seem like a trivial point; but he’s actually citing a representative point, and trying to instill in the reader an intuitive understanding of the design philosophy behind F#.This book even covers quotations, compilation, interpreters, parsers, and the gestalt of language oriented programming (wherein domain specific languages are crafted as a way to control complexity). These important topics might seem pretty intense for a beginner’s book, but they are presented in the same tutorial fashion that basic concepts are presented with. This is arguably the most accessible presentation of F#, and is based on one of the first books to come out.Sometimes people try to do too much too fast, without having learned the basics first. That can be a recipe for frustration that might result in failing to stay the course. This book was often just what the (proverbial) doctor ordered for me, during such times of frustration. I’m very grateful for this book, and for Robert’s helpfulness.There are code samples in this book that are real gems of great value. It will take me years to fully digest all the great information this book has to offer.Thanks Robert!

This book demands a lot of the reader. One of the first things you learn about F# is that (in common with many other functional languages) it does type inference from context. In this book, the reader is left to do feature inference from examples. The author introduces many or most important constructs in examples without explanation, and leaves the reader is left to guess about them. I’ve

read thru page 60 and still haven't seem a coherent explanation of something so simple and basic as F# syntax, a decent definition of lists and sequences and the differences between them, Printf formatting characters, and much much more.I find this annoying. Nonetheless, in the author's defense, I freely admit that using no resources other than this book, I'm learning to write simple F# programs and get them to run. So I'm learning F#. I just don't _feel_ like I'm learning it.I give this book 5 stars for effectiveness but 1 star for the frustration factor. This averages 3.

I haven't made it all the way through the book yet, but, what I have made it through treats the F# basics well. The author goes into good detail covering the subject. One must understand that the F# language is basically aimed at functional programming, one can do imparative programming in the language such as the way you program in visual basic or C#, but, the language is primarily aimed at the functional side which requires one to think a little differently about: 1. the way you program, 2. the logic used in programming. It is my hope that this helps anyone who wants to try the language as I did. The kind of programming I do doesn't lend itself well to this style.

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