

F# Tutorial

# Pipe-Forward Operator

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## 1 Syntax, variables, functions

### 1.1 Key concepts:

1. Having a good text editor helps you code much easier.
2. (a) Once defined, a variable in F# cannot change value (unless "mutable" is used)  
(b) If you need an updated value, create a new one.
3. Different datatypes (e.g. integer and decimal-numbers) do not combine easily.
4. Defining and using functions in F# is slightly different from math notation/ other languages.
  - (a) F# automatically detects the type of the variables (e.g. integer, double, etc.) for a function.
  - (b) The variable types for a function will be enforced.

### 1.2 Introduction:

#### 1.2.1 Comments

You can use double-slash `//`, triple-slash `///`, or star-bracket `(* ..... *)` to make comments.

```
// These words are ignored.  
/// These words are ignored.  
(* These words are ignored. *)  
let x = 1  
let y = x + 5
```

#### 1.2.2 Intellisense

If you are using Visual Studio or Visual Studio Code, you can put your mouse on top of the variable name `x` or `y`, and see that it is an `int` or integer.

This feature will help you identify what is each variable/function, and make coding easier for you.

SHOW PICTURE OF INTELLISENSE HERE.