Haskell: The Craft of Functional Programming (3rd Edition) (International Computer Science Series)

By Simon Thompson

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Introducing functional programming in the Haskell language, this book is written for students and programmers with little or no experience. It emphasises the process of crafting programmes, problem solving and avoiding common programming pitfalls.

Covering basic functional programming, through abstraction to larger scale programming, students are lead step by step through the basics, before being introduced to more advanced topics.

This edition includes new material on testing and domain-specific languages and a variety of new examples and case studies, including simple games. Existing material has been expanded and re-ordered, so that some concepts – such as simple data types and input/output – are presented at an earlier stage.

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Editorial Review

From the Back Cover

The third edition of *Haskell: The Craft of Functional Programming* is essential reading for beginners to functional programming and newcomers to the Haskell programming language. The emphasis is on the process of crafting programs and the text contains many examples and running case studies, as well as advice on program design, testing, problem solving and how to avoid common pitfalls.

Revisions to this new edition include new material on testing and domain-specific languages and a variety of new examples and case studies, including simple games. Existing material has been expanded and re-ordered, so that some concepts - such as simple data types and input/output - are presented at an earlier stage. The running example of Pictures is now implemented using web browser graphics as well as lists of strings.

The book uses GHCi, the interactive version of the Glasgow Haskell Compiler, as its implementation of choice. It has also been revised to include material about the Haskell Platform, and the Hackage online database of Haskell libraries. In particular, readers are given detailed guidance about how to find their way around what is available in these systems.

An accompanying web site supports the book, containing all the program code, further teaching materials and other useful resources.

Simon Thompson is Professor of Logic and Computation in the School of Computing at the University of Kent. His research and teaching interests include functional programming and logical aspects of computer science. Simon has written three other books: *Erlang Programming* (co-authored with Francesco Cesarini), *Miranda: The Craft of Functional Programming* and *Type Theory and Functional Programming*.

About the Author

Simon Thompson is a Senior Lecturer in Computer Science at the University of Kent. His research and teaching interests include functional programming and logical aspects of computer science.

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