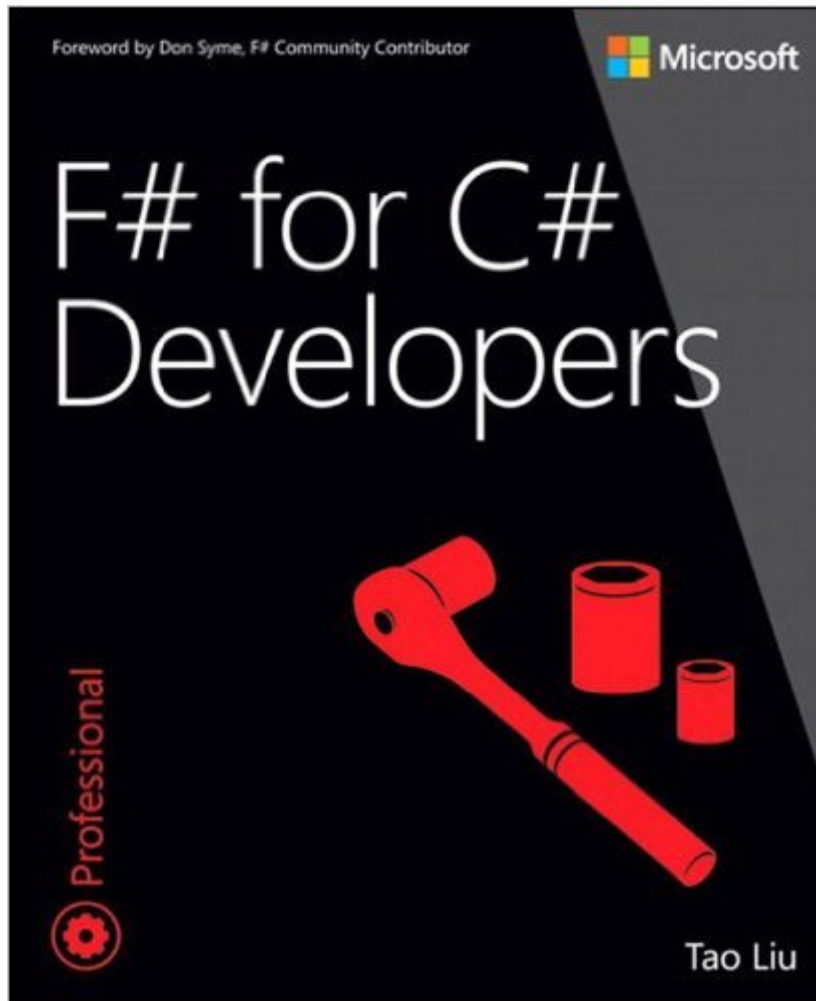


The book was found

F# For C# Developers (Developer Reference)



Synopsis

Extend your C# skills to F# and create data-rich computational and parallel software components faster and more efficiently. Focusing on F# 3.0 and Microsoft Visual Studio 2012, you'll learn how to exploit F# features to solve both computationally-complex problems as well as everyday programming tasks. Topics include: C# and F# data structures; F# for functional, object-oriented, and imperative programming; design patterns; type providers; and portable support for Windows 8. You'll examine real-world applications, including Windows 8-style HTML5 and JavaScript apps, along with cloud and service apps. You'll write your own type provider. And you'll see how to expand F# computation power to high-performance GPU computing.

Book Information

File Size: 5737 KB

Print Length: 641 pages

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Microsoft Press; 1 edition (June 15, 2013)

Publication Date: June 15, 2013

Sold by: Digital Services LLC

Language: English

ASIN: B00JDMPL3W

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #944,359 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #120

in Books > Computers & Technology > Programming > Functional #602 in Kindle Store > Kindle eBooks > Computers & Technology > Programming > C & C++ #675 in Books > Computers & Technology > Programming > Languages & Tools > C#

Customer Reviews

I like this book because it takes the only approach that I think will work towards gaining more industry acceptance of F#: interop with C#. Don Syme really puts on his marketing hat (and aptly sets the stage for this book) in his brilliant forward by citing an incontrovertible case for F# over C# due to reliability: no more null exceptions! Hear hear! Rather than see F# repeat all the man-hours of

work that went into creating the designers and project types that C# has (and trying to precisely match all their behaviors and quirks); it makes more sense to leverage C# for those things. That is the approach advocated by this book. There are a lot of things you can do in F# that are ugly, infeasible, or ill-advised in C#; but F# needs C# interop because F# is far from self-sufficient. The book author states (up front) that this book is for experienced C# developers who understand .NET development and OOP concepts. If you don't currently fit those requirements, get them; then get this book. (I've said it before, and I'll say it again: one needs to be better at C# than the typical professional C# developer, as a prerequisite, before you even begin to think about specializing in F#.) If you are a C# developer and you have (or think you have) no interest in F#, I would still highly recommend taking a look at this book. (Here's another of my maxims: I think one needs to learn Haskell to really understand F#, and one needs to learn F# to really understand C#.) You will learn C# much more deeply from reading this book. (In particular you will really understand C#'s limitations and what functional programming has to offer.

[Download to continue reading...](#)

F# for C# Developers (Developer Reference) C# for Java Developers (Developer Reference) QuickTime for .NET and COM Developers (QuickTime Developer Series) Ajax for Web Application Developers (Developer's Library) The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (Developer's Library) The Swift Developer's Cookbook (includes Content Update Program) (Developer's Library) SQL for MySQL Developers: A Comprehensive Tutorial and Reference Inside Windows Debugging (Developer Reference) Microsoft SQL Server 2012 High-Performance T-SQL Using Window Functions (Developer Reference) T-SQL Querying (Developer Reference) Object Thinking (Developer Reference) Windows® Internals: Including Windows Server 2008 and Windows Vista, Fifth Edition (Developer Reference) Programming for the Internet of Things: Using Windows 10 IoT Core and Azure IoT Suite (Developer Reference) Windows Internals, Part 1 (6th Edition) (Developer Reference) COM Programming with Microsoft .NET (Developer Reference) Microsoft® DirectX® 9 Programmable Graphics Pipeline (Developer Reference) Microsoft ASP.NET and AJAX: Architecting Web Applications (Developer Reference) C++ AMP (Developer Reference) Microsoft® Visual C++® .NET Deluxe Learning Edition--Version 2003 (Developer Reference) Microsoft Visual C# Step by Step (8th Edition) (Developer Reference)

[Dmca](#)