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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. F# is also a fully supported language in Visual Studio and Xamarin Studio.

~~Beginning F# 4.0, 2nd Edition: Robert Pickering, Kit Eason ...~~

This repository accompanies Beginning F# 4.0 by Robert Pickering and Kit Eason (Apress, 2016). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

~~GitHub — Apress/beg-fsharp-4.0: Source code for 'Beginning ...~~

In mathematics, the Fibonacci numbers, commonly denoted F_n , form a sequence, called the Fibonacci sequence, such that each number is the sum of the two preceding ones, starting from 0 and 1. That is, $F_0 = 0$, $F_1 = 1$, and $F_n = F_{n-1} + F_{n-2}$ for $n > 1$. The beginning of the sequence is thus: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, ... In some older books, the value 0 is omitted, so that the sequence starts with 1, 1, and the recurrence ...

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~~Fibonacci number — Wikipedia~~

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Beginning F# 4.0 ? The best-selling introduction to F#, now thoroughly updated to version 4.0 to help you explore the new features of the language ? A great foundation for exploring functional programming and its role

~~Beginning F# 4 — Springer~~

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

~~Expert F# 4.0: Syme, Don, Granicz, Adam, Cisternino ...~~

I guess it really is a book for "Beginning F#", but I somehow hoped for more. Lots of pages are spent on showing how to do WinForm GUIs, and `lis` Beginning F# goes through the basics of F#. You'll get an basic understanding of classes (and methods, properties, constructors, etc), list handling, control flow, imperative programming and some F#

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A comprehensive, step-by-step guide on how to set up, customize, and market your blog using Apache Roller.

Unlike in the related area of bioinformatics, few books currently exist that document the techniques, tools, and algorithms of chemoinformatics. Bringing together worldwide experts in the field, the Handbook of Chemoinformatics Algorithms provides an overview of the most common chemoinformatics algorithms in a single source. After a historical persp

The new edition of BEGINNING & INTERMEDIATE ALGEBRA is an exciting and innovative revision that takes an already successful text and makes it more compelling for today's instructor and student. The authors have developed a learning plan to help students succeed and transition to the next level in their coursework. Based on their years of experience

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in developmental education, the accessible approach builds upon the book's known clear writing and engaging style which teaches students to develop problem-solving skills and strategies that they can use in their everyday lives. The authors have developed an acute awareness of students' approach to homework and present a learning plan keyed to Learning Objectives and supported by a comprehensive range of exercise sets that reinforces the material that students have learned setting the stage for their success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book is the result of reworking part of a rather lengthy course of lectures of which we delivered several versions at the Leningrad and Moscow Universities. In these lectures we presented an introduction to the fundamental topics of topology: homology theory, homotopy theory, theory of bundles, and topology of manifolds. The structure of the course was well determined by the guiding term elementary topology, whose main significance resides in the fact that it made us use a rather simple apparatus. In this book we have retained those sections of the course where algebra plays a

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subordinate role. We plan to publish the more algebraic part of the lectures as a separate book. Reprocessing the lectures to produce the book resulted in the profits and losses inherent in such a situation: the rigour has increased to the detriment of the intuitiveness, the geometric descriptions have been replaced by formulas needing interpretations, etc. Nevertheless, it seems to us that the book retains the main qualities of our lectures: their elementary, systematic, and pedagogical features. The preparation of the reader is assumed to be limited to the usual knowledge of set theory, algebra, and calculus which mathematics students should master after the first year and a half of studies. The exposition is accompanied by examples and exercises. We hope that the book can be used as a topology textbook.

Color Theory and Modeling for Computer Graphics, Visualization, and Multimedia Applications deals with color vision and visual computing. This book provides an overview of the human visual system with an emphasis on color vision and perception. The book then goes on to discuss how human color vision and perception are applied in several applications using computer-generated displays, such as computer graphics and information and data visualization. Color Theory and Modeling for Computer Graphics, Visualization, and Multimedia

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Applications is suitable as a secondary text for a graduate-level course on computer graphics, computer imaging, or multimedia computing and as a reference for researchers and practitioners developing computer graphics and multimedia applications.

This book constitutes the refereed proceedings of the 9th International Symposium on Automated Technology for Verification and Analysis, ATVA 2011, held in Taipei, Taiwan, in October 2011. The 23 revised regular papers presented together with 5 invited papers, 11 short papers, and 2 tool papers, were carefully reviewed and selected from 75 submissions. The papers address all theoretical and practical aspects of automated analysis, verification and synthesis; thus providing a forum for interaction between the regional and the international research communities and industry in the field.

Because of its wide applicability, graph theory is one of the fast-growing areas of modern mathematics. Graphs arise as mathematical models in areas as diverse as management science, chemistry, resource planning, and computing. Moreover, the theory of graphs provides a spectrum of methods of proof and is a good training ground for pure mathematics. Thus, many colleges and universities provide a first course in graph theory that is intended primarily for mathematics

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majors but accessible to other students at the senior level. This text is intended for such a course. I have presented this course many times. Over the years classes have included mainly mathematics and computer science majors, but there have been several engineers and occasional psychologists as well. Often undergraduate and graduate students are in the same class. Many instructors will no doubt find themselves with similar mixed groups. It is to be expected that anyone enrolling in a senior level mathematics course will be comfortable with mathematical ideas and notation. In particular, I assume the reader is familiar with the basic concepts of set theory, has seen mathematical induction, and has a passing acquaintance with matrices and algebra. However, one cannot assume that the students in a first graph theory course will have a good knowledge of any specific advanced area. My reaction to this is to avoid too many specific prerequisites. The main requirement, namely a little mathematical maturity, may have been acquired in a variety of ways.

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