

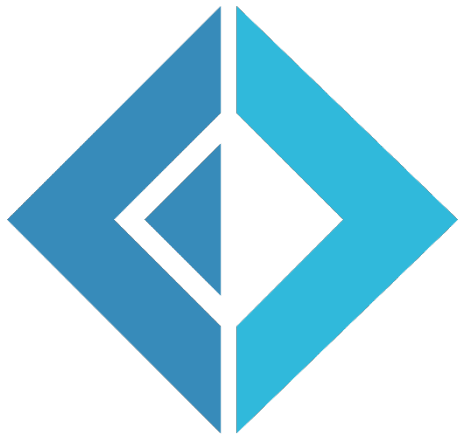
# Conclusion and Wrap-Up



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# F# for the Win!



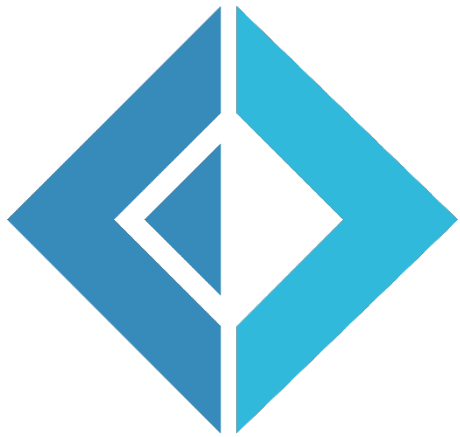
A CLI language

.NET/Mono

Visual Studio/Xamarin Studio

F# Interactive (FSI)

# F# for the Win!



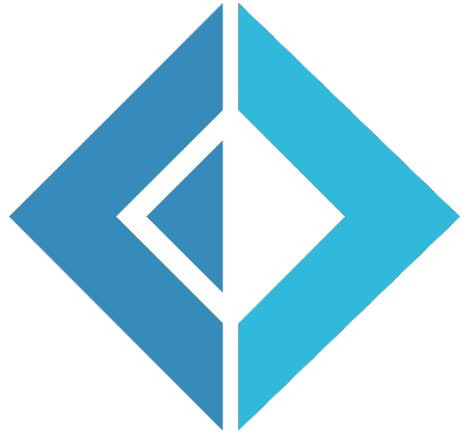
'let' to define values and functions

Functions return result of last expression

Indents instead of {}

```
let Area x y =  
    x * y
```

# F# for the Win!



Type inference, forcing types

If statements

For loops

```
let CircleArea (r : float) =  
    if r > 0. then  
        System.Math.PI * r * r  
    else  
        0.0
```

```
let GreenBottles start stop =  
    for bottle in start .. -1 .. stop do  
        printfn "%i green bottles" bottle
```

# F# for the Win!



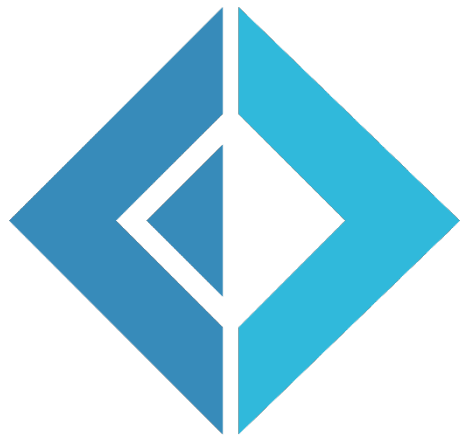
Arrays

[| ... |]

'yield'

a.[i]

```
let words = [| "the"; "quick"; "brown"; "fox" |]  
let numbers = [| 0..99 |]  
let primes =  
    [| for i in 0..99 do  
        if isPrime i then yield i |]
```



# F# for the Win!

Array.init

Array.filter

Array.map

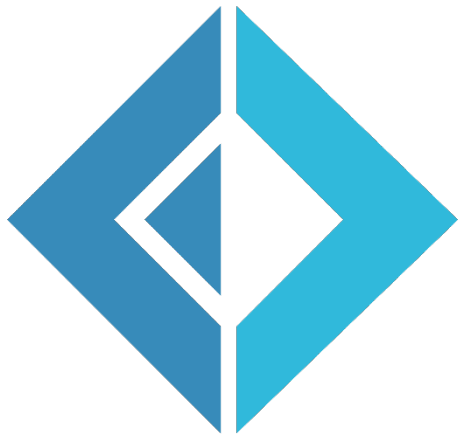
Array.iter

Array.sort

```
let candidates = Array.init 10 (fun n -> (pown 2 n) - 1)
let mersennes = candidates |> Array.filter isPrime

let words = [|"the"; "quick"; "brown"; "fox"|]
let lengths = words |> Array.map (fun w -> w.Length)
words |> Array.iter (fun w -> printfn "%s" w)
let sorted = words |> Array.sort
```

# F# for the Win!

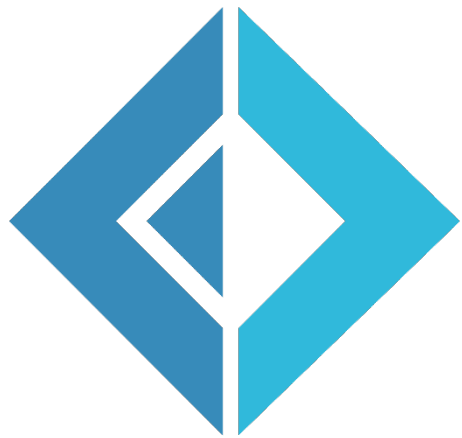


Tuples

Forward pipe `|>`

```
let TopWords (words : string[]) =  
    words  
    |> Seq.map (fun w -> w, w.Length)  
    |> Seq.sortBy (fun (_, len) -> -len)  
    |> Seq.truncate 10
```

# F# for the Win!



Sequences

`seq { ... }`

`Seq.map`, `Seq.filter` etc.

```
let (cols, rows) = (10, 10)
seq { for row in 0 .. rows - 1 do
      for col in 0 .. cols - 1 do
        yield (row, col, row*rows + col)
      }
```



# F# for the Win!



Records

Option types

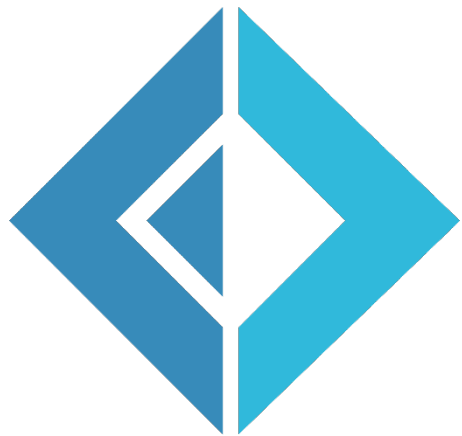
Discriminated unions

Pattern matching

```
type Location =  
    | Analog of band:string * freq:float  
    | Digital of id:int  
    override this.ToString() =  
        match this with  
        | Analog(b, f) -> sprintf "%.1f (%s)" f b  
        | Digital id -> sprintf "%i (DAB)" id
```

```
type Channel = {  
    name : string  
    licence : string option  
    location : Location  
}  
  
let heavyRockFM = {  
    name = "Heavy Rock FM"  
    licence = None  
    location = Analog("FM", 98.3)  
}
```

# F# for the Win!



Immutability

Shadowing

'mutable'

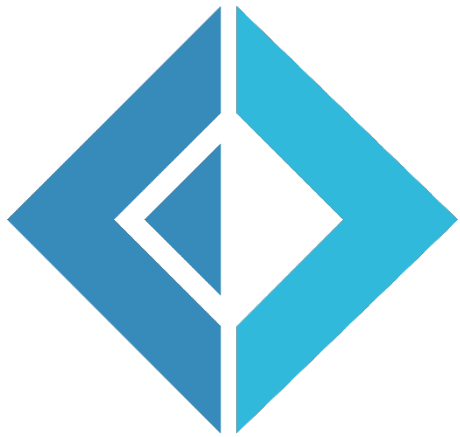
Reference cells

```
let s = 33  
let s = 34 // Shadowed
```

```
let mutable m = 33  
m <- 34
```

```
let r = ref 33  
r := 34  
printfn "%i" !r
```

# F# for the Win!



OO types (classes)

Methods

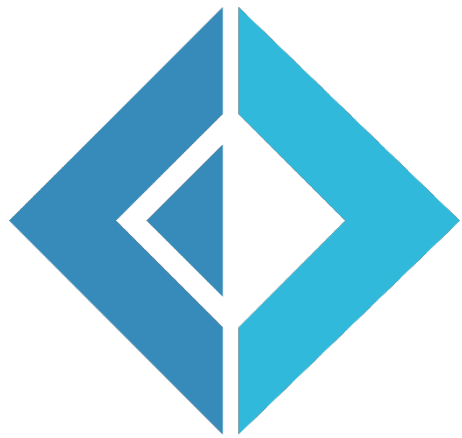
Properties

Interfaces

```
type IDriveable =  
    abstract member Start : unit -> unit
```

```
type Vehicle(model : string, color : string) =  
    do  
        printfn "Creating Vehicle"  
        member val Model = model with get, set  
        member val Color = color with get, set  
        interface IDriveable with  
            member __.Start() = printfn "Vrooom"
```

# F# for the Win!



C# interop

```
var location = Examples.Location.NewAnalog("FM", 98.4);  
if (location.IsAnalog)  
{  
    Console.WriteLine("{0}",  
        (location as Examples.Location.Analog).band);  
}
```

# Type Providers

```
#r "FSharp.Data.dll"
open FSharp.Data

let apiUrl = "http://api.openweathermap.org/data/2.5/weather?q="
type Weather = JsonProvider<"http://api.openweathermap.org/data/2.5/weather?q=London">

let sf = Weather.Load(apiUrl + "San Francisco")
sf.Sys.Country
sf.Wind.Speed
sf.Main.
```

- Humidity
- JsonValue
- Pressure
- Temp
- TempMax
- TempMin

property JsonProvider<...>.Main.Temp: decimal

# F# Functional Data Structures

← → ↻ www.pluralsight.com/courses/fsharp-functional-data-structures

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## F# Functional Data Structures

This course describes the important data structures - especially collections - available in F#, together with the functions which F# provides for working with them.

by Kit Eason

### Table of contents [Expand all](#)

53%

▶ Introduction	13:15
▶ Arrays	41:49
▶ Sequences	49:35
▶ Lists	12:07
▶ Lists, Pattern Matching, and Recursion	16:52

### Course content

- ▶ Table of contents
- “” Description
- 📄 Transcript
- 📁 Exercise files
- 📄 Assessment
- 🗨 Discussion

# A Functional Architecture With F#

The screenshot shows the Pluralsight website interface. At the top, the browser address bar displays `www.pluralsight.com/courses/functional-architecture-fsharp`. The Pluralsight logo and navigation links (Digital-Tutors, Code School) are visible. The course title "A Functional Architecture with F#" is prominently displayed in orange, with a subtitle "Learn how to build mainstream applications with F#." below it. The instructor's name, Mark Seemann, is listed. A "Table of contents" section shows a progress bar at 44% and a list of four video lessons: "Thinking Functionally" (27:02, completed), "Pipes and Filters" (39:03), "Map/Reduce" (36:16), and "Cross-Cutting Concerns" (45:50). On the right, a "Course content" sidebar lists additional resources: "Table of contents", "Description", "Transcript", "Exercise files", "Assessment", and "Discussion".

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## A Functional Architecture with F#

Learn how to build mainstream applications with F#.

by Mark Seemann

### Table of contents [Expand all](#)


44%


▶	Thinking Functionally	✓	27:02
▶	Pipes and Filters		39:03
▶	Map/Reduce		36:16
▶	Cross-Cutting Concerns		45:50


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# fsharpforfunandprofit.com

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## Are you an experienced C#, Java or Python developer?


Do you want to understand what all the fuss about functional programming is about?

This site will introduce you to F# and show you ways that F# can help in day-to-day development of mainstream commercial business software. On the way, I hope to open your mind to the joys of functional programming – it really is fun!

If you have never heard of F#, it is a general purpose functional/hybrid programming language which is great for tackling almost any kind of software challenge. F# is free and open source, and runs on Linux, Mac, Windows and more. Find out more at the [F# Foundation](#).

 **Learn to think functionally**


“Thinking functionally” is critical to getting the most out of F#, so I will spend a lot of time on getting the basics down, and I will generally avoid too much discussion of the hybrid and OO features.

 **Don't be scared**


F# can look very intimidating if you look at complex code without any background. In the beginning I will keep it very simple, and I have tried to anticipate the questions that a newcomer to functional programming concepts will have. If you work through the examples slowly (and in the right order) you should have no problem understanding everything.

### Getting started

If you are completely new to F#, find out more about F# and how it is used at the [F# Foundation](#). To download

 **Useful examples**

The site will mostly focus on mainstream business problems, such as domain driven design, website development, data processing, business rules, and so on. In the examples I will try to use business concepts such as Customer, Product, and Order, rather than overly academic ones.

 **Have fun!**

Many people claim that learning to think functionally will “blow your mind”. Well, it's true! Learning a completely new paradigm is exciting and stimulating. You may fall in love with programming again.

SHARE THE LOVE

## F# |> I ❤️

SLIDES/VIDEOS

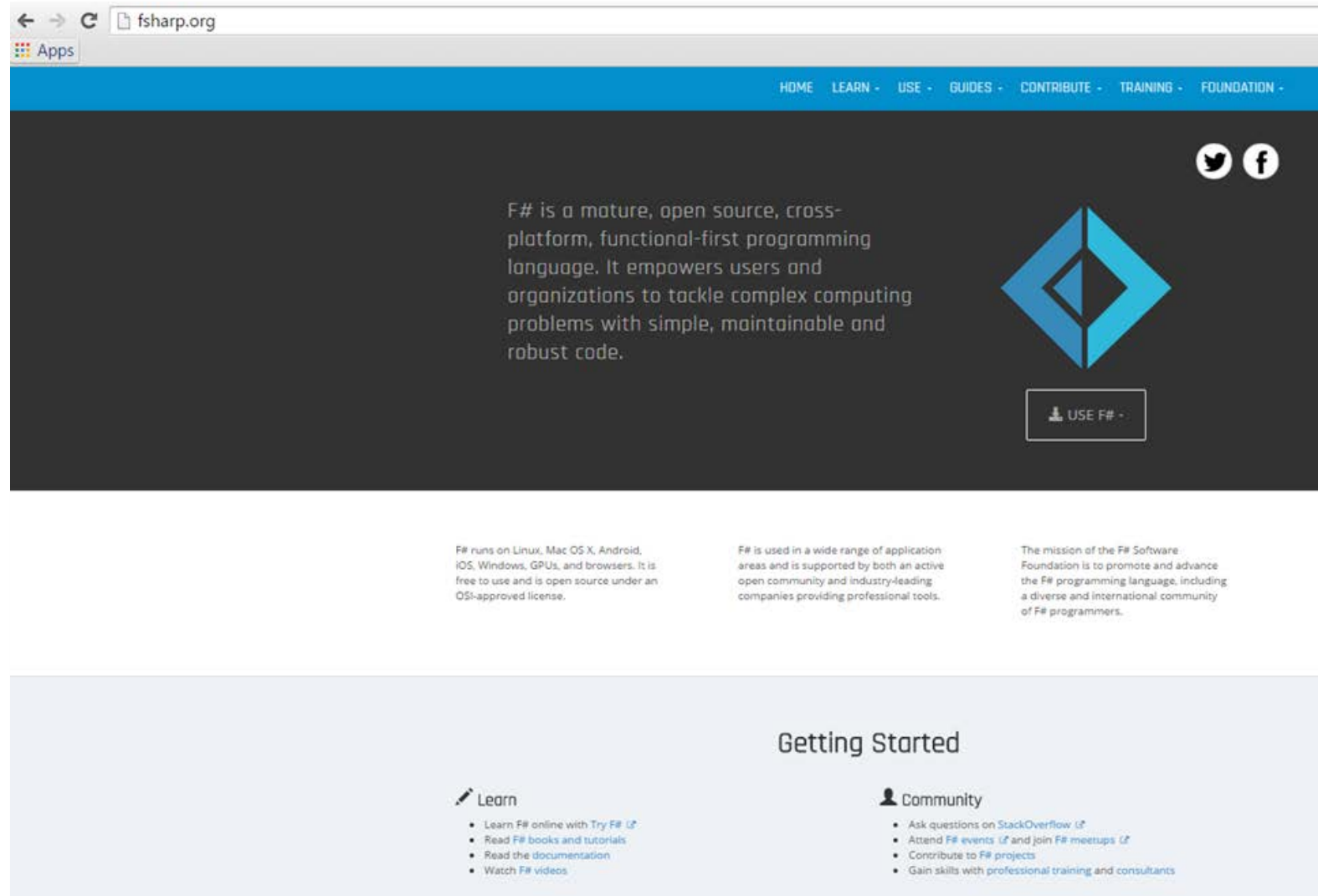
- [Functional Design Patterns](#)
- [A functional approach to Domain Driven Design](#)
- [A functional approach to error handling \(Railway Oriented Programming\)](#)

SERIES

- [Why use F#?](#)
- [Thinking functionally](#)
- [Expressions and syntax](#)
- [Understanding F# types](#)
- [Object-oriented programming in F#](#)
- [Porting from C#](#)
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- [Dependency cycles](#)
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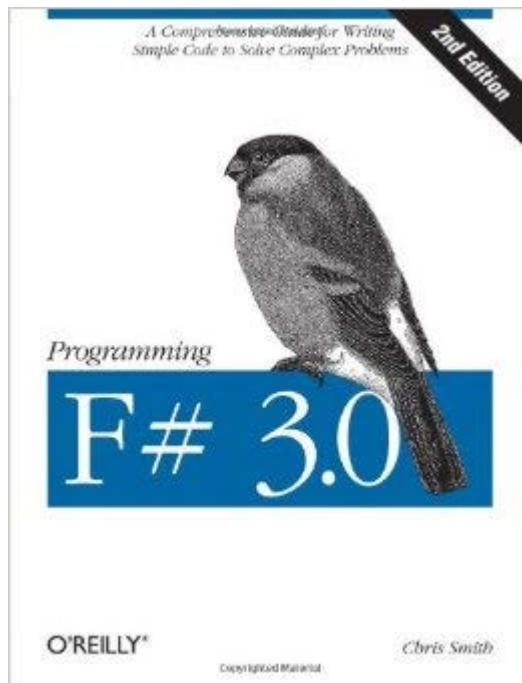


# fsharp.org

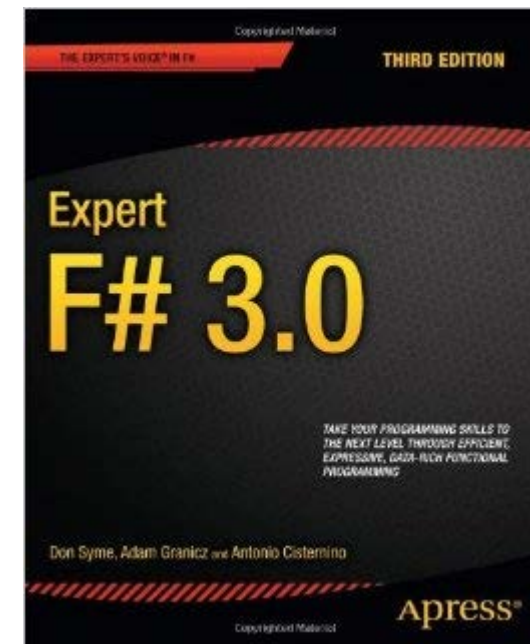


# Books

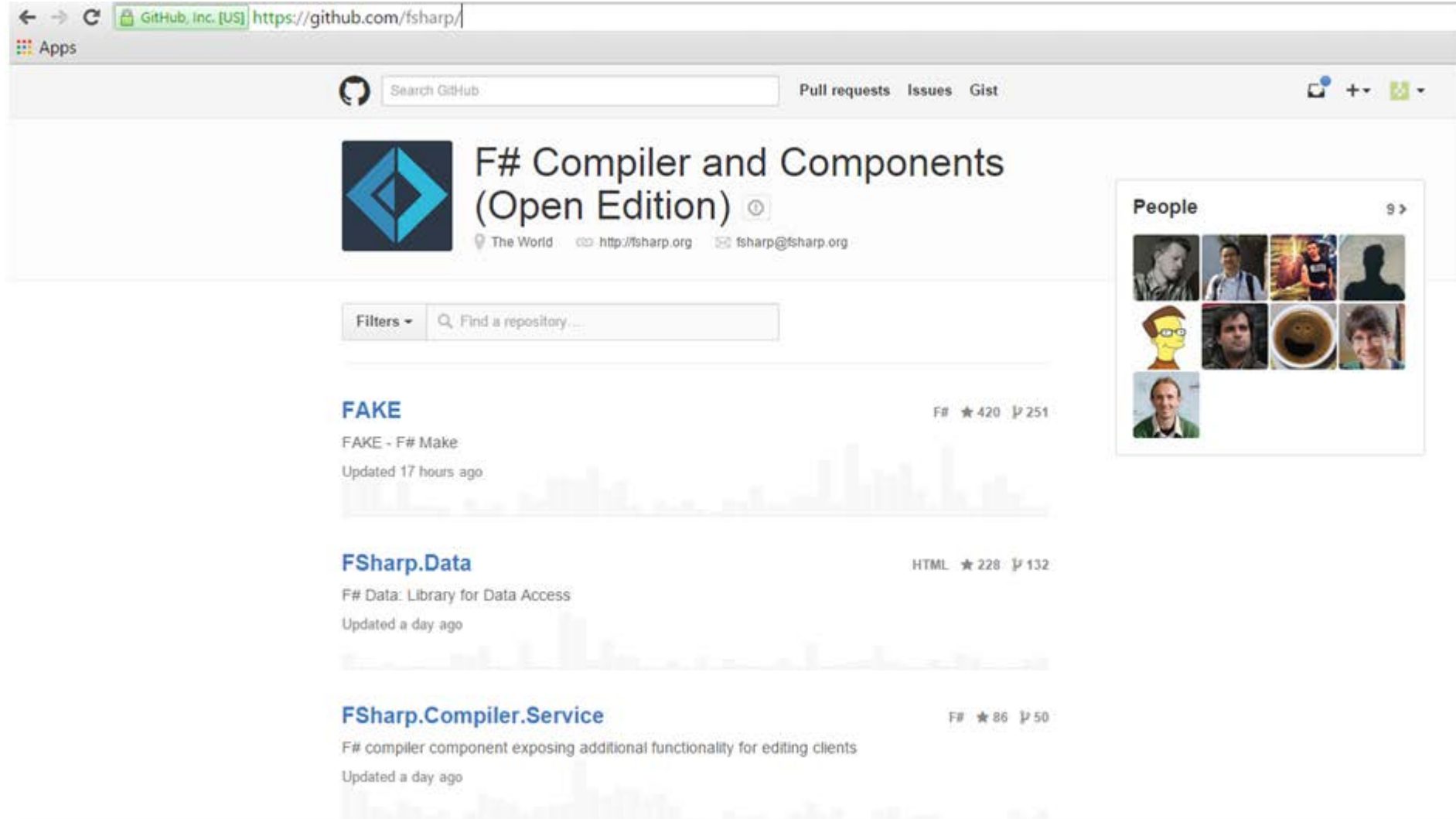
Programming F# - Chris Smith



Expert F# - Don Syme et al



# github.com/fsharp



The screenshot shows the GitHub web interface for the repository **F# Compiler and Components (Open Edition)**. The browser's address bar shows the URL `https://github.com/fsharp/`. The repository page includes a search bar, navigation links for Pull requests, Issues, and Gist, and a sidebar with a 'People' section showing avatars of contributors. The main content area lists three repositories:

- FAKE**: F# Make, updated 17 hours ago. It has 420 stars and 251 pull requests.
- FSharp.Data**: F# Data: Library for Data Access, updated a day ago. It has 228 stars and 132 pull requests.
- FSharp.Compiler.Service**: F# compiler component exposing additional functionality for editing clients, updated a day ago. It has 86 stars and 50 pull requests.

# Just Dive In!

