

## Chapter 10 - Interactive Programming

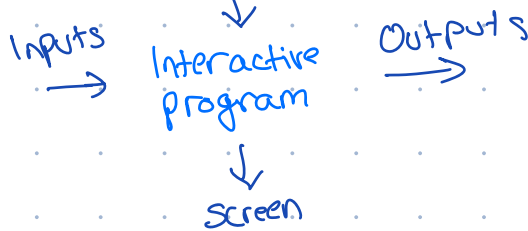
→ Haskell is mostly used for batch programs

Ex:



→ A compiler is an example of this

→ Nowadays they are interactive programs



→ Haskell programs are pure math functions

→ Using types to create pure expressions Ex: IO a

↓  
Allows for it to interact with the outside world

→ IO() This returns no result value or void  
↓  
Empty tuple

→ Basic actions which can be used from the standard library Ex: `getChar :: IO Char` [gets it from the user]  
`putChar :: Char → IO()` [writes to the screen]

→ To combine these actions we have to use the keyword `do`

→ For reading a string from the keyboard use:

`getLine :: IO String`

`putStr :: String → IO()` → Writes to the screen

`putStrLn :: String → IO()` → Prints a new line character