

1. Record Nr.	UNINA9910140909703321
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Titolo	Professional F# 2.0 // Ted Neward [and three others] ; foreword by Scott Hanselman
Pubbl/distr/stampa	Indianapolis, Indiana : , : Wiley Publishing, Inc., , 2011 ©2011
ISBN	1-282-88412-3 9786612884122 1-118-25744-8 1-118-00713-1
Edizione	[1st edition]
Descrizione fisica	1 online resource (434 p.)
Collana	Wrox professional guides
Disciplina	005.133
Soggetti	F (Computer program language) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	PROFESSIONAL F# 2.0; CONTENTS; FOREWORD; INTRODUCTION; PART 0: BEGINNINGS; CHAPTER 1: PRIMER; Setup; It's that Time of Year Again...; Strategy; The Delegate Strategy; Lambda Calculus (Briefly); Type Inference; Immutability; Expressions, not Statements; Summary; PART I: BASICS; CHAPTER 2: LEXICAL STRUCTURE; Comments; Identifiers; Preprocessor Directives; Significant Whitespace; Summary; CHAPTER 3: PRIMITIVE TYPES; Boolean; Numeric Types; Bitwise Operations; Floating-Point Types; Arithmetic Conversions; String and Character Types; Unit; Units of Measure Types; Literal Values; Summary CHAPTER 4: CONTROL FLOWBasic Decisions: if; Looping: while/do; Looping: for; Exceptions; try...with; try...finally; Raising and Throwing Exceptions; Defining New Exception Types; Summary; CHAPTER 5: COMPOSITE TYPES; Option Types; Option Functions; Tuples; Arrays; Array Construction; Array Access; Array Functions; Lists; List Construction; List Access; List Methods; Using Lists and Arrays; Sequences; Maps; Map Construction; Map Access; Map Functions; Sets; Summary; CHAPTER 6: PATTERN MATCHING; Basics; Pattern Types; Constant Patterns; Variable-Binding ("Named") Patterns; AND, OR

Patterns

Literal Patterns; Tuple Patterns; as Patterns; List Patterns; Array Patterns; Discriminated Union Patterns; Record Patterns; Pattern Guards; Active Patterns; Single Case; Partial Case; Multi-Case; Summary; PART II: OBJECTS; CHAPTER 7: COMPLEX COMPOSITE TYPES; Type Abbreviations; Enum Types; Discriminated Union Types; Structs; Value Type Implicit Members; Structs and Pattern-Matching; Record Types; Record Type Implicit Members; Summary; CHAPTER 8: CLASSES; Basics; Fields; Constructors; Creating; Members; Properties; Methods; Static Members; Operator Overloading; Delegates and Events; Subscribing

Delegates; DelegateEvents; Beyond DelegateEvents; Events; Access Modifiers; Type Extensions; Summary; CHAPTER 9: INHERITANCE; Basics; Fields and Constructors; Overriding; Abstract Members; Default; Casting; Upcasting; Downcasting; Flexible Types; Boxing and Unboxing; Interfaces; Implementation; Definition; Object Expressions; Summary; CHAPTER 10: GENERICS; Basics; Type Parameters; Type Constraints; Type Constraint; Equality Constraint; Comparison Constraint; Null Constraint; Constructor Constraint; Value Type and Reference Type Constraints; Other Constraints; Statically Resolved Type Parameters

Explicit Member Constraint; Summary; CHAPTER 11: PACKAGING; Namespaces; Referencing a Namespace; Defining a Namespace; Modules; Referencing a Module; Dening a Module; Summary; CHAPTER 12: CUSTOM ATTRIBUTES; Using Custom Attributes; EntryPoint; Obsolete; Conditional; ParamArray; Struct, Class, AbstractClass, Interface, Literal, and Measure; Assembly Attributes; DefaultMember; Serializable, NonSerialized; AutoOpen; Other Attributes; Creation and Consumption; Creation; Consumption; Summary; PART III: FUNCTIONAL PROGRAMMING; CHAPTER 13: FUNCTIONS; Traditional Function Calls; Mathematical Functions

Coming from C#

Sommario/riassunto

This is a book on the F# programming language. On the surface of things, that is an intuitively obvious statement, given the title of this book. However, despite the apparent redundancy in saying it aloud, the sentence above elegantly describes what this book is about: The authors are not attempting to teach developers how to accomplish tasks from other languages in this one, nor are they attempting to evangelize the language or its feature set or its use ""over"" other languages. They assume that you are considering this book because you have an interest in learning the F# language:
