

# F# Cheatsheet

## Comments

Block comments are placed between `(*` and `*)`. Line comments start from `//` and continue until the end of the line.

```
(* This is block comment *)
```

```
// And this is line comment
```

XML doc comments come after `///` allowing us to use XML tags to generate documentation.

```
/// Double-backticks are placed between a pair of ``  
let ``1 + 1 should be equal to 2``() =  
    1 + 1 = 2
```

## Strings

In F# `string` is the alias for `System.String` type.

```
/// Create a string using concatenation operator  
let hello = "Hello" + " World"
```

Use *verbatim strings* preceded by `@` symbol to avoid escaping control characters (except escaping `"` by `""`).

```
let verbatimXml = @"<book title=""Paradise Lost"">"
```

We don't even have to escape `"` with *triple-quoted strings* in F# 3.0.

```
let tripleXml = ""<book title="Paradise Lost">""
```

*Backslash strings* indent string contents by stripping leading spaces.

```
let poem =  
    "The lesser world was daubed\n\  
    By a colorist of modest skill\n\  
    A master limned you in the finest inks\n\  
    And with a fresh-cut quill."
```

## Basic Types and Literals

Most of numeric types have associated suffixes e.g. `uy` for unsigned 8-bit integers and `L` for signed 64-bit integer.

```
let b, i, l = 86uy, 86, 86L
```

```
// val l : int64 = 86L  
// val i : int = 86  
// val b : byte = 86uy
```

Other common examples are `F` or `f` for 32-bit floating-point numbers, `M` or `m` for decimals and `I` for big integers.

```
let s, f, d, bi = 4.14F, 4.14, 0.7833M, 9999I
```

```
// val s : float32 = 4.14f  
// val f : float = 4.14  
// val d : decimal = 0.7833M  
// val bi : System.Numerics.BigInteger = 9999
```

See Literals (MSDN) for complete reference.

## Arrays, Lists and Sequences

The same list `[ 1; 3; 5; 7; 9 ]` or array `[| 1; 3; 5; 7; 9 |]` can be generated in various ways.

- Using range operator `..`

```
let xs = [ 1..2..9 ]
```
- Using list or array comprehension

```
let ys = [| for i in 0..4 -> 2 * i + 1 |]
```
- Using `init` function

```
let zs = List.init 5 (fun i -> 2 * i + 1)
```

Lists and arrays have comprehensive sets of high-order functions for manipulation.

- `fold` starts from the left of the list (or array) and `foldBack` goes in the opposite direction

```
let xs' = Array.fold (fun str n ->  
    sprintf "%s,%i" str n) "" [| 0..9 |]
```
- `reduce` doesn't require an initial accumulator

```
let last xs = List.reduce (fun acc x -> x) xs
```
- `map` an array by squaring all elements

```
let ys' = Array.map (fun x -> x * x) [| 0..9 |]
```
- iterate through a list and produce side effects

```
List.iter (fun x -> printfn "%i" x) [ 0..9 ]
```

All the operations above are also available for sequences. The added values of sequences are laziness and uniform treatments for all collections implementing `IEnumerable<'T>`.

```
let zs' =  
    seq { for i in 0..9 do  
        printfn "Adding %d" i  
        yield i  
    }
```

## Pattern Matching

Pattern matching is often facilitated through `match` keyword.

```
let rec printList xs =  
    match xs with  
    | head :: tail ->  
        printf "%d " head  
        printList tail  
    | [] ->  
        printfn ""
```

In order to match sophisticated inputs, one can use `when` to create filters or guards on patterns:

```
let sign x =  
    match x with  
    | 0 -> 0  
    | x when x < 0 -> -1  
    | x -> 1
```

Pattern matching can be done directly on arguments:

```
let fst' (x, _) = x
```

or implicitly via `function` keyword:

```
/// Similar to 'sign'; using 'function' for pattern matching  
let sign' = function  
    | 0 -> 0  
    | x when x < 0 -> -1  
    | x -> 1
```

For more complete reference visit [Pattern Matching \(MSDN\)](#).

## Function Composition and Pipelining

### Tuples and Records

A *tuple* is a grouping of unnamed but ordered values, possibly of different types:

```
/// Tuple construction  
let x = (1, "Hello")
```

```
/// Triple  
let y = ("one", "two", "three")
```

```
/// Tuple deconstruction / pattern  
let (a', b') = x
```

The first and second elements of a tuple can be obtained using `fst`, `snd` or pattern matching:

```
let c' = fst (1, 2)  
let d' = snd (1, 2)
```

```
let print tuple =  
    match tuple with  
    | (a, b) -> printfn "Pair %A %A" a b
```

*Records* represent simple aggregates of named values, optionally with members:

```
/// Declare a record type  
type Person = { Name : string; Age : int }
```

```
/// Create a value via record expression  
let paul = { Name = "Paul"; Age = 28 }
```

```
/// 'Copy and update' record expression  
let paulsTwin = { paul with Name = "Jim" }
```

Records can be augmented:

```
type Person with  
    member x.Info = (x.Name, x.Age)
```

Records are essentially sealed classes with extra toppings: default immutability, structural equality and pattern matching support.

```
let isPaul person =  
    match person with  
    | { Name = "Paul" } -> true  
    | _ -> false
```

## Discriminated Unions

*Discriminated unions* (DU) provide support for values that can be one of a number of named cases, possibly each with different values and types.

```
type BinTree<'T> =  
    | Node of BinTree<'T> * 'T * BinTree<'T>  
    | Leaf
```

```
let rec depth = function  
    | Node(l, _, r) -> 1 + depth l + depth r  
    | Leaf -> 0
```

F# Core has a few built-in discriminated unions, which are really helpful for error handling e.g. Option and Choice.

```
let printValue opt =  
    match opt with  
    | Some x -> printfn "%A" x  
    | None -> printfn "No value."
```

Single-case discriminated unions are often used to create type-safe abstraction with good pattern matching support:

```
type OrderId = Order of string
```

```
// Create a DU value  
let orderId = Order "12"
```

```
// Pattern matching of single-case DU  
let (Order id) = orderId
```

## Classes and Inheritance

This example is a basic class with (1) local let bindings, (2) properties, (3) methods, and (4) static members.

```
type Vector(x : float, y : float) =  
    let mag = sqrt(x * x + y * y) // (1)  
    member this.X = x // (2)  
    member this.Y = y  
    member this.Mag = mag  
    member this.Scale(s) = // (3)  
        Vector(x * s, y * s)  
    static member (+) (a : Vector, b : Vector) = // (4)  
        Vector(a.X + b.X, a.Y + b.Y)
```

Call a base class from a derived one.

```
type Animal() =  
    member __.Rest() = ()
```

```
type Dog() =  
    inherit Animal()  
    member __.Run() =  
        base.Rest()
```

*Upcasting* is denoted by `>` operator.

```
let dog = Dog()  
let animal = dog :> Animal
```

*Dynamic casting* (`?:>`) might throw an exception if the cast doesn't succeed at runtime.

```
let probablyADog = animal :?> Dog
```

## Interfaces and Object Expressions

Declare `IVector` interface and implement it in `Vector`.

```
type IVector =  
    abstract Scale : float -> IVector  
  
type Vector'(x, y) =  
    interface IVector with  
        member __.Scale(s) =  
            Vector'(x * s, y * s) :> IVector  
    member __.X = x  
    member __.Y = y
```

Another way of implementing interfaces is to use *object expressions*.

```
type ICustomer =  
    abstract Name : string  
    abstract Age : int
```

```
let createCustomer name age =  
    { new ICustomer with  
        member __.Name = name  
        member __.Age = age }
```

## Namespaces and Modules

### Async Workflows

### Active Patterns

*Complete active patterns*:

```
let (|Even|Odd|) i =  
    if i % 2 = 0 then Even else Odd
```

```
let testNumber i =  
    match i with  
    | Even -> printfn "%d is even" i  
    | Odd -> printfn "%d is odd" i
```

*Parameterized active patterns*:

```
let (|DivisibleBy|_) by n =  
    if n % by = 0 then Some DivisibleBy else None
```

```
let fizzBuzz = function  
    | DivisibleBy 3 & DivisibleBy 5 -> "FizzBuzz"  
    | DivisibleBy 3 -> "Fizz"  
    | DivisibleBy 5 -> "Buzz"  
    | _ -> ""
```

*Partial active patterns* have the same syntax as the parameterized one above but their active recognizers accept only one argument.

## Compiler Directives

Load another F# source file into FSI.

```
#load "../lib/StringParsing.fs"
```

Reference an .NET assembly (/ symbol is recommended for Mono compatibility).

```
#r "../lib/FSharp.Markdown.dll"
```

Include a directory in assembly search paths.

```
#I "../lib"  
#r "FSharp.Markdown.dll"
```

Other important directives are conditional execution in FSI (INTERACTIVE) and querying current directory (`__SOURCE_DIRECTORY__`).

```
#if INTERACTIVE  
let path = __SOURCE_DIRECTORY__ + "../lib"  
#else  
let path = "../.../lib"  
#endif
```