



**I CAN HAS F#\$@ IN
MONODEVELOP?**

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What is F#?

Functional Language for CLI

Functional
Core

CLI Object
Model

Interactive
Scripting

F# and Open Source



F# and Open Source

- » Shipped with source code (since early version)
Somewhat limiting non-standard license
- » F# binding for MonoDevelop (October 2010)
Open Source community project
- » Open source code drop (November 2010)
Apache 2 license, Builds on Win/Linux/Mac
No community contributions
- » Included in Mono 2.10 RC2 (January 2011)

EXAMPLE

Introducing Functional Style

Composing mathematical
expressions and 3D objects

Functional Programming

» Functional programming is like math...

Roots of quadratic equation: $\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

» Refactoring in math always works!

*Let discriminant **D** be: $b^2 - 4ac$*

Roots of quadratic equation: $\frac{-b \pm \sqrt{D}}{2a}$

Functional Programming

**algeblah
confuzez
mi**



EXAMPLE

F# for Scripting and Exploring

Using Gtk# libraries interactively
Finding the most verbose .NET type

Exploring .NET libraries with F#



EXAMPLE

Server-side programming in F#

Asynchronous chat server
written in “Node.js” style

Server-side programming in F#



Contribute to the F# plugin!

» Editor features

Go to definition and navigation bar

Improve colorization and collapse type definitions

» Other work items

Reordering project files in MonoDevelop

Support Gtk# designer

Debugging of F# code in MonoDevelop

F# resolver provider

» For more items, visit the wiki

<http://github.com/fsharp/fsharpbinding>

» Would love to see it in standard distribution!



Academic & cross platform homepage and source code
<http://functional-variations.net> | <http://github.com/fsharp>

Contact and links (Contributors welcome!)

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