Applying Functional Principles in C#

1. Course Overview:

* Some of the major topics that we will cover include:
  + Immutable architecture.
  + Why nulls are evil and how to fix that.
  + Primitive obsession.
  + The use of exceptions
  + Handling failures and input errors in a functional way.
  + By the end of this course, you will know how to apply all these principles in practice in your own projects.

1. Intro:
2. Refactoring to an immutable architecture:
3. Refactoring away from exceptions: