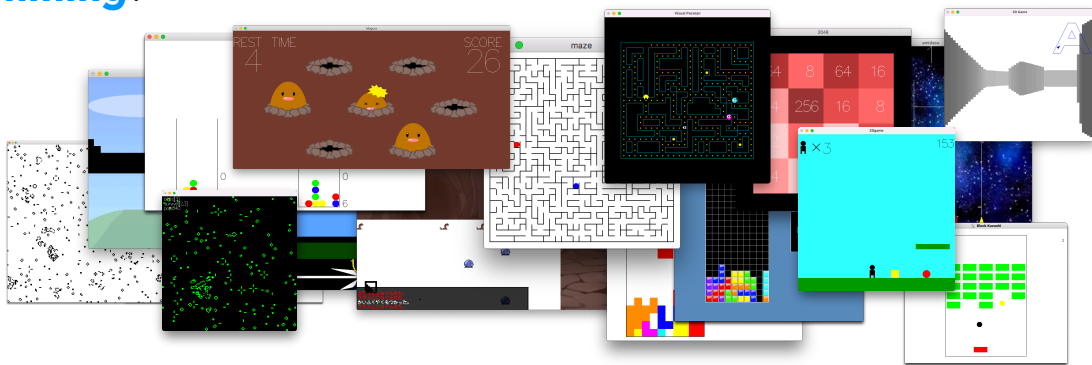# Let's have **fun** with
Functional Programming

Up-to 3 persons – offered by Sumii-Matsuda-Nishida Laboratory

All computers, including mobiles phones, game consoles and car engine systems, are controlled by *programs*. *Functional programming* is a way to write programs by composing "*functions*"—whose outputs are determined only by their inputs. Functional programming has the proven record of building *safe* and *efficient* programs *fast*. Therefore, functional programming languages are used in major companies such as Microsoft, X (Twitter), Facebook, Epic Games, famous Japanese companies such as NTT DATA, Rakuten, DWANGO and Asahi Net, and many investment banks.

In this course, you will write your favorite programs such as games in a functional programming language Haskell and get to *enjoy functional programming*!

What's Haskell?

Haskell (https://www.haskell.org/) is a state-of-the-art functional programming language, and a popular member of the family that also includes OCaml, F#, SML#, Scala, and Closure. Haskell has pleasant syntax and many interesting and advanced features. If you want to know more about Haskell, you can consult the following books.

- Miran Lipovača: "Learn You a Haskell for Great Good!", No Starch Press.
- Graham Hutton: "Programming in Haskell", Cambridge University Press.
- Bryan O'Sullivan et al.: "Real World Haskell", O'Reilly.