## Learn Real World Haskell

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## 1 Getting started

# 2 Types and functions

#### 3 Defining types, streamlining functions

# 4 Functional programming

5 Writing a library: working with JSON data

## 6 Using typeclasses

# 7 Input and output

# 8 Efficient file processing, regular expressions, and file name matching

9 I/O case study: a library for searching the file system  $$_{\mbox{\scriptsize WIP}}$$  10~ Code case study: parsing a binary data format  $_{\mbox{\scriptsize WIP}}$ 

## 11 Testing and quality assurance

# 12 Barcode recognition

#### 13 Data structures

14 MONADS 15

#### 14 Monads

# 15 Programming with monads

# 16 The Parsec parsing library

# 17 The foreign function interface

#### 18 Monad transformers

19 ERROR HANDLING 20

# 19 Error handling

# 20 Systems programming

## 21 Working with databases

# 22 Web client programming

# 23 GUI programming

#### 24 Basic concurrent and parallel programming

## 25 Profiling and tuning for performance

26 Advanced library design: building a Bloom filter

## 27 Network programming

#### 28 Software transactional memory