

Recap

- FP basics
 - Bindings, scoping, values
 - Immutability vs mutation
 - Defining functions
 - Curried form vs tupled form
 - Anonymous functions (lambdas)
 - Higher-order functions
- Discriminated unions and pattern matching
- Additional matching patterns for **lists, arrays, records**
 - `fsharp match myList with | [] -> ... | head :: tail -> ... | head1 :: head2 :: tail -> ... | [e1; e2; e3] -> ... | _ -> ...`
 - `fsharp match myArray with | [||] -> ... | [| e1; e2; e3 |] -> ... | _ -> ...`
 - `fsharp match myRecord with | { FirstName = fname } -> ... | { FirstName = fname; Age = age } -> ... | _ -> ...`
- Sequences (lazy vs. eager)
 - Aggregate operations (map, fold, iter, etc.)

Imperative F

- Reference cells
 - `fsharp let x = ref 1 x := 2 incr x // increments an int ref`
- Mutable bindings
 - `fsharp let mutable x = 1 x <- 2`
- Mutable record fields
 - ```
type Person = { mutable FirstName: string mutable
 LastName: string Age: int }let john = {
 FirstName="John" LastName="Smith" Age=30
}john.FirstName <- "Johnny"
```
- for loops
  - `for i = 1 to 99 do printfn "%d" i`
- while loops
  - `while i < 100 do printfn "%d" i i <- i+1`
- Exceptions
  - Defining
    - `exception FooBar of string * int`
    - as a class derived from `System.Exception`
  - Throwing exceptions
    - `raise`
    - `failwith` and `failwithf -> System.Exception`
    - `invalidArg -> System.InvalidArgumentException`
- null values ([doc](#))
  - Can't arise from F# code, unless a class type is annotated to allow null values via the `AllowNullLiteral` attribute.

- Use `null` with .NET APIs if needed
- Can pattern match against `null` to check for nullness.

## Make your code more functional

- Use **recursion** instead of loops
  - Usually this involves adding an accumulator argument
- Make your recursive functions **tail recursive**
  - fsharp // NOT tail recursive if `n < 2 then n else n * fact (n-1)`
- Avoid shared references in records