Introdução a Programação Funcional com F#

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Microsoft MVP Visual Studio and Development Technologies https://mvp.microsoft.com/en-us/PublicProfile/9529

http://bit.ly/8o_SeCoT



Award Categories
Visual Studio and Development
Technologies

First year awarded: 2002

Number of MVP Awards:

Fabio Razzo Galuppo, M.Sc.

Novembro 1973

- Mestrado em Engenharia Elétrica (Universidade Presbiteriana Mackenzie)
 - Ciência da Computação Inteligência Artificial
- Por mais de 10 anos premiado com Microsoft MVP em Visual C++
- Engenheiro de Software (Programador)
- Matemática Aplicada
- Linguagens de programação prediletas:
 - C++
 - F#
 - Haskell
- Rock'n'Roll
 - E boa música em geral
- http://fabiogaluppo.com
- https://twitter.com/FabioGaluppo
- https://github.com/fabiogaluppo
- http://simplycpp.com

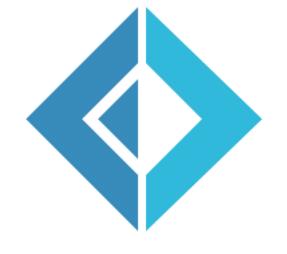


F#

F# is a mature, open source, crossplatform, functional-first programming
language. It empowers users and
organizations to tackle complex computing
problems with simple, maintainable and
robust code.

F# runs on Linux, Mac OS X, Android, iOS, Windows, GPUs, and browsers. It is free to use and is open source under an OSI-approved license.





http://fsharp.org/

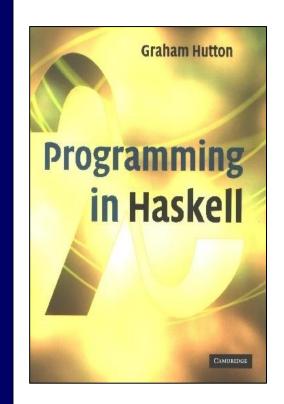
Programação Funcional

What is a Functional Language?

Opinions differ, and it is difficult to give a precise definition, but generally speaking:

Functional programming is <u>style</u> of programming in which the basic method of computation is the application of functions to arguments;

XA functional language is one that <u>supports</u> and <u>encourages</u> the functional style.



F# é functional-first

Programação Funcional

Programação Imperativa

```
let sumOnlyPositivesImperative (xs : int list) =
  let mutable acc = 0
  for x in xs do
      if (x > 0) then acc <- acc + x
  acc</pre>
```

Orientação a Objetos

```
\lim_{x\to 2}(3*x^2)
```

```
//Limit of f when x approaches x0
              let Limit f \times 0 =
                  let threshold = 0.0001
                  let left = f (x0 - threshold)
                  let right = f (x0 + threshold)
                  let estimate = (left + right) / 2.
                  let threshold = 0.01
                  if (abs (left - right) < threshold) then
                      Some estimate
                  else
                      None
let displayLimit f x0 =
   let result = Limit f x0
   match result with
    | Some (value) -> printfn "The limit of f when x approaches %f is %f" x0 value
    | None -> printfn "The limit does not exist"
       displayLimit (fun x \rightarrow 3. * (x ** 2.)) 2.
```

```
Mai

D S T Q Q S S

1 2 3 4 5 6 7

8 9 10 11 12 13 14

15 16 17 18 19 20 21

22 23 24 25 26 27 28

29 30 31
```

let createRnd () = { rnd = new Random() }

```
let createRndWithSeed (seed) = { rnd = new Random(seed) }
                                                 //[n, m)
                                                 let uniformRange (r : Rnd) n m =
//[0.0, 1.0)
                                                    precondition (m > n) "invalid range"
let uniform (r : Rnd) = r.rnd.NextDouble()
                                                    n + uniform r * (m - n)
//[0, n)
                                                 //[n, m)
let uniformInt (r : Rnd) n =
                                                 let uniformIntRange (r : Rnd) n m =
    precondition (n > 0) "less or equal than 0"
                                                    precondition (m > n) "invalid range"
                                                    precondition (int64 (m - n) < int64 Int32.MaxValue) "invalid range"
    r.rnd.Next(n)
                                                    n + uniformInt r (m - n)
  let gaussian (r : Rnd) mu (* mean *) sigma (* std dev *) =
      //Polar form of the Box-Muller transform
      let gaussian1 () =
          let rec loop x h =
              if (h >= 1. || h = 0.) then
                                                         gaussian: [(1, 14); (2, 121); (3, 104); (4, 11)]
                   let x = uniformRange r -1.1.
                   let y = uniformRange r -1.1.
                                                         uniform : [(1, 58); (2, 71); (3, 56); (4, 65)]
                   let h = x * x + y * y
                   loop x h
              else
                   x * Math.Sqrt(-2. * Math.Log(h) / h)
          loop 0. 0.
      mu + sigma * gaussian1 ()
```

The wonderful Magic 8 Ball. Ask me something...

Magic ball: What's your question?

Magic ball: What's your question?

Magic ball: Outlook not so good

You: Will I be rich?

You: Will I be famous?

Exemplo #4

```
Magic ball: Most likely
for i = 0 to n - 1 do
                                                        Magic ball: What's your question?
    let j = i + uniformInt r (n - i)
                                                       You: Will my team win the championship?
    let temp = xs.[i]
                                                        Magic ball: Without a doubt
                                                        Magic ball: What's your question?
    xs.[i] \leftarrow xs.[j]
                                                        You: Will I win the first prize?
    xs.[i] <- temp
                                                        Magic ball: It is certain
                                                        Magic ball: What's your question?
                                                        You:
          let rec loop (f : unit -> int) =
              printfn "Magic ball: What's your question?"
              printf "You: "
              let ask = Console.ReadLine()
              if String.IsNullOrEmpty(ask) then ()
              else
                  printfn "Magic ball: %s" magic8BallAnswers.[f ()]
                  loop f
          let n = magic8BallAnswers |> Array.length
          let now = DateTime.Now
          let r = createRndWithSeed (now.Millisecond + now.Second * 1000)
          magic8BallAnswers |> shuffle r
```

loop (fun () -> uniformIntRange r 0 n)

let shuffle (r : Rnd) (xs : 'a array) =

let n = xs |> Array.length

precondition (xs <> null) "array is null"

```
let dist = shortest.[u] + w
       if dist < shortest.[v] then</pre>
          shortest.[v] <- dist
          pred.[v] <- u
//BELLMAN-FORD algorithm
for i = 0 to n - 1 do
    shortest.[i] <- inf
   pred.[i] <- nil</pre>
shortest.[source] <- 0
for i = 1 to n - 1 do
    for (u, v, w) in weightedDirectedEdges do
        relax u v w
pred |> Array.mapi (fun i p -> (p, i, shortest.[i]))
     |> Array.filter (fun (x, _, _) -> x <> nil)
     > Array.toList
```

//relax procedure
let relax u v w =

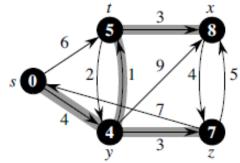
//w == weight u v

```
["y -> t"; "t -> x"; "s -> y"; "y -> z"]
y -> t
t -> x
s -> y
y -> z

let directedEdges =
    //u -> y : w == u, y, w
```

```
let directedEdges =
    //u -> v : w == u, v, w
[
        (s, t, 6); (s, y, 4);
        (t, x, 3); (t, y, 2);
        (x, z, 4);
        (y, t, 1); (y, z, 3); (y, x, 9);
        (z, x, 5); (z, s, 7)
]
```

let sp = directedEdges |> bellman_fordSP s



open FSharp.Data

type Wiki_1982_FIFA_World_Cup = HtmlProvider<"https://en.wikipedia.org/wiki/1982_FIFA_World_Cup">
let instance1982FWC = Wiki_1982_FIFA_World_Cup.GetSample()
let retrospective1982 = instance1982FWC.Tables.``FIFA retrospective ranking``

| Ranking Table: | | | | | | | | | |
|--------------------|-----|---|---|---|---|----|----|-----|------|
| R Team | G | Р | W | D | L | GF | GΑ | GD | Pts. |
| 1 Italy | 1/C | 7 | 4 | 3 | 0 | 12 | 6 | +6 | 11 |
| 2 West Germany | 2/B | 7 | 3 | 2 | 2 | 12 | 10 | +2 | 8 |
| 3 Poland | 1/A | 7 | 3 | 3 | 1 | 11 | 5 | +6 | 9 |
| 4 France | 4/D | 7 | 3 | 2 | 2 | 16 | 12 | +4 | 8 |
| 5 Brazil | 6/C | 5 | 4 | 0 | 1 | 15 | 6 | +9 | 8 |
| 6 England | 4/B | 5 | 3 | 2 | 0 | 6 | 1 | +5 | 8 |
| 7 Soviet Union | 6/A | 5 | 2 | 2 | 1 | 7 | 4 | +3 | 6 |
| 8 Austria | 2/D | 5 | 2 | 1 | 2 | 5 | 4 | +1 | 5 |
| 9 Northern Ireland | 5/D | 5 | 1 | 3 | 1 | 5 | 7 | -2 | 5 |
| 10 Belgium | 3/A | 5 | 2 | 1 | 2 | 3 | 5 | -2 | 5 |
| 11 Argentina | 3/C | 5 | 2 | 0 | 3 | 8 | 7 | +1 | 4 |
| 12 Spain | 5/B | 5 | 1 | 2 | 2 | 4 | 5 | -1 | 4 |
| 13 Algeria | 2 | 3 | 2 | 0 | 1 | 5 | 5 | 0 | 4 |
| 14 Hungary | 3 | 3 | 1 | 1 | 1 | 12 | 6 | +6 | 3 |
| 15 Scotland | 6 | 3 | 1 | 1 | 1 | 8 | 8 | 0 | 3 |
| 16 Yugoslavia | 5 | 3 | 1 | 1 | 1 | 2 | 2 | 0 | 3 |
| 17 Cameroon | 1 | 3 | 0 | 3 | 0 | 1 | 1 | 0 | 3 |
| 18 Honduras | 5 | 3 | 0 | 2 | 1 | 2 | 3 | -1 | 2 |
| 19 Czechoslovakia | 4 | 3 | 0 | 2 | 1 | 2 | 4 | -2 | 2 |
| 20 Peru | 1 | 3 | 0 | 2 | 1 | 2 | 6 | -4 | 2 |
| 21 Kuwait | 4 | 3 | 0 | 1 | 2 | 2 | 6 | -4 | 1 |
| 22 Chile | 2 | 3 | 0 | 0 | 3 | 3 | 8 | -5 | 0 |
| 23 New Zealand | 6 | 3 | 0 | 0 | 3 | 2 | 12 | -10 | 0 |
| 24 El Salvador | 3 | 3 | 0 | 0 | 3 | 1 | 13 | -12 | 0 |

| | • | | | | | | | | | |
|--------------------------------------|------------------|-----|---|---|---|---|----|----|-----|------|
| R | Team | G | P | W | D | Ľ | GF | GA | GD | Pts. |
| 1 | ■ Italy | 1/C | 7 | 4 | 3 | 0 | 12 | 6 | +6 | 11 |
| 2 | West Germany | 2/B | 7 | 3 | 2 | 2 | 12 | 10 | +2 | 8 |
| 3 | Poland | 1/A | 7 | 3 | 3 | 1 | 11 | 5 | +6 | 9 |
| 4 | France | 4/D | 7 | 3 | 2 | 2 | 16 | 12 | +4 | 8 |
| Eliminated in the second group stage | | | | | | | | | | |
| 5 | ◆ Brazil | 6/C | 5 | 4 | 0 | 1 | 15 | 6 | +9 | 8 |
| 6 | England | 4/B | 5 | 3 | 2 | 0 | 6 | 1 | +5 | 8 |
| 7 | Soviet Union | 6/A | 5 | 2 | 2 | 1 | 7 | 4 | +3 | 6 |
| 8 | Austria | 2/D | 5 | 2 | 1 | 2 | 5 | 4 | +1 | 5 |
| 9 | Northern Ireland | 5/D | 5 | 1 | 3 | 1 | 5 | 7 | -2 | 5 |
| 10 | Belgium | 3/A | 5 | 2 | 1 | 2 | 3 | 5 | -2 | 5 |
| 11 | Argentina | 3/C | 5 | 2 | 0 | 3 | 8 | 7 | +1 | 4 |
| 12 | Spain | 5/B | 5 | 1 | 2 | 2 | 4 | 5 | -1 | 4 |
| Eliminated in the first group stage | | | | | | | | | | |
| 13 | Algeria | 2 | 3 | 2 | 0 | 1 | 5 | 5 | 0 | 4 |
| 14 | Hungary | 3 | 3 | 1 | 1 | 1 | 12 | 6 | +6 | 3 |
| 15 | Scotland | 6 | 3 | 1 | 1 | 1 | 8 | 8 | 0 | 3 |
| 16 | Tugoslavia | 5 | 3 | 1 | 1 | 1 | 2 | 2 | 0 | 3 |
| 17 | Cameroon | 1 | 3 | 0 | 3 | 0 | 1 | 1 | 0 | 3 |
| 18 | Honduras | 5 | 3 | 0 | 2 | 1 | 2 | 3 | -1 | 2 |
| 19 | Czechoslovakia | 4 | 3 | 0 | 2 | 1 | 2 | 4 | -2 | 2 |
| 20 | Peru | 1 | 3 | 0 | 2 | 1 | 2 | 6 | -4 | 2 |
| 21 | Kuwait | 4 | 3 | 0 | 1 | 2 | 2 | 6 | -4 | 1 |
| 22 | Chile | 2 | 3 | 0 | 0 | 3 | 3 | 8 | -5 | 0 |
| 23 | New Zealand | 6 | 3 | 0 | 0 | 3 | 2 | 12 | -10 | 0 |
| 24 | El Salvador | 3 | 3 | 0 | 0 | 3 | 1 | 13 | -12 | 0 |

https://blogs.msdn.microsoft.com/dsyme/2013/01/30/twelve-f-type-providers-in-action/

- Doze type providers em ação
 - SQL, CSV, XML, JSON, WMI, OData, Hadoop/Hive,
 World Bank, Freebase, R, WSDL, TypeScript

| Top 10 in Goal | Difference: |
|----------------|-------------|
| Brazil | 9 |
| Italy | 6 |
| Poland | 6 |
| Hungary | 6 |
| England | 5 |
| France | 4 |
| Soviet Union | 3 |
| West Germany | 2 |
| Austria | 1 |
| Argentina | 1 |
| | |

| Top 10 in Goals | For: |
|-----------------|------|
| France | 16 |
| Brazil | 15 |
| Italy | 12 |
| West Germany | 12 |
| Hungary | 12 |
| Poland | 11 |
| Scotland | 8 |
| Argentina | 8 |
| Soviet Union | 7 |
| England | 6 |
| | |

```
type PingAgent() as self =
    let receiver (inbox : MailboxProcessor<Msg * IAgent<Msg>>) =
        let rec loop () =
           async {
               let! (msg, actor) = inbox.Receive()
               match msg with
                | Pong(n) ->
                   printfn "[%d] Ping received pong : %d" (tid()) n
                   if n > 1 then
                       self |> send (Ping (n - 1)) actor
                       return! loop ()
                    else
                       printfn "[%d] Ping finished" (tid())
                       self |> send Stop actor
                       return ()
                   -> return! loop ()
        loop ()
    let inbox = MailboxProcessor.Start(receiver)
    interface IAgent<Msg> with
          member this.Inbox = inbox
          member this.Send(msg, actor) = actor.Inbox.Post(msg, upcast this)
                    let ping = new PingAgent()
                     let pong = new PongAgent()
                    ping |> send (Ping 3) pong
```

```
type PongAgent() as self =
    let receiver (inbox : MailboxProcessor<Msg * IAgent<Msg>>) =
        let rec loop () =
            async {
                let! (msg, actor) = inbox.Receive()
                match msg with
                | Stop ->
                    printfn "[%d] Pong finished" (tid())
                    return ()
                | Ping(n) ->
                    printfn "[%d] Pong received ping : %d" (tid()) n
                    self |> send (Pong n) actor
                    return! loop ()
                  -> return! loop ()
        loop ()
    let inbox = MailboxProcessor.Start(receiver)
    interface IAgent<Msg> with
          member this.Inbox = inbox
          member this.Send(msg, actor) = actor.Inbox.Post(msg, upcast this)
                          [5] Pong received ping : 3
                          [3] Ping received pong : 3
                          [4] Pong received ping : 2
                          [3] Ping received pong : 2
                          [3] Pong received ping : 1
                          [4] Ping received pong : 1
                          [4] Ping finished
                             Pong finished
```

F# e LINQ (C#)

F#: map, collect, filter, sortBy, and distinct

```
Visual C++ 2012 (VC++ 11.0) - fsi
CH.
C:∖Users∖Fabio Galuppo>fsi
 icrosoft (R) F# Interactive version 11.0.60610.1 opyright (c) Microsoft Corporation. All Rights Reserved.
For help type #help;;
  let xs = [1; 2; 3];;
val xs : int list = [1; 2; 3]
     s {> List.map (fun x -> 2 * x);;
it : int list = [2; 4; 6]
s {> List.collect (fun x -> [3 * x; 2 * x; x]);;
it : int list = [3; 2; 1; 6; 4; 2; 9; 6; 3]
    ys : int list = [3; 2; 1; 6; 4; 2; 9; 6; 3]
  l it : int list = [6; 4; 9; 6]
let zs = ys |> List.sortBy (fun x -> x> |> Seq.ofList |> Seq.distinct;;
val zs : seg<int>
      !> Seq.toList;;
```

C#: Select, SelectMany, Where, OrderBy, and Distinct

Exemplo #8 (Bônus)

type RockOn = HtmlProvider<"https://programarockon.com.br/">

```
xs.Elements()
   |> List.filter (fun x -> x.Name() = "div" && x.HasAttribute("id", "page"))
   |> List.collect (fun x -> x.Descendants() |> Seq.toList)
   |> Seq.filter (fun x -> x.Name() = "div" && x.HasAttribute("id", "content"))
   > Seq.collect (fun x -> x.Descendants())
   |> Seq.filter (fun x -> x.Name() = "div" && x.HasAttribute("id", "primary"))
   > Seq.collect (fun x -> x.Descendants())
   |> Seq.filter (fun x -> x.Name() = "main" && x.HasAttribute("id", "main"))
   > Seq.collect (fun x -> x.Descendants())
   > Seq.filter (fun x -> x.Name() = "article")
   > Seq.collect (fun x -> x.Descendants())
   |> Seq.filter (fun x -> x.Name() = "div" && x.HasAttribute("class", "entry-content"))
   > Seq.collect (fun x -> x.Descendants())
   \rightarrow Seq.filter (fun x -> (x.Name() = "p" || x.Name() = "div") &&
                          (x.InnerText() |> hasProgram || x.InnerText() |> hasBand))
   > Seq.map (fun x -> x.InnerText())
  let uniqueBands = tracks |> Seq.collect (fun x -> bands x)
                                |> Seq.map (fun x -> x |> textWithoutPeriod)
                                > Seq.map (fun x -> x.ToUpper())
                                 > Seq.sort
                                > Seq.distinct
```

Exemplo #8 (Bônus)

```
let dumpPages n =
    seq {
        for i = 1 to n do
            let instanceRockOn = RockOn.Load("https://programarockon.com.br/page/" + (string i) + "/")
            let xs = instanceRockOn.Lists.Html.Body()
            yield dumpPage xs
}

let allPages = dumpPages NUMBER_OF_PAGES

Programa #39
Some
        ("Programa Rock ON #39",
            "Faixas: Last in Line, Thundermother, Grand Magus, Alia Tempora, David Coverdale, Misbehaviour,
            Bullseye, Meghavory, Blues Pills, Don Airey, Abysmal Dawn, Dawn of Demise, Iron Maiden.")
```

of Bands = 632

List of Bands: [220 VOLT] [3 INCHES OF BLOOD] [4ARM] [ABBA (YNGWIE MALMSTEEN)] [ABHORRENT] [ABHORRENT DECIMATION] [ABORTED] [ABRASION] [ABYSMAL DAWN] [AC/DC] [ACCEPT] [ACE FREHLEY] [ACIDO] [ACLLA] [ACT OF DEFIAN CE] [ADRENALINE RUSH] [AETERNA] [AGENTZ] [AJNA] [ALIA TEMPORA] [ALICE COOPER] [ALKALOID] [ALMANAC] [AMBUSH] [AMON AMARTH] [AMORPHIS] [ANCESTTRAL] [ANCIENT BARDS] [ANGRA] [ANGRY] [ANTHARES] [ANTHRA X] [AOR] [APE SKULL] [APOCALYPTICA] [ARAÑA] [ARCH ENEMY] [ARCH/MATHEOS] [ARETHA FRANKLIN (LITTLE C AESAR)] [ARMAHDA] [ARMORED SAINT] [ART OF ANARCHY] [ARTHEMIS] [ARTILLERY] [ASIA] [ASPHYX] [ASSAULT ER] [ASTARTE] [ATTIC DEMONS] [ATTOMIC SOLDIER] [ATTRACHTA] [AUTOPSY] [AVANTASIA] [AVATAR] [AXEL RU DI PELL] [BABYLON A.D] [BARREN CROSS] [BATTLE BEAST] [BATTLECROSS] [BEAUTIFUL SIN] [BEAUVOIR/FREE] [BELLA UTOPIA] [BELPHEGOR] [BENIGHTED] [BIG BALL] [BIGFOOT] [BIOCANCER] [BIONIC ORIGIN] [BITCH] [BLACK SABBATH] [BLACK STATE HIGHWAY] [BLACK STONE CHERRY] [BLACK TORA] [BLACKNING] [BLACKSTAR RIDE RS] [BLAZE BAYLEY] [BLAZE OUT] [BLAZING DOG] [BLIND GUARDIAN] [BLOODBATH] [BLOODBOUND] [BLOODGOOD] [BLOODRED HOURGLASS] [BLUES PILLS] [BOLT THROWER] [BONAFIDE] [BONFIRE] [BOREALIS] [BRAVEHEART] [B RIAN MAY] [BRIDE] [BRUCE DICKINSON] [BULLSEYE] [BURNING BLACK] [BURNING POINT] [BURNING WITCH] [CA COPHONY] [CAIN'S OFFERING] [CAN OF WORMS] [CANCER] [CANDLEMASS] [CANNIBAL CORPSE] [CARCASS] [CAUTE RIZATION] [CAVERA] [CHAOS SYNOPSIS] [CHASTAIN] [CHEERS LEADERS] [CHILDREN OF BODOM] [CHRIS SQUIRE (HOMENAGEM)] [CHRISTOPHER CROSS (SAXON)] [CHRONOSPHERE] [CIRCLE II CIRCLE] [CIRCLE OF INDIFFERENCE [CIRCLE OF INFINITY] [CIRCUS MAXIMUS] [CLIMATIC TERRA] [CONCEPT OF HATE] [CRADLE OF FILTH] [CRAN IOTOMY] [CRIMSON GLORY] [CROSSROCK] [CROWN OF GLORY] [CROWN OF THORNS] [CRUENTA LACRYMIS] [CRYPTOP SY] [CURSED SLAUGHTER] [CUT UP] [D.A] [DAFT PUNK (HALESTORM)] [DAGOBA] [DANCING FLAME] [DANGER ZON E] [DARE] [DARK TRANQUILITY] [DARKANE] [DARKING] [DAVID COVERDALE] [DAWN OF DEMISE] [DE LA MUERTE]

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- F# Compiler and core libraries github.com/fsharp
- F# Incubation project space github.com/fsprojects
- FsLab Organization repository github.com/fslaborg



Livros e Recursos

fsharp.org/about/learning.html





















Exemplos

http://www.fssnip.net/

Recent snippets

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Message Passing sample inspired by Erlang Ping Pong from here: http://erlang.org/doc/getting_started/conc_prog.html

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Posted: 12 hours ago by Fabio Galuppo

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This is variant of http://www.fssnip.net/sA that is having a timeout. You may want to use this if you e.g. cache a database query result or other mutable data source.

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. Magic 8 Ball

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INÍCIO SOBRE O SITE

Iterator com predicado, o que
é isso?

13 de outubro de 2015 - Fabio Galuppo

O iterator é um objeto que aponta ou indica um elemento em uma extensão de elementos, tais como containers da STL (por exemplo: std::vector) ou um array.

www.simplycpp.com



Simply C++ C++ Moderno para o Mundo Real INÍCIO SOBRE O SITE Por quem os ponteiros dobram, estrelando std::accumulate 8 de dezembro de 2015 ~ Fabio Galuppo O std::accumulate é um algoritmo de operação numérica, da mesma forma que std::iota explorado

anteriormente (http://simplycpp.com/2015/11/06/mestre-iota/), reside no header <numeric> da STL:

http://www.cplusplus.com/reference/numeric/accumulate/.

http://www.simplycpp.com

Introdução a Programação Funcional com F#

Fabio Galuppo, M.Sc.

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Microsoft MVP Visual Studio and Development Technologies https://mvp.microsoft.com/en-us/PublicProfile/9529

http://bit.ly/8o_SeCoT



Award Categories
Visual Studio and Development
Technologies

First year awarded: 2002

Number of MVP Awards: