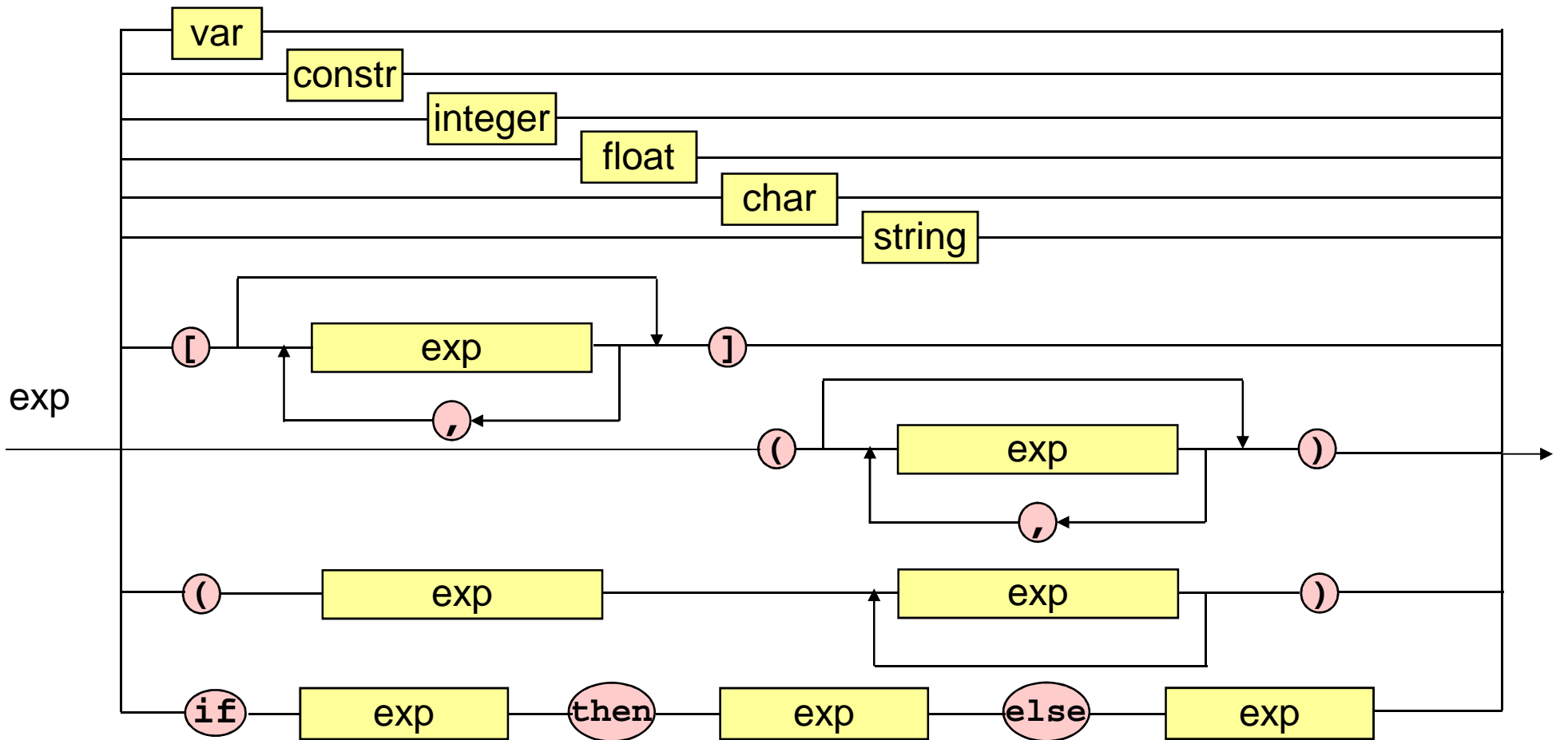

III. Funktionale Programmierung

- 1. Prinzipien der funktionalen Programmierung
- 2. Deklarationen
- 3. Ausdrücke
- 4. Muster (Patterns)
- 5. Typen und Datenstrukturen
- 6. Funktionale Programmieretechniken

Ausdrücke

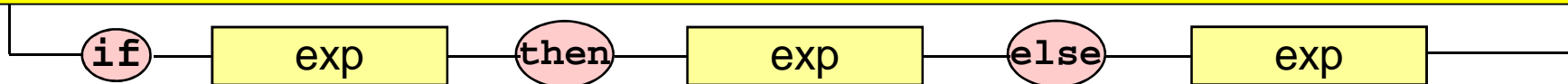


Ausdrücke

<code>maxi (x, y)</code>		<code>x >= y</code>	=	<code>x</code>
		<code>otherwise</code>	=	<code>y</code>

exp

`maxi (x, y) = if x >= y then x else y`

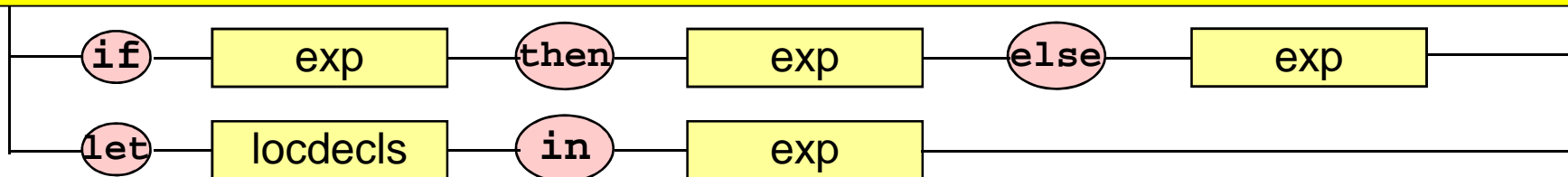


Ausdrücke

```
roots a b c = ((-b - d)/e, (-b + d)/e)
              where d = sqrt (b*b - 4*a*c)
                    e = 2*a
```

exp

```
roots a b c = let d = sqrt (b*b - 4*a*c)
              e = 2*a
              in((-b - d)/e, (-b + d)/e)
```



Ausdrücke

