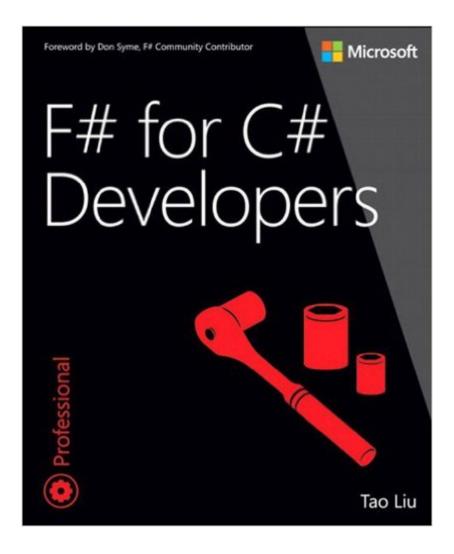
The book was found

F# For C# Developers (Developer Reference)





Synopsis

Extend your C# skills to F#â "and create data-rich computational and parallel software components faster and more efficiently. Focusing on F# 3.0 and Microsoft Visual Studio 2012, youâ [™]II 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. Youâ [™]II examine real-world applications, including Windows 8-style HTML5 and JavaScript apps, along with cloud and service apps. Youâ [™]II write your own type provider. And youâ [™]II 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: Â 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.

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