

Learning Functional Programming In Go Change The

Introducing Erlang Simon St. Laurent.2017-03-06 If you're new to Erlang, its functional style can seem difficult, but with help from this hands-on introduction, you'll scale the learning curve and discover how enjoyable, powerful, and fun this language can be. In this updated second edition, author Simon St.Laurent shows you how to write simple Erlang programs by teaching you one skill at a time. You'll learn about pattern matching, recursion, message passing, process-oriented programming, and establishing pathways for data rather than telling it where to go. By the end of your journey, you'll understand why Erlang is ideal for concurrency and resilience. Get cozy with Erlang's shell, its command line interface Define functions, using the fun tool, to represent repeated calculations Discover atoms, pattern matching, and guards: the foundations of your program structure Delve into the heart of Erlang processing with recursion, strings, lists, and higher-order functions Create processes, send messages among them, and apply pattern matching to incoming messages Store and manipulate structured data with Erlang Term Storage and the Mnesia database Learn about Open Telecom Platform, Erlang's open source libraries and tools

Functional Programming For Dummies John Paul Mueller.2019-02-06 Your guide to the functional programming paradigm Functional programming mainly sees use in math computations, including those used in Artificial Intelligence and gaming. This programming paradigm makes algorithms used for math calculations easier to understand and provides a concise method of coding algorithms by people who aren't developers. Current books on the market have a significant learning curve because they're written for developers, by developers—until now. Functional Programming for Dummies explores the differences between the pure (as represented by the Haskell language) and impure (as represented by the Python language) approaches to functional programming for readers just like you. The pure approach is best suited to researchers who have no desire to create production code but do need to test algorithms fully and demonstrate their usefulness to peers. The impure approach is best suited to production environments because it's possible to mix coding paradigms in a single application to produce a result more quickly. Functional Programming For Dummies uses this two-pronged approach to give you an all-in-one approach to a coding methodology that can otherwise be hard to grasp. Learn pure and impure when it comes to coding Dive into the processes that most functional programmers use to derive, analyze and prove the worth of algorithms Benefit from examples that are provided in both Python and Haskell Glean the expertise of an expert author who has written some of the market-leading programming books to date If you're ready to massage data to understand how things work in new ways, you've come to the right place!

Functional Programming in Java Venkat Subramaniam.2014-02-19 Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book.

Learning Functional Programming in Go Lex Sheehan.2017-11-24 Function literals, Monads, Lazy evaluation, Currying, and more About This Book Write concise and maintainable code with streams and high-order functions Understand the benefits of currying your Golang functions Learn the most effective design patterns for functional programming and learn when to apply each of them Build distributed MapReduce solutions using Go Who This Book Is For This book is for Golang developers comfortable with OOP and interested in learning how to apply the functional paradigm to create robust and testable apps. Prior programming experience with Go would be helpful, but not mandatory. What You Will Learn Learn how to compose reliable applications using high-order functions Explore techniques to eliminate side-effects using FP techniques such as currying Use first-class functions to implement pure functions Understand how to implement a lambda expression in Go Compose a working application using the decorator pattern Create faster programs using lazy evaluation Use Go concurrency constructs to compose a functionality pipeline Understand category theory and what it has to do with FP In Detail Functional programming is a popular programming paradigm that is used to simplify many tasks and will help you write flexible and succinct code. It allows you to decompose your programs into smaller, highly reusable components, without applying conceptual restraints on how the software should be modularized. This book bridges the language gap for Golang developers by showing you how to create and consume functional constructs in Golang. The book is divided into four modules. The first module explains the functional style of programming; pure functional programming (FP), manipulating collections, and using high-order functions. In the second module, you will learn design patterns that you can use to build FP-style applications. In the next module, you will learn FP techniques that you can use to improve your API signatures, to increase performance, and to build better Cloud-native applications. The last module delves into the underpinnings of FP with an introduction to category theory for software developers to give you a real understanding of what pure functional programming is all about, along with applicable code examples. By the end of the book, you will be adept at building applications the functional way. Style and approach This book takes a pragmatic approach and shows you techniques to write better functional constructs in Golang. We'll also show you how use these concepts to build robust and testable apps.

Learning Java Functional Programming Richard M Reese.2015-10-14 Create robust and maintainable Java applications using the functional style of programming About This Book Explore how you can blend object-oriented and functional programming styles in Java Use lambda expressions to write flexible and succinct code A tutorial that strengthens your fundamentals in functional programming techniques to enhance your applications Who This Book Is For If you are a Java developer with object-oriented experience and want to use a functional programming approach in your applications, then this book is for you. All you need to get started is familiarity with basic Java object-oriented programming concepts. What You Will Learn Use lambda expressions to simplify code Use function composition to achieve code fluency Apply streams to simply implementations and achieve parallelism Incorporate recursion to support an application's functionality Provide more robust implementations using Optionals Implement design patterns with less code Refactor object-oriented code to create a functional solution Use debugging and testing techniques specific to functional programs In Detail Functional programming is an increasingly popular technology that allows you to simplify many tasks that are often cumbersome and awkward using an object-oriented approach. It is important to understand this approach and know how and when to apply it. Functional programming requires a different mindset, but once mastered it can be very rewarding. This book simplifies the learning process as a problem is described followed by its implementation using an object-oriented approach and then a solution is provided using appropriate functional programming techniques. Writing succinct and maintainable code is facilitated by many functional programming techniques including lambda expressions and streams. In this book, you will see numerous examples of how these techniques can be applied starting with an introduction to lambda expressions. Next, you will see how they can replace older approaches and be combined to achieve surprisingly elegant solutions to problems. This is followed by the investigation of related concepts such as the Optional class and monads, which offer an additional approach to

handle problems. Design patterns have been instrumental in solving common problems. You will learn how these are enhanced with functional techniques. To transition from an object-oriented approach to a functional one, it is useful to have IDE support. IDE tools to refactor, debug, and test functional programs are demonstrated through the chapters. The end of the book brings together many of these functional programming techniques to create a more comprehensive application. You will find this book a very useful resource to learn and apply functional programming techniques in Java. Style and approach In this tutorial, each chapter starts with an introduction to the terms and concepts covered in that chapter. It quickly progresses to contrast an object-oriented approach with a functional approach using numerous code examples.

An Introduction to Functional Programming Through Lambda Calculus Greg Michaelson.2013-04-10 Well-respected text for computer science students provides an accessible introduction to functional programming. Cogent examples illuminate the central ideas, and numerous exercises offer reinforcement. Includes solutions. 1989 edition.

Programming Phoenix Chris McCord,Bruce Tate,Jose Valim.2016-04-20 Don't accept the compromise between fast and beautiful: you can have it all. Phoenix creator Chris McCord, Elixir creator Jose Valim, and award-winning author Bruce Tate walk you through building an application that's fast and reliable. At every step, you'll learn from the Phoenix creators not just what to do, but why. Packed with insider insights, this definitive guide will be your constant companion in your journey from Phoenix novice to expert, as you build the next generation of web applications. Phoenix is the long-awaited web framework based on Elixir, the highly concurrent language that combines a beautiful syntax with rich metaprogramming. The authors, who developed the earliest production Phoenix applications, will show you how to create code that's easier to write, test, understand, and maintain. The best way to learn Phoenix is to code, and you'll get to attack some interesting problems. Start working with controllers, views, and templates within the first few pages. Build an in-memory repository, and then back it with an Ecto database layer. Learn to use change sets and constraints that keep readers informed and your database integrity intact. Craft your own interactive application based on the channels API for the real-time, high-performance applications that this ecosystem made famous. Write your own authentication components called plugs, and even learn to use the OTP layer for monitored, reliable services. Organize your code with umbrella projects so you can keep your applications modular and easy to maintain. This is a book by developers and for developers, and we know how to help you ramp up quickly. Any book can tell you what to do. When you've finished this one, you'll also know why to do it. What You Need: To work through this book, you will need a computer capable of running Erlang 17 or better, Elixir 1.1, or better, Phoenix 1.0 or better, and Ecto 1.0 or better. A rudimentary knowledge of Elixir is also highly recommended.

Learn You a Haskell for Great Good! Miran Lipovaca.2011-04-15 It's all in the name: *Learn You a Haskell for Great Good!* is a hilarious, illustrated guide to this complex functional language. Packed with the author's original artwork, pop culture references, and most importantly, useful example code, this book teaches functional fundamentals in a way you never thought possible. You'll start with the kid stuff: basic syntax, recursion, types and type classes. Then once you've got the basics down, the real black belt master-class begins: you'll learn to use applicative functors, monads, zippers, and all the other mythical Haskell constructs you've only read about in storybooks. As you work your way through the author's imaginative (and occasionally insane) examples, you'll learn to: -Laugh in the face of side effects as you wield purely functional programming techniques -Use the magic of Haskell's laziness to play with infinite sets of data -Organize your programs by creating your own types, type classes, and modules -Use Haskell's elegant input/output system to share the genius of your programs with the outside world Short of eating the author's brain, you will not find a better way to learn this powerful language than reading *Learn You a Haskell for Great Good!*

Refactoring Databases Scott W. Ambler,Pramod J. Sadalage.2006-03-03 Refactoring has proven its value in a wide range of development projects—helping software professionals improve system designs, maintainability, extensibility, and performance. Now, for the first time, leading agile methodologist Scott Ambler and renowned consultant Pramodkumar Sadalage introduce powerful refactoring techniques specifically designed for database systems. Ambler and Sadalage demonstrate how small changes to table structures, data, stored procedures, and triggers can significantly enhance virtually any database design—without changing semantics. You'll learn how to evolve database schemas in step with source code—and become far more effective in projects relying on iterative, agile methodologies. This comprehensive guide and reference helps you overcome the practical obstacles to refactoring real-world databases by covering every fundamental concept underlying database refactoring. Using start-to-finish examples, the authors walk you through refactoring simple standalone database applications as well as sophisticated multi-application scenarios. You'll master every task involved in refactoring database schemas, and discover best practices for deploying refactorings in even the most complex production environments. The second half of this book systematically covers five major categories of database refactorings. You'll learn how to use refactoring to enhance database structure, data quality, and referential integrity; and how to refactor both architectures and methods. This book provides an extensive set of examples built with Oracle and Java and easily adaptable for other languages, such as C#, C++, or VB.NET, and other databases, such as DB2, SQL Server, MySQL, and Sybase. Using this book's techniques and examples, you can reduce waste, rework, risk, and cost—and build database systems capable of evolving smoothly, far into the future.

Software Design for Flexibility Chris Hanson,Gerald Jay Sussman.2021-03-09 Strategies for building large systems that can be easily adapted for new situations with only minor programming modifications. Time pressures encourage programmers to write code that works well for a narrow purpose, with no room to grow. But the best systems are evolvable; they can be adapted for new situations by adding code, rather than changing the existing code. The authors describe techniques they have found effective—over their combined 100-plus years of programming experience—that will help programmers avoid programming themselves into corners. The authors explore ways to enhance flexibility by: Organizing systems using combinators to compose mix-and-match parts, ranging from small functions to whole arithmetics, with standardized interfaces Augmenting data with independent annotation layers, such as units of measurement or provenance Combining independent pieces of partial information using unification or propagation Separating control structure from problem domain with domain models, rule systems and pattern matching, propagation, and dependency-directed backtracking Extending the programming language, using dynamically extensible evaluators

[Functional Programming in Scala](#) Paul Chiusano,Runar Bjarnason.2014-09-01 Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

Functional Programming in C# Enrico Buonanno.2017-08-12 Summary Functional Programming in C# teaches you to apply functional thinking to real-world problems using the C# language. The book, with its many practical examples, is written for proficient C# programmers with no prior FP experience. It will give you an awesome new perspective. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from

Manning Publications. About the Technology Functional programming changes the way you think about code. For C# developers, FP techniques can greatly improve state management, concurrency, event handling, and long-term code maintenance. And C# offers the flexibility that allows you to benefit fully from the application of functional techniques. This book gives you the awesome power of a new perspective. About the Book Functional Programming in C# teaches you to apply functional thinking to real-world problems using the C# language. You'll start by learning the principles of functional programming and the language features that allow you to program functionally. As you explore the many practical examples, you'll learn the power of function composition, data flow programming, immutable data structures, and monadic composition with LINQ. What's Inside Write readable, team-friendly code Master async and data streams Radically improve error handling Event sourcing and other FP patterns About the Reader Written for proficient C# programmers with no prior FP experience. About the Author Enrico Buonanno studied computer science at Columbia University and has 15 years of experience as a developer, architect, and trainer. Table of Contents PART 1 - CORE CONCEPTS Introducing functional programming Why function purity matters Designing function signatures and types Patterns in functional programming Designing programs with function composition PART 2 - BECOMING FUNCTIONAL Functional error handling Structuring an application with functions Working effectively with multi-argument functions Thinking about data functionally Event sourcing: a functional approach to persistence PART 3 - ADVANCED TECHNIQUES Lazy computations, continuations, and the beauty of monadic composition Stateful programs and stateful computations Working with asynchronous computations Data streams and the Reactive Extensions An introduction to message-passing concurrency

Functional Programming in C#, Second Edition Enrico Buonanno.2022-02 Functional Programming in C#, Second Edition teaches functional thinking for real-world problems. It reviews the C# language features that allow you to program functionally and through many practical examples shows the power of function composition, data-driven programming, and immutable data structures. All code examples work with .NET 6 and C# 10.

Functional Programming in Go Dylan Meeus.2023-03-10 Leverage core functional programming (FP) concepts to write more maintainable and testable code in Go Purchase of the print or Kindle book includes a free PDF eBook Key Features Learn functional programming techniques at the architectural level and use them to solve real-world problems Understand how to think about code functionally Learn about the trade-offs of functional programming and object-oriented programming (OOP) in Go Book Description While Go is a multi-paradigm language that gives you the option to choose whichever paradigm works best for the particular problem you aim to solve, it supports features that enable you to apply functional principles in your code. In this book, you'll learn about concepts central to the functional programming paradigm and how and when to apply functional programming techniques in Go. Starting with the basic concepts of functional programming, this Golang book will help you develop a deeper understanding of first-class functions. In the subsequent chapters, you'll gain a more comprehensive view of the techniques and methods used in functional languages, such as function currying, partial application, and higher-order functions. You'll then be able to apply functional design patterns for solving common programming challenges and explore how to apply concurrency mechanisms to functional programming. By the end of this book, you'll be ready to improve your code bases by applying functional programming techniques in Go to write cleaner, safer, and bug-free code. What you will learn Gain a deeper understanding of functional programming through practical examples Build a solid foundation in core FP concepts and see how they apply to Go code Discover how FP can improve the testability of your code base Apply functional design patterns for problem solving Understand when to choose and not choose FP concepts Discover the benefits of functional programming when dealing with concurrent code Who this book is for If you are a Go engineer with a background in traditionally object-oriented languages such as Java or C++ and want to broaden your knowledge of functional programming, this book is for you.

Learning C++ Functional Programming Wisnu Anggoro.2017-08-10 Apply Functional Programming techniques to C++ to build highly modular, testable, and reusable code About This Book Modularize your applications and make them highly reusable and testable Get familiar with complex concepts such as metaprogramming, concurrency, and immutability A highly practical guide to building functional code in C++ filled with lots of examples and real-world use cases Who This Book Is For This book is for C++ developers comfortable with OOP who are interested in learning how to apply the functional paradigm to create robust and testable apps. What You Will Learn Get to know the difference between imperative and functional approaches See the use of first-class functions and pure functions in a functional style Discover various techniques to apply immutable state to avoid side effects Design a recursive algorithm effectively Create faster programs using lazy evaluation Structure code using design patterns to make the design process easier Use concurrency techniques to develop responsive software Learn how to use the C++ Standard Template Library and metaprogramming in a functional way to improve code optimization In Detail Functional programming allows developers to divide programs into smaller, reusable components that ease the creation, testing, and maintenance of software as a whole. Combined with the power of C++, you can develop robust and scalable applications that fulfill modern day software requirements. This book will help you discover all the C++ 17 features that can be applied to build software in a functional way. The book is divided into three modules—the first introduces the fundamentals of functional programming and how it is supported by modern C++. The second module explains how to efficiently implement C++ features such as pure functions and immutable states to build robust applications. The last module describes how to achieve concurrency and apply design patterns to enhance your application's performance. Here, you will also learn to optimize code using metaprogramming in a functional way. By the end of the book, you will be familiar with the functional approach of programming and will be able to use these techniques on a daily basis. Style and approach This book uses a module-based approach, where each module will cover important aspects of functional programming in C++ and will help you develop efficient and robust applications through gaining a practical understanding.

The Unicorn Project Gene Kim.2019-11-26 The Phoenix Project wowed over a half-million readers. Now comes the Wall Street Journal Bestselling *The Unicorn Project!* “The Unicorn Project is amazing, and I loved it 100 times more than *The Phoenix Project*...”—FERNANDO CORNAGO, Senior Director Platform Engineering, Adidas “Gene Kim does a masterful job of showing how ... the efforts of many create lasting business advantages for all.”—DR. STEVEN SPEAR, author of *The High-Velocity Edge*, Sr. Lecturer at MIT, and principal of HVE LLC. “The Unicorn Project is so clever, so good, so crazy enlightening!”—CORNELIA DAVIS, Vice President Of Technology at Pivotal Software, Inc., Author of *Cloud Native Patterns* This highly anticipated follow-up to the bestselling title *The Phoenix Project* takes another look at *Parts Unlimited*, this time from the perspective of software development. In *The Unicorn Project*, we follow Maxine, a senior lead developer and architect, as she is exiled to the Phoenix Project, to the horror of her friends and colleagues, as punishment for contributing to a payroll outage. She tries to survive in what feels like a heartless and uncaring bureaucracy and to work within a system where no one can get anything done without endless committees, paperwork, and approvals. One day, she is approached by a ragtag bunch of misfits who say they want to overthrow the existing order, to liberate developers, to bring joy back to technology work, and to enable the business to win in a time of digital disruption. To her surprise, she finds herself drawn ever further into this movement, eventually becoming one of the leaders of the Rebellion, which puts her in the crosshairs of some familiar and very dangerous enemies. The Age of Software is here, and another mass extinction event looms—this is a story about rebel developers and business leaders working together, racing against time to innovate, survive, and thrive in a time of unprecedented uncertainty...and opportunity. “The Unicorn Project provides insanely useful insights on how to improve your technology business.”—DOMINICA DEGRANDIS, author of *Making Work Visible* and Director of Digital Transformation at Tasktop ——— “My goal in writing *The Unicorn Project* was to explore and reveal the necessary but invisible structures required to make developers (and all engineers) productive, and reveal the devastating effects of technical debt and complexity. I hope this book can create common ground for technology and business leaders to leave the past behind, and co-create a better future together.”—Gene Kim, November 2019

Domain Modeling Made Functional Scott Wlaschin.2018-01-25 You want increased customer satisfaction, faster development cycles, and less wasted work. Domain-driven design (DDD) combined with functional programming is the innovative combo that will get you there. In this pragmatic, down-to-earth guide, you'll see how applying the core principles of functional programming can result in software designs that model real-world requirements both elegantly and concisely - often more so than an object-oriented approach. Practical examples in the open-source F# functional language, and examples from familiar business domains, show you how to apply these techniques to build software that is business-focused, flexible, and high quality. Domain-driven design is a well-established approach to designing software that ensures that domain experts and developers work

together effectively to create high-quality software. This book is the first to combine DDD with techniques from statically typed functional programming. This book is perfect for newcomers to DDD or functional programming - all the techniques you need will be introduced and explained. Model a complex domain accurately using the F# type system, creating compilable code that is also readable documentation--ensuring that the code and design never get out of sync. Encode business rules in the design so that you have compile-time unit tests, and eliminate many potential bugs by making illegal states unrepresentable. Assemble a series of small, testable functions into a complete use case, and compose these individual scenarios into a large-scale design. Discover why the combination of functional programming and DDD leads naturally to service-oriented and hexagonal architectures. Finally, create a functional domain model that works with traditional databases, NoSQL, and event stores, and safely expose your domain via a website or API. Solve real problems by focusing on real-world requirements for your software. What You Need: The code in this book is designed to be run interactively on Windows, Mac and Linux. You will need a recent version of F# (4.0 or greater), and the appropriate .NET runtime for your platform. Full installation instructions for all platforms at fsharp.org.

Elixir in Action Sasa Juric. 2019-01-03 Summary Revised and updated for Elixir 1.7, Elixir in Action, Second Edition teaches you how to apply Elixir to practical problems associated with scalability, fault tolerance, and high availability. Along the way, you'll develop an appreciation for, and considerable skill in, a functional and concurrent style of programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology When you're building mission-critical software, fault tolerance matters. The Elixir programming language delivers fast, reliable applications, whether you're building a large-scale distributed system, a set of backend services, or a simple web app. And Elixir's elegant syntax and functional programming mindset make your software easy to write, read, and maintain. About the Book Elixir in Action, Second Edition teaches you how to build production-quality distributed applications using the Elixir programming language. Author Saša Jurić introduces this powerful language using examples that highlight the benefits of Elixir's functional and concurrent programming. You'll discover how the OTP framework can radically reduce tedious low-level coding tasks. You'll also explore practical approaches to concurrency as you learn to distribute a production system over multiple machines. What's inside Updated for Elixir 1.7 Functional and concurrent programming Introduction to distributed system design Creating deployable releases About the Reader You'll need intermediate skills with client/server applications and a language like Java, C#, or Ruby. No previous experience with Elixir required. About the Author Saša Jurić is a developer with extensive experience using Elixir and Erlang in complex server-side systems. Table of Contents First steps Building blocks Control flow Data abstractions Concurrency primitives Generic server processes Building a concurrent system Fault-tolerance basics Isolating error effects Beyond GenServer Working with components Building a distributed system Running the system

Grokking Functional Programming Michal Plachta. 2023-02-07 There's no need to fear going functional! This friendly, lively, and engaging guide is perfect for any perplexed programmer. It lays out the principles of functional programming in a simple and concise way that will help you grok what FP is really all about. In Grokking Functional Programming you will learn: Designing with functions and types instead of objects Programming with pure functions and immutable values Writing concurrent programs using the functional style Testing functional programs Multiple learning approaches to help you grok each new concept If you've ever found yourself rolling your eyes at functional programming, this is the book for you. Open up Grokking Functional Programming and you'll find functional ideas mapped onto what you already know as an object-oriented programmer. The book focuses on practical aspects from page one. Hands-on examples apply functional principles to everyday programming tasks like concurrency, error handling, and improving readability. Plus, puzzles and exercises let you think and practice what you're learning. You'll soon reach an amazing "aha" moment and start seeing code in a completely new way. About the technology Finally, there's an easy way to learn functional programming! This unique book starts with the familiar ideas of OOP and introduces FP step-by-step using relevant examples, engaging exercises, and lots of illustrations. You'll be amazed at how quickly you'll start seeing software tasks from this valuable new perspective. About the book Grokking Functional Programming introduces functional programming to imperative developers. You'll start with small, comfortable coding tasks that expose basic concepts like writing pure functions and working with immutable data. Along the way, you'll learn how to write code that eliminates common bugs caused by complex distributed state. You'll also explore the FP approach to IO, concurrency, and data streaming. By the time you finish, you'll be writing clean functional code that's easy to understand, test, and maintain. What's inside Designing with functions and types instead of objects Programming with pure functions and immutable values Writing concurrent programs using the functional style Testing functional programs About the reader For developers who know an object-oriented language. Examples in Java and Scala. About the author Michal Plachta is an experienced software developer who regularly speaks and writes about creating maintainable applications. Table of Contents Part 1 The functional toolkit 1 Learning functional programming 2 Pure functions 3 Immutable values 4 Functions as values Part 2 Functional programs 5 Sequential programs 6 Error handling 7 Requirements as types 8 IO as values 9 Streams as values 10 Concurrent programs Part 3 Applied functional programming 11 Designing functional programs 12 Testing functional programs

Realm of Racket Matthias Felleisen, David Van Horn, Conrad Barski, Northeastern University Students. 2013-06-13 Racket is a descendant of Lisp, a programming language renowned for its elegance, power, and challenging learning curve. But while Racket retains the functional goodness of Lisp, it was designed with beginning programmers in mind. Realm of Racket is your introduction to the Racket language. In Realm of Racket, you'll learn to program by creating increasingly complex games. Your journey begins with the Guess My Number game and coverage of some basic Racket etiquette. Next you'll dig into syntax and semantics, lists, structures, and conditionals, and learn to work with recursion and the GUI as you build the Robot Snake game. After that it's on to lambda and mutant structs (and an Orc Battle), and fancy loops and the Dice of Doom. Finally, you'll explore laziness, AI, distributed games, and the Hungry Henry game. As you progress through the games, chapter checkpoints and challenges help reinforce what you've learned. Offbeat comics keep things fun along the way. As you travel through the Racket realm, you'll: -Master the quirks of Racket's syntax and semantics -Learn to write concise and elegant functional programs -Create a graphical user interface using the 2htdp/image library -Create a server to handle true multiplayer games Realm of Racket is a lighthearted guide to some serious programming. Read it to see why Racketeers have so much fun!

Clojure for the Brave and True Daniel Higginbotham. 2015-10-15 For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. Clojure for the Brave and True offers a dessert-first approach: you'll start playing with real programs immediately, as you steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to: -Wield Clojure's core functions -Use Emacs for Clojure development -Write macros to modify Clojure itself -Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on an epic journey into the world of Clojure!

Concurrency in Go Katherine Cox-Buday. 2017-07-19 Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

Learn Functional Programming with Elixir Ulisses Almeida.2018-02-23 Elixir's straightforward syntax and this guided tour give you a clean, simple path to learn modern functional programming techniques. No previous functional programming experience required! This book walks you through the right concepts at the right pace, as you explore immutable values and explicit data transformation, functions, modules, recursive functions, pattern matching, high-order functions, polymorphism, and failure handling, all while avoiding side effects. Don't board the Elixir train with an imperative mindset! To get the most out of functional languages, you need to think functionally. This book will get you there. Functional programming offers useful techniques for building maintainable and scalable software that solves today's difficult problems. The demand for software written in this way is increasing - you don't want to miss out. In this book, you'll not only learn Elixir and its features, you'll also learn the mindset required to program functionally. Elixir's clean syntax is excellent for exploring the critical skills of using functions and concurrency. Start with the basic techniques of the functional way: working with immutable data, transforming data in discrete steps, and avoiding side effects. Next, take a deep look at values, expressions, functions, and modules. Then extend your programming with pattern matching and flow control with case, if, cond, and functions. Use recursive functions to create iterations. Work with data types such as lists, tuples, and maps. Improve code reusability and readability with Elixir's most common high-order functions. Explore how to use lazy computation with streams, design your data, and take advantage of polymorphism with protocols. Combine functions and handle failures in a maintainable way using Elixir features and libraries. Learn techniques that matter to make code that lives harmoniously with the language. What You Need: You'll need a computer and Elixir 1.4 or newer version installed. No previous functional programming or Elixir experience is required. Some experience with any programming language is recommended.

The Science of Functional Programming (draft version) Sergei Winitzki.

Learning Go Jon Bodner.2021-03-02 Go is rapidly becoming the preferred language for building web services. While there are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages, tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner introduces the design patterns experienced Go developers have adopted and explores the rationale for using them. You'll also get a preview of Go's upcoming generics support and how it fits into the language. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and cgo Discover how Go's features allow the language to run efficiently Know which Go features you should use sparingly or not at all

The Go Programming Language Alan A. A. Donovan, Brian W. Kernighan.2015-11-16 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

The Haskell School of Expression Paul Hudak.2000-02-28 Functional programming is a style of programming that emphasizes the use of functions (in contrast to object-oriented programming, which emphasizes the use of objects). It has become popular in recent years because of its simplicity, conciseness, and clarity. This book teaches functional programming as a way of thinking and problem solving, using Haskell, the most popular purely functional language. Rather than using the conventional (boring) mathematical examples commonly found in other programming language textbooks, the author uses examples drawn from multimedia applications, including graphics, animation, and computer music, thus rewarding the reader with working programs for inherently more interesting applications. Aimed at both beginning and advanced programmers, this tutorial begins with a gentle introduction to functional programming and moves rapidly on to more advanced topics. Details about programming in Haskell are presented in boxes throughout the text so they can be easily found and referred to.

Grokking Simplicity Eric Normand.2021-05-18 Distributed across servers, difficult to test, and resistant to modification--modern software is complex. Grokking Simplicity is a friendly, practical guide that will change the way you approach software design and development. It introduces a unique approach to functional programming that explains why certain features of software are prone to complexity, and teaches you the functional techniques you can use to simplify these systems so that they're easier to test and debug. Available in PDF (ePub, kindle, and liveBook formats coming soon). about the technology Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. Adopting ways of thinking derived from functional programming can help you design and refactor your codebase in ways that reduce complexity, rather than encouraging it. Grokking Simplicity lays out how to use functional programming in a professional environment to write a codebase that's easier to test and reuse, has fewer bugs, and is better at handling the asynchronous nature of distributed systems. about the book In Grokking Simplicity, you'll learn techniques and, more importantly, a mindset that will help you tackle common problems that arise when software gets complex. Veteran functional programmer Eric Normand guides you to a crystal-clear understanding of why certain features of modern software are so prone to complexity and introduces you to the functional techniques you can use to simplify these systems so that they're easier to read, test, and debug. Through hands-on examples, exercises, and numerous self-assessments, you'll learn to organize your code for maximum reusability and internalize methods to keep unwanted complexity out of your codebase. Regardless of the language you're using, the ways of thinking in this book will help recognize problematic code and tame even the most complex software. what's inside Apply functional programming principles to reduce codebase complexity Work with data transformation pipelines for code that's easier to test and reuse Tools for modeling time to simplify asynchrony 60 exercises and 100 questions to test your knowledge about the reader For experienced programmers. Examples are in JavaScript. about the author Eric Normand has been a functional programmer since 2001 and has been teaching functional programming online and in person since 2007. Visit LispCast.com to see more of his credentials.

Thinking Functionally with Haskell Richard Bird.2014-10-09 This book introduces fundamental techniques for reasoning mathematically about functional programs. Ideal for a first- or second-year undergraduate course.

Advanced R Hadley Wickham.2015-09-15 An Essential Reference for Intermediate and Advanced R Programmers Advanced R presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How

to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does.

Get Programming with Haskell Will Kurt.2018-03-06 Summary Get Programming with Haskell leads you through short lessons, examples, and exercises designed to make Haskell your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a new perspective on programming plus the practical ability to use Haskell in the everyday world. (The 80 IQ points: not guaranteed.) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Programming languages often differ only around the edges—a few keywords, libraries, or platform choices. Haskell gives you an entirely new point of view. To the software pioneer Alan Kay, a change in perspective can be worth 80 IQ points and Haskellers agree on the dramatic benefits of thinking the Haskell way—thinking functionally, with type safety, mathematical certainty, and more. In this hands-on book, that's exactly what you'll learn to do. What's Inside Thinking in Haskell Functional programming basics Programming in types Real-world applications for Haskell About the Reader Written for readers who know one or more programming languages. Table of Contents Lesson 1 Getting started with Haskell Unit 1 - FOUNDATIONS OF FUNCTIONAL PROGRAMMING Lesson 2 Functions and functional programming Lesson 3 Lambda functions and lexical scope Lesson 4 First-class functions Lesson 5 Closures and partial application Lesson 6 Lists Lesson 7 Rules for recursion and pattern matching Lesson 8 Writing recursive functions Lesson 9 Higher-order functions Lesson 10 Capstone: Functional object-oriented programming with robots! Unit 2 - INTRODUCING TYPES Lesson 11 Type basics Lesson 12 Creating your own types Lesson 13 Type classes Lesson 14 Using type classes Lesson 15 Capstone: Secret messages! Unit 3 - PROGRAMMING IN TYPES Lesson 16 Creating types with and and or Lesson 17 Design by composition—Semigroups and Monoids Lesson 18 Parameterized types Lesson 19 The Maybe type: dealing with missing values Lesson 20 Capstone: Time series Unit 4 - IO IN HASKELL Lesson 21 Hello World!—introducing IO types Lesson 22 Interacting with the command line and lazy I/O Lesson 23 Working with text and Unicode Lesson 24 Working with files Lesson 25 Working with binary data Lesson 26 Capstone: Processing binary files and book data Unit 5 - WORKING WITH TYPE IN A CONTEXT Lesson 27 The Functor type class Lesson 28 A peek at the Applicative type class: using functions in a context Lesson 29 Lists as context: a deeper look at the Applicative type class Lesson 30 Introducing the Monad type class Lesson 31 Making Monads easier with donotation Lesson 32 The list monad and list comprehensions Lesson 33 Capstone: SQL-like queries in Haskell Unit 6 - ORGANIZING CODE AND BUILDING PROJECTS Lesson 34 Organizing Haskell code with modules Lesson 35 Building projects with stack Lesson 36 Property testing with QuickCheck Lesson 37 Capstone: Building a prime-number library Unit 7 - PRACTICAL HASKELL Lesson 38 Errors in Haskell and the Either type Lesson 39 Making HTTP requests in Haskell Lesson 40 Working with JSON data by using Aeson Lesson 41 Using databases in Haskell Lesson 42 Efficient, stateful arrays in Haskell Afterword - What's next? Appendix - Sample answers to exercise

Composing Software Eric Elliott.2018-12-27 All software design is composition: the act of breaking complex problems down into smaller problems and composing those solutions. Most developers have a limited understanding of compositional techniques. It's time for that to change. In Composing Software, Eric Elliott shares the fundamentals of composition, including both function composition and object composition, and explores them in the context of JavaScript. The book covers the foundations of both functional programming and object oriented programming to help the reader better understand how to build and structure complex applications using simple building blocks. You'll learn: Functional programming Object composition How to work with composite data structures Closures Higher order functions Functors (e.g., array.map) Monads (e.g., promises) Transducers Lenses All of this in the context of JavaScript, the most used programming language in the world. But the learning doesn't stop at JavaScript. You'll be able to apply these lessons to any language. This book is about the timeless principles of software composition and its lessons will outlast the hot languages and frameworks of today. Unlike most programming books, this one may still be relevant 20 years from now. This book began life as a popular blog post series that attracted hundreds of thousands of readers and influenced the way software is built at many high growth tech startups and fortune 500 companies

Real World Haskell Bryan O'Sullivan, John Goerzen, Donald Bruce Stewart.2008-11-15 This easy-to-use, fast-moving tutorial introduces you to functional programming with Haskell. You'll learn how to use Haskell in a variety of practical ways, from short scripts to large and demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps you increase your understanding of Haskell in real-world issues like I/O, performance, dealing with data, concurrency, and more as you move through each chapter.

Software Engineering at Google Titus Winters, Tom Manshreck, Hyrum Wright.2020-02-28 Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Steps in Scala Christos K. K. Loverdos, Apostolos Syropoulos.2010-09-23 Scala is a highly expressive, concise and scalable language. It is also the most prominent method of the new and exciting methodology known as object-functional programming. In this book, the authors show how Scala grows to the needs of the programmer, whether professional or hobbyist. They teach Scala with a step-by-step approach and explain how to exploit the full power of the industry-proven JVM technology. Readers can then dive into specially chosen design challenges and implementation problems, inspired by the trials of real-world software engineering. It also helps readers to embrace the power of static typing and automatic type inference. In addition, the book shows how to use the dual-object and functional-oriented natures combined at Scala's core, and so write code that is less 'boilerplate', giving a genuine increase in productivity.

Functional JavaScript Michael Fogus.2013-06-03 How can you overcome JavaScript language oddities and unsafe features? With this book, you'll learn how to create code that's beautiful, safe, and simple to understand and test by using JavaScript's functional programming support. Author Michael Fogus shows you how to apply functional-style concepts with Underscore.js, a JavaScript library that facilitates functional programming techniques. Sample code is available on GitHub at <https://github.com/funjs/book-source>. Fogus helps you think in a functional way to help you minimize complexity in the programs you build. If you're a JavaScript programmer hoping to learn functional programming techniques, or a functional programmer looking to learn JavaScript, this book is the ideal introduction. Use applicative programming techniques with first-class functions Understand how and why you might leverage variable scoping and closures Delve into higher-order functions—and learn how they take other functions as arguments for maximum advantage Explore ways to compose new functions from existing functions Get around JavaScript's limitations for using recursive functions Reduce, hide, or eliminate the footprint of state change in your programs Practice flow-based programming with chains and functional pipelines Discover how to code without using classes

Learning Functional Data Structures and Algorithms Atul S. Khot, Raju Kumar Mishra.2017-02-23 Learn functional data structures and algorithms for your applications and bring their benefits to your work now About This Book Moving from object-oriented programming to functional programming? This book will help you get started with functional programming. Easy-to-understand explanations of practical topics will help you get started with functional data structures. Illustrative diagrams to explain the algorithms in detail. Get hands-on practice of Scala to get the most out of functional programming. Who This Book Is For This book is for those who have some experience in functional programming languages. The data structures in this book are primarily written in Scala, however implementing the algorithms in other functional languages should be straight forward. What You

Will Learn Learn to think in the functional paradigm Understand common data structures and the associated algorithms, as well as the context in which they are commonly used Take a look at the runtime and space complexities with the O notation See how ADTs are implemented in a functional setting Explore the basic theme of immutability and persistent data structures Find out how the internal algorithms are redesigned to exploit structural sharing, so that the persistent data structures perform well, avoiding needless copying. Get to know functional features like lazy evaluation and recursion used to implement efficient algorithms Gain Scala best practices and idioms In Detail Functional data structures have the power to improve the codebase of an application and improve efficiency. With the advent of functional programming and with powerful functional languages such as Scala, Clojure and Elixir becoming part of important enterprise applications, functional data structures have gained an important place in the developer toolkit. Immutability is a cornerstone of functional programming. Immutable and persistent data structures are thread safe by definition and hence very appealing for writing robust concurrent programs. How do we express traditional algorithms in functional setting? Won't we end up copying too much? Do we trade performance for versioned data structures? This book attempts to answer these questions by looking at functional implementations of traditional algorithms. It begins with a refresher and consolidation of what functional programming is all about. Next, you'll get to know about Lists, the work horse data type for most functional languages. We show what structural sharing means and how it helps to make immutable data structures efficient and practical. Scala is the primary implementation languages for most of the examples. At times, we also present Clojure snippets to illustrate the underlying fundamental theme. While writing code, we use ADTs (abstract data types). Stacks, Queues, Trees and Graphs are all familiar ADTs. You will see how these ADTs are implemented in a functional setting. We look at implementation techniques like amortization and lazy evaluation to ensure efficiency. By the end of the book, you will be able to write efficient functional data structures and algorithms for your applications. Style and approach Step-by-step topics will help you get started with functional programming. Learn by doing with hands-on code snippets that give you practical experience of the subject.

Functional Programming in C#, Second Edition Enrico Buonanno.2022-02-08 Real world examples and practical techniques for functional programming in C# without the jargon and theory. In Functional Programming in C#, Second Edition you will learn how to: Use higher-order functions to reduce duplication and do more with less code Use pure functions to write code that is easy to test and optimize Write pleasant APIs that accurately describe your program's behavior Use dedicated types to handle nullability, system errors, and validation rules predictably and elegantly Write composable code without the overhead of an IoC container Functional Programming in C# has helped thousands of developers apply functional thinking to C# code. Its practical examples and spot-on treatment of FP concepts makes it the perfect guide for proficient C# programmers. This second edition is fully revised to cover new functional-inspired features in the most recent releases of C#, including tuples, async streams, pattern matching, and records. Each chapter is packed with awesome perspectives and epiphany moments on how functional programming can change the way you code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Turbocharge your C# code. Good functional techniques will improve concurrency, state management, event handling, and maintainability of your software. This book gives you practical answers to why, how, and where to add functional programming into your C# coding practice. About the book Functional Programming in C#, Second Edition teaches functional thinking for real-world problems. It reviews the C# language features that allow you to program functionally and through many practical examples shows the power of function composition, data-driven programming, and immutable data structures. All code examples work with .NET 6 and C# 10. What's inside Higher-order functions reduce duplication and do more with less code Code based on pure functions is easy to test and optimize Write pleasant APIs that accurately describe your program's behavior Write a Web API in a functional style Monadic composition with LINQ About the reader For intermediate C# programmers. About the author Enrico Buonanno studied Computer Science at Columbia University and has over 15 years of experience as a developer, architect, and trainer. Table of Contents PART 1 GETTING STARTED 1 Introducing functional programming 2 Thinking in functions 3 Why function purity matters PART 2 CORE TECHNIQUES 4 Designing function signatures and types 5 Modeling the possible absence of data 6 Patterns in functional programming 7 Designing programs with function composition PART 3 FUNCTIONAL DESIGNS 8 Functional error handling 9 Structuring an application with functions 10 Working effectively with multi-argument functions 11 Representing state and change 12 A short introduction to functional data structures 13 Event sourcing: A functional approach to persistence PART 4 ADVANCED TECHNIQUES 14 Lazy computations, continuations, and the beauty of monadic composition 15 Stateful programs and stateful computations 16 Working with asynchronous computations 17 Traversable and stacked monads 18 Data streams and the Reactive Extensions 19 An introduction to message-passing concurrency

Haskell Programming from First Principles Christopher Allen,Julie Moronuki.2016-07-01 Haskell Programming makes Haskell as clear, painless, and practical as it can be, whether you're a beginner or an experienced hacker. Learning Haskell from the ground up is easier and works better. With our exercise-driven approach, you'll build on previous chapters such that by the time you reach the notorious Monad, it'll seem trivial.

Learning Functional Programming in Go Lex Sheehan.2017-11-24 Function literals, Monads, Lazy evaluation, Currying, and moreAbout This Book* Write concise and maintainable code with streams and high-order functions* Understand the benefits of currying your Golang functions* Learn the most effective design patterns for functional programming and learn when to apply each of them* Build distributed MapReduce solutions using GoWho This Book Is ForThis book is for Golang developers comfortable with OOP and interested in learning how to apply the functional paradigm to create robust and testable apps. Prior programming experience with Go would be helpful, but not mandatory.What You Will Learn* Learn how to compose reliable applications using high-order functions* Explore techniques to eliminate side-effects using FP techniques such as currying* Use first-class functions to implement pure functions* Understand how to implement a lambda expression in Go* Compose a working application using the decorator pattern* Create faster programs using lazy evaluation* Use Go concurrency constructs to compose a functionality pipeline* Understand category theory and what it has to do with FPIn DetailFunctional programming is a popular programming paradigm that is used to simplify many tasks and will help you write flexible and succinct code. It allows you to decompose your programs into smaller, highly reusable components, without applying conceptual restraints on how the software should be modularized.This book bridges the language gap for Golang developers by showing you how to create and consume functional constructs in Golang.The book is divided into four modules. The first module explains the functional style of programming; pure functional programming (FP), manipulating collections, and using high-order functions. In the second module, you will learn design patterns that you can use to build FP-style applications. In the next module, you will learn FP techniques that you can use to improve your API signatures, to increase performance, and to build better Cloud-native applications. The last module delves into the underpinnings of FP with an introduction to category theory for software developers to give you a real understanding of what pure functional programming is all about, along with applicable code examples.By the end of the book, you will be adept at building applications the functional way.Style and approachThis book takes a pragmatic approach and shows you techniques to write better functional constructs in Golang. We'll also show you how use these concepts to build robust and testable apps.

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