Functional C For Windows [April-2022]

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What's New in the?

In this screencast series, you'll learn how to take a functional approach to C#, called Functional C#, and build real-world apps from its core concepts of patterns, functional composition, and object expressions. Have fun and stay safe! Concurrency Concurrency, or the programming of multiple events occurring simultaneously, is a programming concept which allows several types of events to occur in a defined time period. For example, an event could wait for an input and signal an output. If you're anything like me, you've felt overwhelmed by the idea of concurrency, the practice of writing concurrent programs. The main objective of this series is to build an example in which we can apply the concepts presented in this series, and see them come to life. I am working with many of the key members of the NET team in order to make sure that the information is relevant to you. **Concurrency is a time-based event processing concept. A concurrent program is written for a given set of input events that arrive within a specified time period (or one event can be processed every time period). Programming Issues One of the difficulties in dealing with concurrency, however, is that the execution time of a function is not always predictable. To avoid these issues we will avoid direct execution of functions, and instead write programs that rely on the capabilities of the NET Framework. In this topic we will explore the tools and concepts used to implement this strategy. The environment that we will work in is the NET Framework, however, this is not a prerequisite. In fact, if you already have a working knowledge of C#, you will likely be more successful. This series will be comprised of seven parts that describe the problem being solved, the solutions found, the framework to achieve this, a test case and a discussion about the final solution. Once you have understood the problem, it will be easy for you to learn the solutions being discussed in the course. It is important to recognize that this topic is focused on functional programming, not on procedural programming. Asynchronous Programming Consider the case in which we want to build a web application. As you build the application, you have to make sure that your application does not fall over because of one of the network requests you are making. For example, you could have a web service that is taking input from a user and then waiting for another call to make a network request. You would be limited by the time that you can make a call to the web service. How would you tackle this issue? Enter the concept of Asynchronous Programming. At the heart of asynchronous programming is the idea of 'Promises'.

System Requirements:

Minimum: OS: Windows 7 (32 or 64-bit) Processor: Intel® CoreTM i3-2120 (3.1 GHz, 1 processor), Intel® CoreTM i5-2500 (3.1 GHz, 2 processors), Intel® CoreTM i7-2600 (3.4 GHz, 2 processors) Memory: 1 GB RAM (minimum 2GB RAM required for the following tests) Graphics: Intel® HD Graphics 4000 (integrated into Intel processors) DirectX®: Version 11 Network

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