

Re: Function minimization and random numbers

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- *From:* Jon Harrop <usenet@xxxxxxxxxxxxxxxx>
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Jon Skeet [C# MVP] wrote:

Jon Harrop <usenet@xxxxxxxxxxxxxxxx> wrote:

Marc Gravell wrote:

Cheers for that; of course, it is double edged if "standard"
.NET
consumers can't use the F# libs... but there we are ;-p

You can write libraries in F# that other languages can use but, of course, you must avoid features (e.g. closures) that C# and VB lack.

In what way does C# lack closures? It supports them in the form of delegates with captured variables etc. It may not be the same form that F# uses, but that's not the same thing.

Closures represent all functions but .NET delegates do not because .NET draws an unnecessary distinction between members and delegates, making them incompatible. C# inherits this but F# goes to great lengths to remove this artificial distinction.

You could turn everything into a delegate but, of course, this would not be an alluring interface for C# users.

To provide first-class closures, .NET (or C#) might replace all members with properties that return delegates. Then you could say "C# supports first-class closures".

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