

Haskell: Mastermind

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0.1 Introduction

Mastermind is a board game consisting

0.2 Experiences

The principal problem in the moment of develop in Haskell is the big change of thinking model, changing from imperative thinking to mathematical thinking. In this project we consider the change of paradigm was so hard, because from firsts years the university introduces in the concept of imperative and the time to make this change is so short.

This short period of time makes the people have a bad experience with functional programming languages and this cause that not take the bennefits of functional programming.