



Expert F# 4.0

By Don Syme, Adam Granicz, Antonio Cisternino



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Learn from F#'s inventor to become an expert in the latest version of this powerful programming language so you can seamlessly integrate functional, imperative, object-oriented, and query programming style flexibly and elegantly to solve any programming problem. *Expert F# 4.0* will help you achieve unrivaled levels of programmer productivity and program clarity across multiple platforms including Windows, Linux, Android, OSX, and iOS as well as HTML5 and GPUs.

F# 4.0 is a mature, open source, cross-platform, functional-first programming language which empowers users and organizations to tackle complex computing problems with simple, maintainable, and robust code.

Expert F# 4.0 is:

- A comprehensive guide to the latest version of F# by the inventor of the language
- A treasury of F# techniques for practical problem-solving
- An in-depth case book of F# applications and F# 4.0 concepts, syntax, and features

Written by F#'s inventor and two major F# community members, *Expert F# 4.0* is a comprehensive and in-depth guide to the language and its use. Designed to help others become experts, the book quickly yet carefully describes the paradigms supported by F# language, and then shows how to use F# elegantly for a practical web, data, parallel and analytical programming tasks.

The world's experts in F# show you how to program in F# the way they do!

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Editorial Review

From the Back Cover

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About the Author

Don Syme is a principal researcher at Microsoft Research, and the main designer of F#. Since joining Microsoft Research in 1998, he has been a seminal contributor to a wide variety of leading-edge projects, including generics in C# and the .NET Common Language Runtime, F# itself, F# asynchronous programming, and units of measure in F#. He received a Ph.D. from the University of Cambridge Computer Laboratory in 1999.

Adam Granicz is the chief executive officer of IntelliFactory, the leading provider of F# training, development and consulting services, and technologies that enable rapid functional, reactive web development. He has over eight years of experience applying F# in commercial projects, and works on WebSharper, IntelliFactory's web development platform that offers unrivaled productivity, a uniform programming model based on F#, and the fastest way to develop robust, client-based rich Internet and mobile applications. Adam is an active F# evangelist, a regular F# author and speaker at development conferences and workshops, and serves on the steering committee of the Commercial Users of Functional Programming (CUFP) Workshop, representing the F# segment.

Antonio Cisternino is an assistant professor in the Computer Science Department of the University of Pisa. His primary research is on scientific computing, meta-programming and domain-specific languages on virtual-machine-based execution environments. He has been active in the .NET community since 2001 and developed VSLab, a Microsoft Visual Studio add-in to support MATLAB-like programming in F# and Visual Studio. He is also author of annotated C#, an extension of C#, and Robotics4.NET, a framework for programming robots with Microsoft .NET. Cisternino holds a Ph.D. in Computer Science from the University of Pisa.

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