



Meetup



Friendly Environment Policy



Berlin Code of Conduct

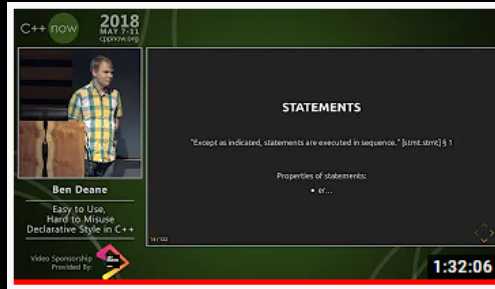


CATEGORY THEORY
FOR PROGRAMMERS



Bartosz Milewski

Category
Theory
for
Programmers
Chapter 11:
Declarative Programming



C++Now 2018: Ben Deane "Easy to Use, Hard to Misuse: Declarative Style in C++"

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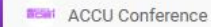


We'll look at what is meant by "declarative style" in C++; explore why declarative interfaces are desirable and how to construct ...

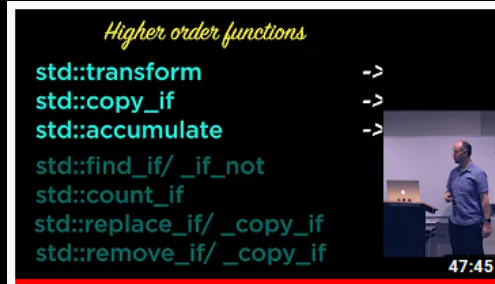


'Declarative Thinking, Declarative Practice' - Kevlin Henney [ACCU 2016]

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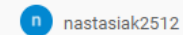


00:00:00 : Start 00:01:59 : Real start (end of meta talk) 00:03:55 : 'Make' as a declarative language en DOT wikipedia DOT ...
CC



Functional C++ for Fun and Profit by Phil Nash

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Functional C++ for Fun and Profit, Phil Nash C++11 gave us lambdas in the language for the first time (if you ignore ...



itCppCon20 - My Least Favorite Anti-Pattern (Conor Hoekstra)

979 views • Streamed 10 months ago



There is one anti-pattern that is pervasive – it shows up everywhere all the time: the ITM anti-pattern. This is my least favorite ...

IN THE FIRST PART of the book I argued that both category theory and programming are about composability. In programming, you keep decomposing a problem until you reach the level of detail that you can deal with, solve each subproblem in turn, and re-compose the solutions bottom-up. There are, roughly speaking, two ways of doing it: by telling the computer what to do, or by telling it how to do it. One is called declarative and the other imperative.



Bartosz Milewski

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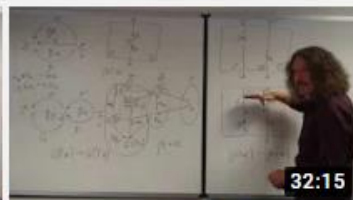
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Category Theory III 1.1: Overview part 1

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Category Theory II 8.1: F-Algebras, Lambek's lemma

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