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Real World Haskell

By: Bryan O'Sullivan, Don Stewart, John Goerzen

This easy-to-use, fast-moving tutorial introduces you to functional programming with Haskell. You'll learn how to use Haskell in a variety of practical ways, from short scripts to large and demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps...
Event Processing in Action. Author: Opher Etzion & Peter Niblett Publisher: Manning, 2010 Pages: 325 ISBN: 978-1935182214 Aimed at: Software architects, managers Rating: 3.5 Pros: Easy to read Cons: Too abstract, makes the simple seem difficult Reviewed by: Mike James. Takes an abstract, academic approach to what should be a practical topic. It’s about event driven architecture but not low level event handling and processing that characterises the modern UI - this is about large scale system architecture. It starts off looking at the basic ideas of event processing. This is so simple that if you are a programmer you probably don’t need to read it and if you aren’t a programmer why are you messing about with this sort of stuff?