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…
Learn about event types, event targets, event capturing, event bubbling, and the underlying architecture of the event processing system. Events are used to notify your application of actions taken by the user and enable the application to respond to the event. The JavaFX platform provides the structure for capturing an event, routing the event to its target, and enabling the application to handle the event as needed. Events. An event represents an occurrence of something of interest to the application, such as a mouse being moved or a key being pressed. In JavaFX, an event is an instance of th