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F# Workshop

Exercises

Table of Contents

[Introduction 2](#_Toc439596078)

[Module 1 5](#_Toc439596084)

[Module 2 8](#_Toc439596085)

[Module 3 10](#_Toc439596086)

[Module 4 12](#_Toc439596087)

# Introduction

Do you want to learn F# and Functional Programming? Well, you better start coding!

Learning a new programming language is not easy, on top of reading a lot you need to practice even more.

This workshop is designed to teach you some of the basics of F# and Functional Programming by combining theory and practice.

The course is split into 4 modules, each of them contains a presentation (theory) and one exercise (practice). You can find exercises for each module in this document, for the presentation and source code, refer to the section “Source Code, Additional Material and Updates”.

**1**

**2**



**3**

**4**

## Pre-requisites

### Windows

* Visual Studio 2015 Community or
* Xamarin Studio 6 or
* Atom + F# Compiler + Ionide package or
* Visual Studio Code + F# Compiler + Ionide package

### Mac

* Xamarin Studio 6 + Mono or
* Atom + Mono + Ionide package or
* Visual Studio Code + Mono + Ionide package

### Linux

* Atom + Mono + Ionide package or
* Visual Studio Code + Mono + Ionide package

You also need internet connection to download the dependencies.

## Code Conventions

Every time you see a box with this icon: , it means you need to run that code in the F# Interactive.

|  |  |
| --- | --- |
|  | > increaseCredit vipCondition customer1;; |

When you see a white box, this is code you need to write in a source file.



## Source Code, Additional Material and Updates

<http://fsharpworkshop.com/>

<https://github.com/jorgef/fsharpworkshop>

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## Before we start

#### Visual Studio Users (Windows)

* Open Visual Studio
* Open the solution FSharpWorkshop.sln located in the root folder.
* Build the solution (Build -> Build Solution). This process will download all the packages and will prompt a security dialog asking you to enable the type provider, click “Enable”.
* Double check that the build finishes successfully.
* Open the F# Interactive if it is not open (View -> Other Windows -> F# Interactive)
* Go to the Module1/Application, open Try.fsx, write “let a = 1”, highlight the entire line, right click and select “Execute in Interactive”.
* Double check you see “val a : int = 1” in the F# Interactive window.

#### Xamarin Studio Users (Mac)

* Open the Terminal, go to the Module1 folder and run ./runtests.sh. If you get “Permission Denied” run chmod +x runtests.sh and try again (you will need to do the same for all the other .sh files).
* Double check that the build finishes successfully.
* Open Xamarin Studio
* Open the solution FSharpWorkshop.sln located in the root folder.
* Open the F# Interactive if it is not open (View -> Pads -> F# Interactive)
* Go to the Module1/Application, open Try.fsx, write “let a = 1”, highlight the entire line, right click and select “Send selection to F# Interactive”.
* Double check you see “val a : int = 1” in the F# Interactive window.

#### Atom / Visual Studio Code Users (Windows, Mac or Linux)

* Open the Command Prompt (Windows) / Terminal (Mac or Linux), go to the Module1 folder and execute runtests.bat (Windows) / runtests.sh (Mac or Linux). This process will compile and download all the packages (no tests are enabled yet). If you get “Permission Denied” run chmod +x runtests.sh and try again (you will need to do the same for all the other .sh files).
* Double check it finishes without errors.
* Open Visual Studio Code
* Open the root folder (File -> Open Folder)
* Open the F# Interactive (View -> Command Palette -> FSI: Start)
* Go to the Module1/Application, open Try.fsx, write “let a = 1”, highlight the entire line and go to View -> Command Palette -> FSI: Send Selection.
* Double check you see “val a : int = 1” in the F# Interactive window.

# Module 1

* Bindings
* Functions

Do not copy and paste the code, you must type each exercise in, manually.

* Tuples
* Records

Duration: 20 minutes

## Step 1: Create a Customer type

**1.1.** Go to the Module1/Application, open Types.fs and create a record type called “Customer” with the following fields:

* Id: int
* IsVip: bool
* Credit: decimal



**1.2.** Execute the customer type in the F# interactive (do not highlight the “module Types” line). For more details about how to execute code in the F# Interactive see the “Before we start” section. You should see the following output:

|  |  |
| --- | --- |
|  | type Customer =  {Id: int;  IsVip: bool;  Credit: decimal;} |

**1.3.** Open Module1/Application/Try.fsx, create a new Customer called customer1 and execute it in the F# Interactive. Use the following values:

* Id = 1
* IsVip = false
* Credit = 10M



This should be the result:

|  |  |
| --- | --- |
|  | val customer1 : Customer = {Id = 1;  IsVip = false;  Credit = 10M;} |

**1.4.** Create another Customer called customer2 and execute it in the F# Interactive. Use the following values:

* Id = 2
* IsVip = false
* Credit = 0M



This should be the result:

|  |  |
| --- | --- |
|  | val customer2 : Customer = {Id = 2;  IsVip = false;  Credit = 0M;} |

**1.5.** Open Module1/Tests/Tests.fs, uncomment the test 1-1, save all the files, go to the Command Prompt/Terminal and run the tests by executing runtests.bat (Win) or runtests.sh (Mac or Linux) located in the Module1 folder.

## Step 2: Create a tryPromoteToVip function

**2.1.** Open the file Module1/Application/Functions.fs and add a function called “tryPromoteToVip” that

* Receives as parameter the customer and his/her purchases as a tuple: (customer, purchases)
* Returns the customer with Vip = true only if the purchases are greather than 100M



**2.2.** Highlight the function (without including “module Functions” and “open Types” lines) and execute it in the F# Interactive. You should see this output:

|  |  |
| --- | --- |
|  | val tryPromoteToVip : customer:Customer \* purchases:decimal -> Customer |

**2.3.** Open Module1/Application/Try.fsx, invoke the tryPromoteToVip function and assign the result to a value called vipCustomer1. Then execute it in the F# Interactive. Use the following values:

* (customer1, 101M)



You should see this output:

|  |  |
| --- | --- |
|  | val vipCustomer : Customer = {Id = 1;  IsVip = true;  Credit = 10M;} |

Now test it with customer2 using 99M as purchases in the Module1/Application/Try.fsx file.

**2.4.** Open Module1/Tests/Tests.fs, uncomment tests 1-2 and 1-3, save all the files and run the tests.

## Step 3: Create a getPurchases function

**3.1.** Add a function called “getPurchases” to Module1/Application/Functions.fs that

* Receives a customer as parameter
* Returns a tuple with the customer and its purchases, following these rules:
  + If customer.Id is divisible by 2, return purchases = 120M
  + If customer.Id is not divisible by 2, return purchases = 80M



**3.2.** Execute getPurchases in the F# Interactive and test it with customer1 and customer2 in Module1/Application/Try.fsx.

**3.3.** Open Module1/Tests/Tests.fs, uncomment tests 1-4 and 1-5, save all the files and run the tests.

# Module 2

* High order functions
* Pipelining

Do not copy and paste the code, you must type each exercise in, manually.

* Partial application
* Composition

Duration: 15 minutes

## Step 1: Create an increaseCredit function

**1.1.** Add a function called “increaseCredit” to Module2/Application/Functions.fs that

* Receives the condition (function) to evaluate as first parameter
* Receives the customer as second parameter
* Returns a customer with extra credit, following these rules
  + If the result of evaluating the condition with the customer is true, return an additional 100M of credit
  + If the result of the condition evaluation is false, return an additional 50M of credit



**1.2**. Execute the function in the F# Interactive and test it in Module2/Application/Try.fsx using customer1 and a lambda that evaluates whether the customer is VIP or not.



**1.3**. Open Module2/Tests/Tests.fs, uncomment the tests 2-1, 2-2 and 2-3, save all the files and run the tests by executing Module2/runtests.bat (Win) or Module2/runtests.sh (Mac or Linux) in the Command Prompt/Terminal. Check that the tests pass.

## Step 2: Create an increaseCreditUsingVip function

**2.1.** Create a function called “increaseCreditUsingVip” in Module2/Application/Functions.fs by partially applying vipCondition to increaseCredit:



**2.2.** Open Module2/Tests/Tests.fs, uncomment test 2-4, save all the files and run the tests.

## Step 3: Create an upgradeCustomer function

**3.1.** Create a function called “upgradeCustomer” in Module2/Application/Functions.fs that

* Receives a customer as parameter
* Calls getPurchases with the customer and assigns the result to a customerWithPurchases value
* Then it calls tryPromotingToVip passing customerWithPurchases and assigns the result to a promotedCustomer value.
* Then it calls increaseCreditUsingVip with promotedCustomer and assigns the result to an upgradedCustomer value.
* Returns the upgradedCustomer value



**3.2.** Refactor “upgradeCustomer” to use the pipelining operator and test it in the F# interactive:



**3.3.** Execute the new “upgradeCustomer” in the F# Interactive and test it again with customer1 and customer2.

**3.4.** Refactor “upgradeCustomer” again to use composition:



**3.5.** Open Module2/Tests/Tests.fs, uncomment tests 2-5 and 2-6, save all the files and run the tests.

# Module 3

* Options
* Pattern matching

Do not copy and paste the code, you must type each exercise in, manually.

* Discriminated unions
* Units of measure

Duration: 15 minutes

## Step 1: Create an upgradeCustomer function

**1.1.** Go to the Module3/Application, open Types.fs and create:

* A record called “PersonalDetails” with the following fields:
  + FirstName: string
  + LastName: string
  + DateOfBirth: DateTime
* A discriminated union called “Notifications” with the following cases:
  + NoNotifications
  + ReceiveNotification of receiveDeals: bool \* receiveAlerts: bool
* Two units of measure: “EUR” and “USD”.
* Then add the following new fields to the Customer (the new types should be declared above “Customer”)
  + PersonalDetails: PersonalDetails option
  + Notifications: Notifications
* Finally update the Credit field to use the decimal<USD> type



**1.2.** Highlight all but the “module Types” line and execute it in the F# Interactive (including “open System”).

## Step 2: Update the increaseCredit function

**2.1.** Update the “increaseCredit” function to use the USD type in Module3/Application/Functions.fs:



**2.2.** Open Module3/Tests/Tests.fs, uncomment the tests 3-1, 3-2 and the customer defined at the top, save all the files and run the tests by executing Module3/runtests.bat (Win) or Module3/runtests.sh (Mac or Linux) in the Command Prompt/Terminal. Check that the tests pass.

## Step 3: Create an isAdult function

**3.1.** Create a function called “isAdult” in Module3/Application/Functions.fs that

* Receives a customer as parameter
* Returns true if the customer is 18 years or older, or false otherwise



**3.2.** Open Module3/Tests/Tests.fs, uncomment tests 3-3, 3-4 and 3-5, save all the files and run the tests.

## Step 4: Create a getAlert function

**4.1.** Create a function called “getAlert” in Module3/Application/Functions.fs that

* Receives a customer as parameter
* Returns an option with the string “Alert for customer: #Id” if the customer allowed to receive alerts.



**4.2.** Open Module3/Tests/Tests.fs, uncomment tests 3-6 and 3-7, save all the files and run the tests.

# Module 4

* Functional lists
* Object-oriented Programming

Do not copy and paste the code, you must type each exercise in, manually.

* Type providers

Duration: 15 minutes

## Step 1: Refactor the getPurchases function to use the JsonProvider

**1.1.** Go to the Module4/Application, open Functions.fs and change the “getPurchases” function so that:

* Uses the JsonProvider with the Data.json file (both as schema and data)
* Filters the customer by its id
* Collects the purchases field
* Calculates the purchases’ average
* Returns a tuple with the customer and the purchases’ average



**1.2.** Open Module4/Tests/Tests.fs, uncomment test 4-1, save all the files and run the tests.

## Step 2: Create a CustomerService class

**2.1.** Open Module4/Application/Services.fs and add a “CustomerService” class with

* An UpgradeCustomers method that receives the id of the customer, it finds the customer using Function.getCustomer and then calls Functions.upgradeCustomer.



**2.2.** Open Module4/Tests/Tests.fs, uncomment test 4-2, save all the files and run the tests.

**2.3.** Open Module4/Application/Program.fs, uncomment all the code, save all the files and run the application by executing Module4/runtapp.bat (Win) or Module4/runapp.sh (Mac or Linux) in the Command Prompt/Terminal.

**2.4.** Try the application, upgrade different customer ids. The updates are displayed on the screen.