Download Ebook Functional Programming Simplified Scala Edition Read Pdf Free

Functional Programming, Simplified **Functional Programming in Scala Scala Cookbook** *Scala Cookbook* Programming in Scala **Learning Concurrent Programming in Scala Hello, Scala** Hands-on Scala Programming: Learn Scala in a Practical, Project-Based Way Programming Scala TORUS 1 - Toward an Open Resource Using Services **Learning Scala The Science of Functional Programming (draft version) Scala Cookbook** *Grokking Functional Programming* **Scala Functional Programming Patterns Scala in Action Programming in Scala** The Type Astronaut's Guide to Shapeless Functional and Reactive Domain Modeling **Functional Programming in Java** *Learning Functional Programming* **Grokking Simplicity** Functional Programming in Kotlin **Reactive Design Patterns** Functional Programming in Java *A Beginner's Guide to Scala, Object Orientation and Functional Programming* Scala Design Patterns **Domain Modeling Made Functional Professional F# 2.0 Domain-driven Design** *Learning Functional Programming in Go* **Scala for the Impatient Purely Functional Data Structures** *Programming Concurrency on the JVM Scala Programming Projects* **Learn Scala Programming** Scala in Depth *Web Scalability for Startup Engineers* Scala: From a Functional Programming Perspective **Spark: The Definitive Guide**

Functional Programming in Java Oct 13 2022 Summary Functional Programming in Java teaches Java developers how to incorporate the most powerful benefits of functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand, optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that you'll have fewer bugs? Let's get started! About the Book Functional Programming in Java teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally inspired features of Java 8 will help you most. What's Inside Writing code that's easier to read and reason about Safer concurrent and parallel programming Handling errors without exceptions Java 8 features like lambdas, method references, and functional interfaces About the Reader Written for Java developers with no previous FP experience. About the Author Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks. Table of Contents What is functional programming? Using functions in Java Making Java more functional Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving real problems with advanced trees Handling state mutation in a functional way Functional input/output Sharing mutable state with actors Solving common problems functionally

Programming in Scala Jan 16 2023 Scala is one of the trendings languages to learn, and once learned it becomes super easy to play with functional programming along with an object-oriented paradigm.This book mostly covers Scala basic and some advanced concepts. It also covers how Scala has adopted functional programming. In this book, one will find more examples than theories and concepts that will help readers to understand the concept easily.Apart from basic Scala concepts, you shall learn how to program in Scala with deep-diving into the object-oriented and functional approach of solving problems using Scala.This book contains live runnable examples for each concept explained. One doesn't need to search in google or waste time on searching different unrelated sources for learning the concept of Scala.Summary Or Key Points Covered - Scala Basic ConceptsScala Functional And Advance ConceptsLive Runnable Examples For Each ConceptQuestion and Answers for Learning

A Beginner's Guide to Scala, Object Orientation and Functional Programming Apr 06 2022 Scala is now an established programming language developed by Martin Oderskey and his team at the EPFL. The name Scala is derived from Sca(lable) La(nguage). Scala is a multi-paradigm language, incorporating object oriented approaches with functional programming. Although some familiarity with standard computing concepts is assumed (such as the idea of compiling a program and executing this compiled from etc.) and with basic procedural language concepts (such as variables and allocation of values to these variables) the early chapters of the book do not assume any familiarity with object orientation nor with functional programming These chapters also step through other concepts with which the reader may not be familiar (such as list processing). From this background, the book provides a practical introduction to both object and functional approaches using Scala. These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming. Students and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable.

Learn Scala Programming May 27 2021 A step-by-step guide in building high-performance scalable applications with the latest features of Scala. Key FeaturesDevelop a strong foundation in functional programming and Scala's Standard Library (STL)Get a detailed coverage of Lightbend Lagom—the latest microservices framework from LightbendUnderstand the Akka framework and learn event-based Programming with Scala Book Description The second version of Scala has undergone multiple changes to support features and library implementations. Scala 2.13, with its main focus on modularizing the standard library and simplifying collections, brings with it a host of updates. Learn Scala Programming addresses both technical and architectural changes to the redesigned standard library and collections, along with covering in-depth type systems and first-level support for functions. You will discover how to leverage implicits as a primary mechanism for building type classes and look at different ways to test Scala code. You will also learn about abstract building blocks used in functional programming, giving you sufficient understanding to pick and use any existing functional programming library out there. In the concluding chapters, you will explore reactive programming by covering the Akka framework and reactive streams. By the end of this book, you will have built microservices and learned to implement them with the Scala and Lagom framework. What you will learnAcquaint yourself with the new standard library of Scala 2.13Get to grips with the Grok functional paradigmsGet familiar with type system to express domain constraintsUnderstand the actor model and different Akka librariesGrasp the concept of building microservices using Lagom frameworkDeep dive into property-based testing and its practical applicationsWho this book is for This book is for beginner to intermediate level Scala developers who would like to advance and gain knowledge of the intricacies of the Scala language, expand their functional programming tools, and explore actor-based concurrency models.

Scala Programming Projects Jun 28 2021 Discover unique features and powerful capabilities of Scala Programming as you build projects in a wide range of domains Key FeaturesDevelop a range of Scala projects from web applications to big data analysisLeverage full power of modern web programming using Play FrameworkBuild real-time data pipelines in Scala with a Bitcoin transaction analysis appBook Description Scala is a type-safe JVM language that incorporates object-oriented and functional programming (OOP and FP) aspects. This book gets you started with essentials of software development by guiding you through various aspects of Scala programming, helping you bridge the gap between learning and implementing. You will learn about the unique features of Scala through diverse applications and experience simple yet powerful approaches for software development. Scala Programming Projects will help you build a number of applications, beginning with simple projects, such as a financial independence calculator, and advancing to other projects, such as a shopping application and a Bitcoin transaction

analyzer. You will be able to use various Scala features, such as its OOP and FP capabilities, and learn how to write concise, reactive, and concurrent applications in a type-safe manner. You will also learn how to use top-notch libraries such as Akka and Play and integrate Scala apps with Kafka, Spark, and Zeppelin, along with deploying applications on a cloud platform. By the end of the book, you will not only know the ins and outs of Scala, but you will also be able to apply it to solve a variety of real-world problems What you will learnBuild, test, and package code using Scala Build ToolDecompose code into functions, classes, and packages for maintainabilityImplement the functional programming capabilities of ScalaDevelop a simple CRUD REST API using the Play frameworkAccess a relational database using SlickDevelop a dynamic web UI using Scala.jsSource streaming data using Spark Streaming and write a Kafka producerUse Spark and Zeppelin to analyze dataWho this book is for If you are an amateur programmer who wishes to learn how to use Scala, this book is for you. Knowledge of Java will be beneficial, but not necessary, to understand the concepts covered in this book.

Programming in Scala Jan 28 2024 A comprehensive step-by-step guide

Scala Cookbook Mar 30 2024 Save time and trouble building object-oriented, functional, and concurrent applications with Scala. The latest edition of this comprehensive cookbook is packed with more than 250 ready-to-use recipes and 1,000 code examples to help you solve the most common problems when working with Scala 3 and its popular libraries. Scala changes the way you think about programming--and that's a good thing. Whether you're working on web, big data, or distributed applications, this cookbook provides recipes based on real-world scenarios for both experienced Scala developers and programmers just learning to use this JVM language. Author Alvin Alexander includes practical solutions from his experience using Scala for component-based, highly scalable applications that support concurrency and distribution. Recipes cover: Strings, numbers, and control structures Classes, methods, objects, traits, packaging, and imports Functional programming techniques Scala's wealth of collections classes and methods Building and publishing Scala applications with sbt Actors and concurrency with Scala Future and Akka Typed Popular libraries, including Spark, Scala.js, Play Framework, and GraalVM Types, such as variance, givens, intersections, and unions Best practices, including pattern matching, modules, and functional error handling

Grokking Simplicity Aug 11 2022 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.

Web Scalability for Startup Engineers Mar 25 2021 This invaluable roadmap for startup engineers reveals how to successfully handle web application scalability challenges to meet increasing product and traffic demands. Web Scalability for Startup Engineers shows engineers working at startups and small companies how to plan and implement a comprehensive scalability strategy. It presents broad and holistic view of infrastructure and architecture of a scalable web application. Successful startups often face the challenge of scalability, and the core concepts driving a scalable architecture are language and platform agnostic. The book covers scalability of HTTP-based systems (websites, REST APIs, SaaS, and mobile application backends), starting with a high-level perspective before taking a deep dive into common challenges and issues. This approach builds a holistic view of the problem, helping you see the big picture, and then introduces different technologies and best practices for solving the problem at hand. The book is enriched with the author's real-world experience and expert advice, saving you precious time and effort by learning from others' mistakes and successes. Language-agnostic approach addresses universally challenging concepts in Web development/scalability—does not require knowledge of a particular language Fills the gap for engineers in startups and smaller companies who have limited means for getting to the next level in terms of accomplishing scalability Strategies presented help to decrease time to market and increase the efficiency of web applications

Reactive Design Patterns Jun 08 2022 Summary Reactive Design Patterns is a clearly written guide for building message-driven distributed systems that are resilient, responsive, and elastic. In this book you'll find patterns for messaging, flow control, resource management, and concurrency, along with practical issues like test-friendly designs. All patterns include concrete examples using Scala and Akka. Foreword by Jonas Bonér. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern web applications serve potentially vast numbers of users - and they need to keep working as servers fail and new ones come online, users overwhelm limited resources, and information is distributed globally. A Reactive application adjusts to partial failures and varying loads, remaining responsive in an ever-changing distributed environment. The secret is message-driven architecture - and design patterns to organize it. About the Book Reactive Design Patterns presents the principles, patterns, and best practices of Reactive application design. You'll learn how to keep one slow component from bogging down others with the Circuit Breaker pattern, how to shepherd a many-staged transaction to completion with the Saga pattern, how to divide datasets by Sharding, and more. You'll even see how to keep your source code readable and the system testable despite many potential interactions and points of failure. What's Inside The definitive guide to the Reactive Manifesto Patterns for flow control, delimited consistency, fault tolerance, and much more Hard-won lessons about what doesn't work Architectures that scale under tremendous load About the Reader Most examples use Scala, Java, and Akka. Readers should be familiar with distributed systems. About the Author Dr. Roland Kuhn led the Akka team at Lightbend and coauthored the Reactive Manifesto. Brian Hanafee and Jamie Allen are experienced distributed systems architects. Table of Contents PART 1 - INTRODUCTION Why Reactive? A walk-through of the Reactive Manifesto Tools of the trade PART 2 - THE PHILOSOPHY IN A NUTSHELL Message passing Location transparency Divide and conquer Principled failure handling Delimited consistency Nondeterminism by need Message flow PART 3 - PATTERNS Testing reactive applications Fault tolerance and recovery patterns Replication patterns Resource-management patterns Message flow patterns Flow control patterns State management and persistence patterns

Programming Concurrency on the JVM Jul 30 2021 More than ever, learning to program concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you

learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPars.

Scala: From a Functional Programming Perspective Feb 22 2021 This book gives an introduction to the programming language Scala. It presents it from a functional programming perspective. The book explains with detail functional programming and recursivity, and includes chapters on lazy and eager evaluation, streams, higher-order functions (including map, fold, reduce, and aggregate), and algebraic data types. The book also describes the object-oriented aspects of Scala, as they are a fundamental part of the language. In addition, the book includes a chapter on parallelism in Scala, giving an overview of the actor model.

Learning Functional Programming in Go Nov 01 2021 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.

Functional Programming in Java May 08 2022 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 though 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.

Hands-on Scala Programming: Learn Scala in a Practical, Project-Based Way Oct 25 2023 Hands-on Scala teaches you how to use the Scala programming language in a practical, project-based fashion. This book is designed to quickly teach an existing programmer everything needed to go from "hello world" to building production applications like interactive websites, parallel web crawlers, and distributed systems in Scala. In the process you will learn how to use the Scala language to solve challenging problems in an elegant and intuitive manner.

Programming Scala Sep 23 2023 Get up to speed on Scala, the JVM language that offers all the benefits of a modern object model, functional programming, and an advanced type system. Packed with code examples, this comprehensive book shows you how to be productive with the language and ecosystem right away, and explains why Scala is ideal for today's highly scalable, data-centric applications that support concurrency and distribution. This second edition covers recent language features, with new chapters on pattern matching, comprehensions, and advanced functional programming. You'll also learn about Scala's command-line tools, third-party tools, libraries, and language-aware plugins for editors and IDEs. This book is ideal for beginning and advanced Scala developers alike. Program faster with Scala's succinct and flexible syntax Dive into basic and advanced functional programming (FP) techniques Build killer big-data apps, using Scala's functional combinators Use traits for mixin composition and pattern matching for data extraction Learn the sophisticated type system that combines FP and object-oriented programming concepts Explore Scala-specific concurrency tools, including Akka Understand how to develop rich domain-specific languages Learn good design techniques for building scalable and robust Scala applications

Functional Programming in Scala Apr 30 2024 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

Scala Functional Programming Patterns Mar 18 2023 Grok and perform effective functional programming in Scala About This Book Understand functional programming patterns by comparing them

with the traditional object-oriented design patterns Write robust, safer, and better code using the declarative programming paradigm An illustrative guide for programmers to create functional programming patterns with Scala Who This Book Is For If you have done Java programming before and have a basic knowledge of Scala and its syntax, then this book is an ideal choice to help you to understand the context, the traditional design pattern applicable, and the Scala way. Having previous knowledge of design patterns will help, though it is not strictly necessary. What You Will Learn Get to know about functional programming and the value Scala's FP idioms bring to the table Solve day-to-day programming problems using functional programming idioms Cut down the boiler-plate and express patterns simply and elegantly using Scala's concise syntax Tame system complexity by reducing the moving parts Write easier to reason about concurrent code using the actor paradigm and the Akka library Apply recursive thinking and understand how to create solutions without mutation Reuse existing code to compose new behavior Combine the object-oriented and functional programming approaches for effective programming using Scala In Detail Scala is used to construct elegant class hierarchies for maximum code reuse and extensibility and to implement their behavior using higher-order functions. Its functional programming (FP) features are a boon to help you design “easy to reason about” systems to control the growing software complexities. Knowing how and where to apply the many Scala techniques is challenging. Looking at Scala best practices in the context of what you already know helps you grasp these concepts quickly, and helps you see where and why to use them. This book begins with the rationale behind patterns to help you understand where and why each pattern is applied. You will discover what tail recursion brings to your table and will get an understanding of how to create solutions without mutations. We then explain the concept of memorization and infinite sequences for on-demand computation. Further, the book takes you through Scala's stackable traits and dependency injection, a popular technique to produce loosely-coupled software systems. You will also explore how to currying favors to your code and how to simplify it by de-construction via pattern matching. We also show you how to do pipeline transformations using higher order functions such as the pipes and filters pattern. Then we guide you through the increasing importance of concurrent programming and the pitfalls of traditional code concurrency. Lastly, the book takes a paradigm shift to show you the different techniques that functional programming brings to your plate. This book is an invaluable source to help you understand and perform functional programming and solve common programming problems using Scala's programming patterns. Style and approach This is a hands-on guide to Scala's game-changing features for programming. It is filled with many code examples and figures that illustrate various Scala idioms and best practices.

Domain Modeling Made Functional Feb 02 2022 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.

Spark: The Definitive Guide Jan 21 2021 Learn how to use, deploy, and maintain Apache Spark with this comprehensive guide, written by the creators of the open-source cluster-computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. Youâ??ll explore the basic operations and common functions of Sparkâ??s structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Sparkâ??s scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasetsâ??Sparkâ??s core APIsâ??through worked examples Dive into Sparkâ??s low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Sparkâ??s stream-processing engine Learn how you can apply MLlib to a variety of problems, including classification or recommendation

Professional F# 2.0 Jan 04 2022 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: its syntax, its semantics, its pros and cons, and its use in concert with other parts of the .NET ecosystem. The intended reader is a .NET developer, familiar with at least one of the programming languages in the .NET ecosystem. That language might be C# or Visual Basic, or perhaps C++/CLI, IronPython or IronRuby.

Scala Cookbook May 20 2023 Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you’ll encounter when using the Scala language, libraries, and tools. It’s ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

Learning Functional Programming Sep 11 2022 Learn how to think and write code like a functional programmer. With this practical guide, software developers familiar with object-oriented programming will dive into the core concepts of functional programming and learn how to use both functional and OOP features together on large or complex software projects. Author Jack Widman uses samples from Java, Python, C#, Scala, and JavaScript to help you gain a new perspective and a set of tools for managing the complexity in your problem domain. You'll be able to write code that's simpler, reusable, easier to test and modify, and more consistently correct. This book also shows you how to use patterns from category theory to help bridge the gap between OOP and functional programming. Learn functional programming fundamentals and explore the way functional programmers approach problems Understand how FP differs from object-oriented and imperative programming Use a set of practical, applicable design patterns that model reality in a functional way Learn how to incorporate FP and OOP features into software projects Apply functional design patterns appropriately and use them to write correct, robust, and easily modifiable code

Scala for the Impatient Oct 01 2021 Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages.

Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java™, offers a rapid, code-based introduction that's completely practical. Horstmann introduces Scala concepts and techniques in "blog-sized" chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of competency, from basic to expert. Coverage includes Getting started quickly with Scala's interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala's powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced "power tools" such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

Domain-driven Design Dec 03 2021 "Domain-Driven Design" incorporates numerous examples in Java-case studies taken from actual projects that illustrate the application of domain-driven design to real-world software development.

Purely Functional Data Structures Aug 30 2021 This book describes data structures and data structure design techniques for functional languages.

Learning Scala Jul 22 2023 Why learn Scala? You don't need to be a data scientist or distributed computing expert to appreciate this object-oriented functional programming language. This practical book provides a comprehensive yet approachable introduction to the language, complete with syntax diagrams, examples, and exercises. You'll start with Scala's core types and syntax before diving into higher-order functions and immutable data structures. Author Jason Swartz demonstrates why Scala's concise and expressive syntax make it an ideal language for Ruby or Python developers who want to improve their craft, while its type safety and performance ensures that it's stable and fast enough for any application. Learn about the core data types, literals, values, and variables Discover how to think and write in expressions, the foundation for Scala's syntax Write higher-order functions that accept or return other functions Become familiar with immutable data structures and easily transform them with type-safe and declarative operations Create custom infix operators to simplify existing operations or even to start your own domain-specific language Build classes that compose one or more traits for full reusability, or create new functionality by mixing them in at instantiation

Grokking Functional Programming Apr 18 2023 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

The Science of Functional Programming (draft version) Jun 20 2023

Hello, Scala Nov 25 2023 In his latest book, Alvin Alexander, author of the Scala Cookbook and Functional Programming, Simplified, brings you a quick, simple introduction to the Scala programming language. In under 250 fast-paced pages, Mr. Alexander demonstrates that Scala is a beautiful, modern, expressive programming language. The book is broken down into 55 short lessons to help you learn one topic at a time, and also help you easily find what you need. Lessons include: - An introduction to Scala's two types of variables, `val` and `var`- Scala control structures, including powerful `for` expressions and `match` expressions- An overview of Scala collections classes and methods- Coverage of object-oriented programming (OOP), including features of Scala classes and methods- An introduction to functional programming (FP), including pure functions, using functions as variables, case classes, match expressions, functional error handling, and more- How to program in a modular style with traits- How to build Scala projects with SBT- How to write TDD and BDD unit tests with ScalaTest- Programming concurrency with Akka actors and Scala futures To help get you started with Scala as fast as possible, the book shares many source code examples, including several open source Github projects that you can run immediately. All examples in the book have been written with the latest Scala release (version 2.12), and represent 2018's "best practices" for Scala programming.

The Type Astronaut's Guide to Shapeless Dec 15 2022 The best guide to programming in Shapeless to be found anywhere in the galaxy. Learn how to write code that operates across different types and runs entirely at compile-time using the Shapeless library in Scala. This book demystifies Shapeless, unleashing its power to Scala programmers everywhere.

Scala in Action Feb 14 2023 Summary Scala in Action is a comprehensive tutorial that introduces Scala through clear explanations and numerous hands-on examples. Because Scala is a rich and deep language, it can be daunting to absorb all the new concepts at once. This book takes a "how-to" approach, explaining language concepts as you explore familiar programming challenges that you face in your day-to-day work. About the Technology Scala runs on the JVM and combines object-orientation with functional programming. It's designed to produce succinct, type-safe code, which is crucial for enterprise applications. Scala implements Actor-based concurrency through the amazing Akka framework, so you can avoid Java's messy threading while interacting seamlessly with Java. About this Book Scala in Action is a comprehensive tutorial that introduces the language through clear explanations and numerous hands-on examples. It takes a "how to" approach, explaining language concepts as you explore familiar programming tasks. You'll tackle concurrent programming in Akka, learn to work with Scala and Spring, and learn how to build DSLs and other productivity tools. You'll learn both the language and how to use it. Experience with Java is helpful but not required. Ruby and Python programmers will also find this book accessible. What's Inside A Scala tutorial How to use Java and Scala open source libraries How to use SBT Test-driven development Debugging Updated for Scala 2.10 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Author Nilanjan Raychaudhuri is a skilled developer, speaker, and an avid polyglot programmer who works with Scala on production systems. Table of Contents PART 1 SCALA: THE BASICS Why Scala? Getting started OOP in Scala Having fun with functional data

structures Functional programming PART 2 WORKING WITH SCALA Building web applications in functional style Connecting to a database Building scalable and extensible components Concurrency programming in Scala Building confidence with testing PART 3 ADVANCED STEPS Interoperability between Scala and Java Scalable and distributed applications using Akka

Functional Programming, Simplified Jun 01 2024 If you've had trouble trying to learn Functional Programming (FP), you're not alone. In this book, Alvin Alexander -- author of the Scala Cookbook and former teacher of Java and Object-Oriented Programming (OOP) classes -- writes about his own problems in trying to understand FP, and how he finally conquered it. What he originally learned is that experienced FP developers are driven by two goals: to use only immutable values, and write only pure functions. What he later learned is that they have these goals as the result of another larger goal: they want all of their code to look and work just like algebra. While that sounds simple, it turns out that these goals require them to use many advanced Scala features -- which they often use all at the same time. As a result, their code can look completely foreign to novice FP developers. As Mr. Alexander writes, "When you first see their code it's easy to ask, 'Why would anyone write code like this?'" Mr. Alexander answers that "Why?" question by explaining the benefits of writing pure functional code. Once you understand those benefits -- your motivation for learning FP -- he shares five rules for programming in the book: All fields must be immutable ('val' fields). All functions must be pure functions. Null values are not allowed. Whenever you use an 'if' you must also use an 'else'. You won't create OOP classes that encapsulate data and behavior; instead you'll design data structures using Scala 'case' classes, and write pure functions that operate on those data structures. In the book you'll see how those five, simple rules naturally lead you to write pure, functional code that reads like algebra. He also shares one more Golden Rule for learning: Always ask "Why"? Lessons in the book include: How and why to write only pure functions Why pure function signatures are much more important than OOP method signatures Why recursion is a natural tool for functional programming, and how to write recursive algorithms Because the Scala 'for' expression is so important to FP, dozens of pages explain the details of how it works In the end you'll see that monads aren't that difficult because they're a natural extension of the Five Rules The book finishes with lessons on FP data modeling, and two main approaches for organizing your pure functions As Mr. Alexander writes, "In this book I take the time to explain all of the concepts that are used to write FP code in Scala. As I learned from my own experience, once you understand the Five Rules and the small concepts, you can understand Scala/FP." Please note that because of the limits on how large a printed book can be, the paperback version does not include all of the chapters that are in the Kindle eBook. The following lessons are not in the paperback version: Grandma's Cookies (a story about pure functions) The ScalaCheck lessons The Type Classes lessons The appendices Because those lessons didn' fit in the print version, they have been made freely available online. (Alvin Alexander (alvinalexander.com) wrote the popular Scala Cookbook for O'Reilly, and also self-published two other books, How I Sold My Business: A Personal Diary, and A Survival Guide for New Consultants.)

Scala Cookbook Feb 27 2024 Save time and trouble building object-oriented, functional, and concurrent applications with Scala 3. The latest edition of this comprehensive cookbook is packed with more than 250 ready-to-use recipes and 700 code examples to help you solve the most common problems when working with Scala and its popular libraries. Whether you're working on web, big data, or distributed applications, this cookbook provides recipes based on real-world scenarios for experienced Scala developers and for programmers just learning to use this JVM language. Author Alvin Alexander includes practical solutions from his experience using Scala for highly scalable applications that support concurrency and distribution. Recipes cover: Strings, numbers, and control structures Classes, methods, objects, traits, packaging, and imports Functional programming in a variety of situations Building Scala applications with sbt Collections covering Scala's wealth of classes and methods Actors and concurrency List, array, map, set, and more Files, processes, and command-line tasks Web services and interacting with Java Databases and persistence, data types and idioms.

Functional and Reactive Domain Modeling Nov 13 2022 Summary Functional and Reactive Domain Modeling teaches you how to think of the domain model in terms of pure functions and how to compose them to build larger abstractions. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Traditional distributed applications won't cut it in the reactive world of microservices, fast data, and sensor networks. To capture their dynamic relationships and dependencies, these systems require a different approach to domain modeling. A domain model composed of pure functions is a more natural way of representing a process in a reactive system, and it maps directly onto technologies and patterns like Akka, CQRS, and event sourcing. About the Book Functional and Reactive Domain Modeling teaches you consistent, repeatable techniques for building domain models in reactive systems. This book reviews the relevant concepts of FP and reactive architectures and then methodically introduces this new approach to domain modeling. As you read, you'll learn where and how to apply it, even if your systems aren't purely reactive or functional. An expert blend of theory and practice, this book presents strong examples you'll return to again and again as you apply these principles to your own projects. What's Inside Real-world libraries and frameworks Establish meaningful reliability guarantees Isolate domain logic from side effects Introduction to reactive design patterns About the Reader Readers should be comfortable with functional programming and traditional domain modeling. Examples use the Scala language. About the Author Software architect Debasish Ghosh was an early adopter of reactive design using Scala and Akka. He's the author of DSLs in Action, published by Manning in 2010. Table of Contents Functional domain modeling: an introduction Scala for functional domain models Designing functional domain models Functional patterns for domain models Modularization of domain models Being reactive Modeling with reactive streams Reactive persistence and event sourcing Testing your domain model Summary - core thoughts and principles

TORUS 1 - Toward an Open Resource Using Services Aug 23 2023 This book, presented in three volumes, examines environmental disciplines in relation to major players in contemporary science: Big Data, artificial intelligence and cloud computing. Today, there is a real sense of urgency regarding the evolution of computer technology, the ever-increasing volume of data, threats to our climate and the sustainable development of our planet. As such, we need to reduce technology just as much as we need to bridge the global socio-economic gap between the North and South; between universal free access to data (open data) and free software (open source). In this book, we pay particular attention to certain environmental subjects, in order to enrich our understanding of cloud computing. These subjects are: erosion; urban air pollution and atmospheric pollution in Southeast Asia; melting permafrost (causing the accelerated release of soil organic carbon in the atmosphere); alert systems of environmental hazards (such as forest fires, prospective modeling of socio-spatial practices and land use); and web fountains of geographical data. Finally, this book asks the question: in order to find a pattern in the data, how do we move from a traditional computing model-based world to pure mathematical research? After thorough examination of this topic, we conclude that this goal is both transdisciplinary and achievable.

Scala Design Patterns Mar 06 2022 Write efficient, clean, and reusable code with Scala About This Book Unleash the power of Scala and apply it in the real world Increase your efficiency by leveraging the power of Creational, Structural, Behavioural, and Functional design patterns Build object oriented and functional applications quickly and effectively Who This Book Is For If you want to increase your understanding of Scala and apply it to real-life application development, then this book is for you. We've also designed the book to be used as a quick reference guide while creating applications. Previous Scala programming knowledge is expected. What You Will Learn Immerse yourself in industry-standard design patterns—structural, creational, and behavioral—to create extraordinary applications Feel the power of traits and their application in Scala Implement abstract and self types and build clean design patterns Build complex entity relationships using structural design patterns Create applications faster by applying functional design patterns In Detail Scala has become increasingly popular in many different IT sectors. The language is exceptionally feature-rich which helps developers write less code and get faster results. Design patterns make developer's lives easier by helping them write great software that is easy to maintain, runs efficiently and is valuable to the company or people concerned. You will learn about the various features of Scala and be able to apply well-known, industry-proven design patterns in your work. The book starts off by focusing on some of the most interesting features of Scala while using practical real-world examples. We will also cover the popular "Gang of Four" design patterns and show you how to incorporate functional patterns effectively. By the end of this book, you will have enough knowledge and understanding to quickly assess problems and come up with elegant solutions. Style and approach The design patterns in

the book will be explained using real-world, step-by-step examples. For each design pattern, there will be hints about when to use it and when to look for something more suitable. This book can also be used as a practical guide, showing you how to leverage design patterns effectively.
Scala in Depth Apr 26 2021 Summary Scala in Depth is a unique new book designed to help you integrate Scala effectively into your development process. By presenting the emerging best practices and designs from the Scala community, it guides you through dozens of powerful techniques example by example. About the Book Scala is a powerful JVM language that blends the functional and OO programming models. You'll have no trouble getting introductions to Scala in books or online, but it's hard to find great examples and insights from experienced practitioners. You'll find them in Scala in Depth. There's little heavy-handed theory here—just dozens of crisp, practical techniques for coding in Scala. Written for readers who know Java, Scala, or another OO language. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Concise, expressive, and readable code style How to integrate Scala into your existing Java projects Scala's 2.8.0 collections API How to use actors for concurrent programming Mastering the Scala type system Scala's OO features—type member inheritance, multiple inheritance, and composition Functional concepts and patterns—immutability, applicative functors, and monads
========== Table of Contents Scala—a blended language The core rules Modicum of style—coding conventions Utilizing object orientation Using implicits to write expressive code The type system Using implicits and types together Using the right collection Actors Integrating Scala with Java Patterns in functional programming
Functional Programming in Kotlin Jul 10 2022 Functional Programming in Kotlin is a reworked version of the bestselling Functional Programming in Scala, with all code samples, instructions, and exercises translated into the powerful Kotlin language. In this authoritative guide, you''ll take on the challenge of learning functional programming from first principles, and start writing Kotlin code that''s easier to read, easier to reuse, better for concurrency, and less prone to bugs and errors. about the technology Kotlin is a new JVM language designed to interoperate with Java and offer an improved developer experience for creating new applications. It''s already a top choice for writing web services, and Android apps. Although it preserves Java''s OO roots, Kotlin really shines when you adopt a functional programming mindset. By learning the core principles and practices of functional programming outlined in this book, you''ll start writing code that''s easier to read, easier to test and reuse, better for concurrency, and less prone to bugs. about the book Functional Programming in Kotlin is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. Based on the bestselling Functional Programming in Scala, this book guides intermediate Java and Kotlin programmers 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. The book will deliver practical mastery of FP using Kotlin and a valuable perspective on program design that you can apply to other languages. what''s inside Functional programming techniques for real-world applications Write combinator libraries Identify common structures and idioms in functional design Code for simplicity, modularity, and fewer bugs about the reader For intermediate Kotlin and Java developers. No experience with functional programming is required. about the author Marco Vermeulen has almost two decades of programming experience on the JVM, with much of that time spent on functional programming using Scala and Kotlin. Rúnar Bjarnason and Paul Chiusano are the authors of Functional Programming in Scala, on which this book is based. They are internationally-recognized experts in functional programming and the Scala programming language.
Learning Concurrent Programming in Scala Dec 27 2023 This book is a must-have tutorial for software developers aiming to write concurrent programs in Scala, or broaden their existing knowledge of concurrency. This book is intended for Scala programmers that have no prior knowledge about concurrent programming, as well as those seeking to broaden their existing knowledge about concurrency. Basic knowledge of the Scala programming language will be helpful. Readers with a solid knowledge in another programming language, such as Java, should find this book easily accessible.

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