

Graham Hutton

Programming in Haskell

Programming Haskell Graham Hutton

Peipei Pang



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Programming in Haskell Graham Hutton, 2016-09 This extensively updated and expanded version of the best selling first edition now covers recent and more advanced features of Haskell

Type-Driven Development with Idris Edwin Brady, 2017-03-13 Summary Type Driven Development with Idris written by the creator of Idris teaches you how to improve the performance and accuracy of your programs by taking advantage of a state of the art type system This book teaches you with Idris a language designed to support type driven development Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Stop fighting type errors Type driven development is an approach to coding that embraces types as the foundation of your code essentially as built in documentation your compiler can use to check data relationships and other assumptions With this approach you can define specifications early in development and write code that s easy to maintain test and extend Idris is a Haskell like language with first class dependent types that s perfect for learning type driven programming techniques you can apply in any codebase About the Book Type Driven Development with Idris teaches you how to improve the performance and accuracy of your code by taking advantage of a state of the art type system In this book you ll learn type driven development of real world software as well as how to handle side effects interaction state and concurrency By the end you ll be able to develop robust and verified software in Idris and apply type driven development methods to other languages What s Inside Understanding dependent types Types as first class language constructs Types as a guide to program construction Expressing relationships between data About the Reader Written for programmers with knowledge of functional programming concepts About the Author Edwin Brady leads the design and implementation of the Idris language Table of Contents PART 1 INTRODUCTION Overview Getting started with Idris PART 2 CORE IDRIS Interactive development with types User defined data types Interactive programs input and output processing Programming with first class types Interfaces using constrained generic types Equality expressing relationships between data Predicates expressing assumptions and contracts in types Views extending pattern matching PART 3 IDRIS AND THE REAL WORLD Streams and processes working with infinite data Writing programs with state State machines verifying protocols in types Dependent state machines handling feedback and errors Type safe concurrent programming

Applied Semantics Gilles Barthe, Peter Dybjer, Luis Pinto, João Saraiva, 2003-08-02 This book is based on material presented at the international summer school on Applied Semantics that took place in Caminha Portugal in September 2000 We aim to present some recent developments in programming language research both in semantic theory and in implementation in a series of graduate level lectures The school was sponsored by the ESPRIT Working Group 26142 on Applied Semantics APPSEM which operated between April 1998 and March 2002 The purpose of this working group was to bring together leading reseachers both in semantic theory and in implementation with the speci c aim of improving the communication between theoreticians and practitioners

The activities of APPSEM were restructured into nine interdisciplinary themes A Semantics for object oriented programming B Program structuring C Integration of functional languages and proof assistants D Verification methods E Automatic program transformation F Games sequentiality and abstract machines G Types and type inference in programming H Semantics based optimization I Domain theory and real number computation These themes were identified as promising for profitable interaction between semantic theory and practice and were chosen to contribute to the following general topics description of existing programming language features design of new programming language features implementation and analysis of programming languages transformation and generation of programs verification of programs The chapters in this volume give examples of recent developments covering a broad range of topics of interest to APPSEM

Practical Aspects of Declarative Languages Bharat Jayaraman, 2004-06-14 This book constitutes the refereed proceedings of the 6th International Symposium on Practical Aspects of Declarative Languages PADL 2004 held in Dallas Texas USA in June 2004 The 15 revised full papers presented together with 2 invited papers were carefully reviewed and selected for presentation All current aspects of declarative programming are addressed

Programming in Haskell Graham Hutton, 2016-09-01 Haskell is a purely functional language that allows programmers to rapidly develop clear concise and correct software The language has grown in popularity in recent years both in teaching and in industry This book is based on the author's experience of teaching Haskell for more than twenty years All concepts are explained from first principles and no programming experience is required making this book accessible to a broad spectrum of readers While Part I focuses on basic concepts Part II introduces the reader to more advanced topics This new edition has been extensively updated and expanded to include recent and more advanced features of Haskell new examples and exercises selected solutions and freely downloadable lecture slides and example code The presentation is clean and simple while also being fully compliant with the latest version of the language including recent changes concerning applicative monadic foldable and traversable types

Implementation and Application of Functional Languages Andrew Butterfield, Clemens Grelck, Frank Huch, 2007-01-20 This book constitutes the thoroughly refereed post proceedings of the 17th International Workshop on Implementation and Applications of Functional Languages IFL 2005 held in Dublin Ireland in September 2005 Ranging from theoretical and methodological topics to implementation issues and applications in various contexts the papers address all current issues on functional and function based languages

Functional and Logic Programming, 1999 Mathematics of Program Construction Dexter Kozen, Carron Shankland, 2004-09-21 This volume contains the proceedings of MPC 2004 the Seventh International Conference on the Mathematics of Program Construction This series of conferences aims to promote the development of mathematical principles and techniques that are demonstrably useful in the process of constructing computer programs whether implemented in hardware or software The focus is on techniques that combine precision with conciseness enabling programs to be constructed by formal calculation Within this theme the scope of the series is very diverse including

programming methodology program specification and transformation programming paradigms programming calculi and programming language semantics The quality of the papers submitted to the conference was in general very high and the number of submissions was comparable to that for the previous conference Each paper was refereed by at least four and often more committee members This volume contains 19 papers selected for presentation by the program committee from 37 submissions as well as the abstract of one invited talk titled Static Checking for Java by Greg Nelson Imaging Systems Department HP Labs Palo Alto California The conference took place in Stirling Scotland The previous six conferences were held in 1989 in Twente The Netherlands in 1992 in Oxford UK in 1995 in Kloster Irsee Germany in 1998 in Marstrand near Göteborg Sweden in 2000 in Ponte de Lima Portugal and in 2002 in Dagstuhl Germany The proceedings of these conferences were published as LNCS 375 669 947 1422 1837 and 2386 respectively *Programming Languages and Systems*, 2002

Proceedings of the ... ACM SIGPLAN Haskell Workshop, 2003 **Functional Programming and Input/output** Andrew D. Gordon, 1993 *ACM SIGPLAN Notices*, 2006 *Mathematics of Program Construction*, 2004 **Conference Record of FPCA '95**, 1995 **Proceedings of the Fourth ACM SIGPLAN International Conference on Functional Programming**, 1999 **Programming in Haskell** Graham Hutton, 2007 Textbook on the functional programming language Haskell **Real-World Functional Programming** Tomas Petricek, Jon Skeet, 2010-01-25 Real World Functional Programming is a unique tutorial that explores the functional programming model through the F and C languages **Mathematical Reviews**, 2006 **Implementation of functional languages ...**, 2002 **Haskell** Simon Thompson, 1999 This student focused introduction to the Haskell programming language emphasizes the process of crafting programs problem solving and avoiding common pitfalls Running examples and case studies highlight new concepts and alternative approaches to program design

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