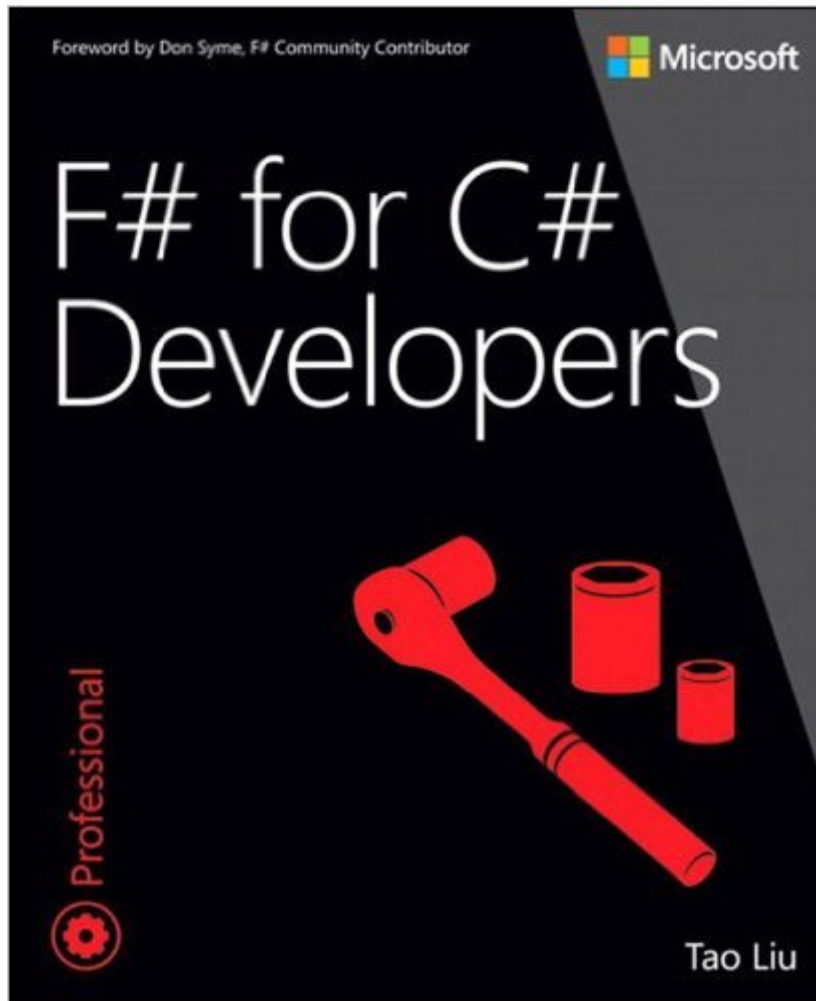


The book was found

F# For C# Developers (Developer Reference)



Synopsis

Extend your C# skills to F# and create data-rich computational and parallel software components faster and more efficiently. Focusing on F# 3.0 and Microsoft Visual Studio 2012, you'll learn how to exploit F# features to solve both computationally-complex problems as well as everyday programming tasks. Topics include: C# and F# data structures; F# for functional, object-oriented, and imperative programming; design patterns; type providers; and portable support for Windows 8. You'll examine real-world applications, including Windows 8-style HTML5 and JavaScript apps, along with cloud and service apps. You'll write your own type provider. And you'll see how to expand F# computation power to high-performance GPU computing.

Book Information

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Customer Reviews

I like this book because it takes the only approach that I think will work towards gaining more industry acceptance of F#: interop with C#. Don Syme really puts on his marketing hat (and aptly sets the stage for this book) in his brilliant forward by citing an incontrovertible case for F# over C# due to reliability: no more null exceptions! Hear hear! Rather than see F# repeat all the man-hours of

work that went into creating the designers and project types that C# has (and trying to precisely match all their behaviors and quirks); it makes more sense to leverage C# for those things. That is the approach advocated by this book. There are a lot of things you can do in F# that are ugly, infeasible, or ill-advised in C#; but F# needs C# interop because F# is far from self-sufficient. The book author states (up front) that this book is for experienced C# developers who understand .NET development and OOP concepts. If you don't currently fit those requirements, get them; then get this book. (I've said it before, and I'll say it again: one needs to be better at C# than the typical professional C# developer, as a prerequisite, before you even begin to think about specializing in F#.) If you are a C# developer and you have (or think you have) no interest in F#, I would still highly recommend taking a look at this book. (Here's another of my maxims: I think one needs to learn Haskell to really understand F#, and one needs to learn F# to really understand C#.) You will learn C# much more deeply from reading this book. (In particular you will really understand C#'s limitations and what functional programming has to offer.

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