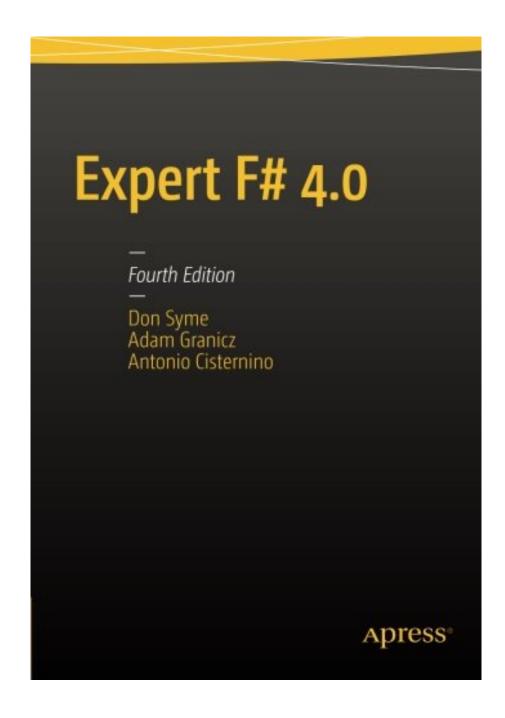


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Learn from F#'s inventor to become an expert in the latest version of this powerful programming language so you can seamlessly integrate functional, imperative, object-oriented, and query programming style flexibly and elegantly to solve any programming 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 indepth 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!

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.

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2 of 3 people found the following review helpful.

I am giving the book 1 star due to the ...

By T. D. Telford II

Update: The code is now available at the apress site, so giving the book 4 stars.

I am giving the book 1 star due to the following:

- 1. The back cover says "source code online". It is not available on the Apress or Springer sites.
- 2. I called the support number. After 5 minutes of waiting (with messages that "your call is important to us") I receive a message "Goodby" and was disconnected. I tried a second time with the same results.

The printed book itself gets at least 4 stars, but without the source code the value is very diminished and I am put off the by support experience.

11 of 12 people found the following review helpful.

Book sponsored by horizontal lines

By Maciej Pilichowski

At first glance the format of the book looks as usual as it can be, but when you take the book in your hand, you notice something is off. I was curious and I put this book against the others -- yep, the book is taller and narrower than "regular" book. I don't know why such change, but it makes reading harder because the inner margins are smaller, and around first 100 pages and last 100 pages you have to read in L position (of the book) -- i.e. you cannot put it flat (unless you don't mind cracking the binding).

While I am at technical issues -- there is no syntax highlighting of the code (only the output is put in italics), and publisher is a huge fan of horizontal lines -- small snippet, comment, output, you name it, almost every page is slashed by horizontal lines. I didn't even realize how tiresome it is until I opened the next book I wanted to read (Real World OCaml: Functional programming for the masses by O'Reilly), it is from another publisher, it does not use any lines and the first thought that comes to mind is -- peace. My eyes can finally rest.

Minor complain is quality of the typesetting, decades after inventing LaTeX, we still have to have text, where a word followed with colon looks like a squashed fly (example p.22). Oh, well... who cares about quality?

Ok, the content -- it is pretty thorough and complete. Please note the level of this book though, it is focused on already experienced devs ("the gloves are off" -- just as an example, pipe operator "|>" is used from the beginning, but explained on p.46). The distinction between the language features and libraries (or "F# applied") is clear, there is no jumping back and forth. I really wish more of the language, and less of the libraries. In my experience, libraries come and go, but the language stays. This is my personal bias (and bad luck) that the feature I was hoping to read the most takes just a few pages -- measure units. Here and in few other places authors decided to keep the text short and advise the reader to read more on the web. I really hate that notion of buying a book just to read I can use web browser to read more.

There are other interesting topics covered like active patterns, quotations, reactive programming, or tail recursion optimization. But again, I feel the coverage of those topics are too short (while for example Eto Forms take entire chapter, 50 pages), it is a wrong balance in my opinion.

I cannot even explain why I feel this way, but I simply feel it -- before reading "Expert F# 4.0" I finished reading Groovy in Action. I could say the latter is a journey guided by passionate people, this book on the other hand is written like it was a duty. There is no question about the knowledge, or anything like that, but there is no this spark of charm. Pity.

Amazon says 3 out of 5 is "OK", and I think it is fair for this book. It is a reliable source of information, no doubt, but "I like it" (4 of 5), no, especially when you compare it to other books. On the other hand -- would I buy it again if I have my money back, yes -- without any regret of spending money, but also without any real choice, because there is no competition when it comes to F# 4.0 books. We will see if there will be some worthy contender for F# 5.0...

0 of 0 people found the following review helpful.

Absolutely the best book out there.

By Rohit Sharma

Absolutely love the book and highly recommend it. Though I know haskell and bit of clojure, I think even intermediate OO/fn devs would find the book as a good start to F# - the book is not for experts, but it will get you there. I find the book very easy to read, starts of with very simple examples right from the beginning, the examples are short and succinct (as F# is), but enough to give you a taste of core fundamentals one after the other. Do not read and skim through the book, but exercise the examples yourself and experiment as you go along.

I'd also recommend Scott's excellent guide [...] and Real World Functional Programming book by Tomas and John. Mark Seeman has excellent video on Pluralsight

- Rohit

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See all 5 customer reviews...

Be the first that are reviewing this **Expert F# 4.0 By Don Syme, Adam Granicz, Antonio Cisternino** Based upon some reasons, reviewing this e-book will certainly offer more benefits. Also you need to read it tip by step, web page by page, you can finish it whenever as well as wherever you have time. Again, this on the internet publication Expert F# 4.0 By Don Syme, Adam Granicz, Antonio Cisternino will provide you very easy of reading time as well as task. It additionally supplies the experience that is inexpensive to reach as well as obtain significantly for much better life.

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