1 To Dos

- Go through all idxss and make sure they should not be in the margin.
- Figure out a consistent way to handle System... in the margin and index.
- Integrate language details into main text.
- Add Winforms Bitmap (and fillable objects)
- Add Winforms Refresh
- Add appendix on regular expressions
- Add Torben's notes on functional programming
- Add a chapter comparing the 3 paradigms
- Add abstraction of computer: places <-> memory/disk. Mutable objects are abstractions of places https://www.infoq.com/presentations/Value-Values. Facts does not rime with set and get.
- Hickey: Difference between syntax and semantics. Values or locations, add a good figure. Functional programming: All values are freely shareable.
- something about organizing stuff: https://fsharpforfunandprofit.com/posts/organizing-functions/, https://fsharpforfunandprofit.com/posts/recipe-part3/
- why discriminant unions and function overloading is problematic: http://stefanalfbo.github.io/blog/2014/01/05/fsharp-function-overloading/
- Maybe something from https://fsharpforfunandprofit.com/posts/type-extensions/
- Maybe publish with https://www.lulu.com
- consider following convention http://fsprojects.github.io/FSharpLint/NameConventions. html, particularly PascalCase instead of camelCase.
- Somewhere describe generic functions and type definitions
- Credit to Hans for early version of Console chapter.
- Possible highlight changes in code stumps, and possibly improve reference to code used for each compilation example.
- Railway oriented programming https://fsharpforfunandprofit.com/rop/
- Reference and value discussion in listable things.
- Possibly an overview table of reference and value types.

1 To Dos

- Some possible oop examples https://www3.ntu.edu.sg/home/ehchua/programming/cpp/cp5_00PExamples.html
- Should boxing be mentioned? (box 5) :?> int;;, see Spec-4.0 chapter 18.2.6.
- In object-oriented programming: functions and data are combined. Contrast the Anemic Domain Model (https://www.martinfowler.com/bliki/AnemicDomainModel.html)
- boxing (box 5) :?> int;;, see Spec-4.0 chapter 18.2.6.