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Intelligent Information and Database Systems - Manh Thanh Le 2010-06-17
The 2010 Asian Conference on Intelligent Information and Database Systems (ACIIDS) was the second event of the series of international scientific conferences for research and applications in the field of intelligent information and database systems. The aim of ACIIDS 2010 was to provide an international forum for scientific research in the technologies and applications of intelligent information, database systems and their applications. ACIIDS 2010 was co-organized by Hue University (Vietnam) and Wroclaw University of Technology (Poland) and took place in Hue city (Vietnam) during March 24–26, 2010. We received almost 330 papers from 35 countries. Each paper was peer reviewed by at least two members of the International Program Committee and International Reviewer Board. Only 96 best papers were selected for oral presentation and publi- tion in the two volumes of the ACIIDS 2010 proceedings. The papers included in the proceedings cover the following topics: artificial social systems, case studies and reports on deployments, collaborative learning, collaborative systems and applications, data warehousing and data mining, database management technologies, database models and query languages, database security and integrity,- business, e-commerce, e-finance, e-learning systems, information modeling and - quirements engineering, information retrieval systems, intelligent agents and mul- agent systems, intelligent information systems, intelligent internet systems, intelligent optimization techniques, object-relational DBMS, ontologies and information sharing, semi-structured and XML database systems, unified modeling language and unified processes, Web services and Semantic Web, computer networks and communication systems.

Imagine Math 8 - Michele Emmer 2022-10-08
This eighth volume of Imagine Math is different from all the previous ones. The reason is very clear: in the last two years, the world changed, and we still do not know what the world of tomorrow will look like. Difficult to make predictions. This volume has a subtitle Dreaming Venice. Venice, the dream city of dreams, that miraculous image of a city on water that resisted for hundreds of years, has become in the last two years truly unreachable. Many things tie this book to the previous ones. Once again, this volume also starts like Imagine Math 7, with a homage to the Italian artist Mimmo Paladino who created exclusively for the Imagine Math 8 volume a new series of ten original and unique works of art dedicated to Piero della Francesca. Many artists, art historians, designers and musicians are involved in the new book, including Linda D. Henderson and Marco Pierini, Claudio Ambrosini and Davide Amodio. Space also for comics and mathematics in a Disney key. Many applications, from Origami to mathematical models for world hunger. Particular attention to classical and modern architecture, with Tullia Iori. As usual, the topics are treated in a way that is rigorous but captivating, detailed and full of evocations. This is an all-embracing look at the world of mathematics and culture.

Object-oriented Programming in Common LISP - Sonya E. Keene 1989
This book is an introduction to the CLOS model of object-oriented programming. CLOS, the Common Lisp Object System, is a newly designed object-oriented programming language that has evolved as a standard from various object-oriented extensions of the basic Lisp language. The language definition of CLOS comprises a set of tools for developing object-oriented programs in Common Lisp. The book serves two purposes: it is a practical guide to CLOS programming and stands as a tutorial teaching object-oriented techniques for software design and development.

On Lisp - Paul Graham 1994
Written by a Lisp expert, this is the most comprehensive tutorial on the advanced features of Lisp for experienced programmers. It shows how to program in the bottom-up style that is ideal for Lisp programming, and

includes a unique, practical collection of Lisp programming techniques that shows how to take advantage of the language's design for efficient programming in a wide variety of applications.

Artificial Intelligence: A Systems Approach - M. Tim Jones 2008-12-26
This book offers students and AI programmers a new perspective on the study of artificial intelligence concepts. The essential topics and theory of AI are presented, but it also includes practical information on data input & reduction as well as data output (i.e., algorithm usage). Because traditional AI concepts such as pattern recognition, numerical optimization and data mining are now simply types of algorithms, a different approach is needed. This "sensor / algorithm / effecter" approach grounds the algorithms with an environment, helps students and AI practitioners to better understand them, and subsequently, how to apply them. The book has numerous up to date applications in game programming, intelligent agents, neural networks, artificial immune systems, and more. A CD-ROM with simulations, code, and figures accompanies the book.

ANSI Common Lisp - Paul Graham 1996
Teaching users new and more powerful ways of thinking about programs, this two-in-one text contains a tutorial--full of examples--that explains all the essential concepts of Lisp programming, plus an up-to-date summary of ANSI Common Lisp. Informative and fun, it gives users everything they need to start writing programs in Lisp and highlights innovative Lisp features.

The Little LISPer - Daniel P. Friedman 1989

Paradigms of Artificial Intelligence Programming - Peter Norvig 2014-06-28
Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

Crafting Interpreters - Robert Nystrom 2021-07-27
Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from main(), you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that you thoroughly

understand because you wrote each one yourself.

Essentials of Programming Languages, third edition - Daniel P. Friedman 2008-04-18
A new edition of a textbook that provides students with a deep, working understanding of the essential concepts of programming languages, completely revised, with significant new material. This book provides students with a deep, working understanding of the essential concepts of programming languages. Most of these essentials relate to the semantics, or meaning, of program elements, and the text uses interpreters (short programs that directly analyze an abstract representation of the program text) to express the semantics of many essential language elements in a way that is both clear and executable. The approach is both analytical and hands-on. The book provides views of programming languages using widely varying levels of abstraction, maintaining a clear connection between the high-level and low-level views. Exercises are a vital part of the text and are scattered throughout; the text explains the key concepts, and the exercises explore alternative designs and other issues. The complete Scheme code for all the interpreters and analyzers in the book can be found online through The MIT Press web site. For this new edition, each chapter has been revised and many new exercises have been added. Significant additions have been made to the text, including completely new chapters on modules and continuation-passing style. Essentials of Programming Languages can be used for both graduate and undergraduate courses, and for continuing education courses for programmers.

Functional Programming Using Standard ML - Ake Wikstrom 1987

Beautiful Code - Greg Wilson 2007-06-26
How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Learning JavaScript Design Patterns - Addy Osmani 2012-07-08
With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Hackers - Steven Levy 2010-05-19
This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

LISP From Nothing - Nils M Holm 2020-10-14
What is the minimal LISP language that can interpret itself? What is the smallest LISP that can compile itself? What was LISP hacking like in the age of punch cards, teletypes, and mainframe computers? This text plays with the theme of minimal LISP by providing several implementations from a simple metacircular evaluator to a full compiler that emits a single, self-contained C program. The discussion is embedded in reflections on what hacking looked like in the early days of LISP.

History of Programming Languages - Richard L. Wexelblat 2014-05-27
History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists.

Computer Programming for Aliens - Mohammed Ismail Ansari 2022-11-20
Looking back at what I used to think about programming back when I started and what it ended up being when I started to get a glimpse, I thought I would share my way of looking at it from an outsider's perspective, which is something that we professionals lose as these concepts become our second nature. With this entirely non-technical angle, I hope I can help potential newbies have a smoother learning experience, and otherwise, the existing programmers gain a different perspective towards computer programming and languages.

Common LISP - Guy Steele 1990-06-15
The defacto standard - a must-have for all LISP programmers. In this greatly expanded edition of the defacto standard, you'll learn about the nearly 200 changes already made since original publication - and find out about gray areas likely to be revised later. Written by the Vice- Chairman of X3J13 (the ANSI committee responsible for the standardization of Common Lisp) and co-developer of the language itself, the new edition contains the entire text of the first edition plus six completely new chapters. They cover: - CLOS, the Common Lisp Object System, with new features to support function overloading and object-oriented programming, plus complete technical specifications * Loops, a powerful control structure for multiple variables * Conditions, a generalization of the error signaling mechanism * Series and generators * Plus other subjects not part of the ANSI standards but of interest to professional programmers. Throughout, you'll find fresh examples, additional clarifications, warnings, and tips - all presented with the author's customary vigor and wit.

Functional Programming for Java Developers - Dean Wampler 2011-07-29
"Dean Wampler, Java expert and author of Programmin Scala (O'Reilley), shows you how to apply principles such as immutability, avoidance of side effects, and higher-order functions to your Java code. Each chapter provides exercises to help you practice what you've learned. Once you grasp the benefits of functional programming, you'll discover that it improves all the code you write."--From p. [4] of cover.

Learning LISP - 1984

New programming languages for novices and experts (fourth edition) b - Davin Pearson

LISP 1.5 Programmer's Manual - John McCarthy 1962-08-15
The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. The LISP language is designed primarily for symbolic data processing used for symbolic calculations in differential and integral calculus, electrical circuit theory, mathematical logic, game playing, and other fields of artificial intelligence. The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. In the LISP language, all data are in the form of symbolic expressions usually referred to as S-expressions, of indefinite length, and which have a branching tree-type of structure, so that significant subexpressions can be readily isolated. In the LISP system, the bulk of the available memory is used for storing S-expressions in the form of list structures. The second distinction is that the LISP language is the source language itself which specifies in what way the S-expressions are to be processed. Third, LISP can interpret and execute programs written in the form of S-expressions. Thus, like machine language, and unlike most other high level languages, it can be used to generate programs for further executions.

Microservices with Clojure - Anuj Kumar 2018-01-25
The common patterns and practices of the microservice architecture and their application using the Clojure programming language. Key Features Relevance of the microservice architecture and benefits of Clojure's functional and simple features to implement it. Learn best practices and common principles to avoid common pitfalls while developing microservices. Learn how to use Pedestal to build your next microservices, secure them using JWT, and monitor them using the ELK stack Book Description The microservice architecture is sweeping the world as the de facto pattern with which to design and build scalable, easy-tomaintain web applications. This book will teach you common patterns and practices, and will show you how to apply these using the Clojure programming language. This book will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples of how to put these concepts and patterns into practice with Clojure. This book will explain and illustrate, with practical examples, how teams of all sizes can start solving problems with microservices. You will learn the importance of writing code that is asynchronous and non-blocking and how Pedestal helps us do this. Later, the book explains how to build Reactive microservices in Clojure that adhere to the principles underlying the Reactive Manifesto. We finish off by showing you various ways to monitor, test, and secure your microservices. By the end, you will be fully capable of setting up, modifying, and deploying a microservice with Clojure and Pedestal. What you will learn Explore the pros and cons of monolithic and microservice architectures Use Clojure to effectively build a reallife application using Microservices Gain practical knowledge of the Clojure Pedestal framework and how to use it to build Microservices Explore various persistence patterns and learn how to use Apache Kafka to build event-driven microservice architectures Secure your Microservices using JWT Monitor Microservices at scale using the ELK stack Deploy Microservices at scale using container orchestration platforms such as Kubernetes Who this book is for You should have a working knowledge of programming in Clojure. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you.

The Elements of Programming Style - Brian W. Kernighan 1974
Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

Land of Lisp - Conrad Barski 2010-10-15
Lisp has been hailed as the world's most powerful programming language, but its cryptic syntax and academic reputation can be enough to scare off even experienced programmers. Those dark days are finally over—Land of Lisp brings the power of functional programming to the people! With his brilliantly quirky comics and out-of-this-world games, longtime Lisper Conrad Barski teaches you the mysteries of Common Lisp. You'll start with the basics, like list manipulation, I/O, and recursion, then move on to more complex topics like macros, higher order programming, and domain-specific languages. Then, when your

brain overheats, you can kick back with an action-packed comic book interlude! Along the way you'll create (and play) games like Wizard Adventure, a text adventure with a whiskey-soaked twist, and Grand Theft Wumpus, the most violent version of Hunt the Wumpus the world has ever seen. You'll learn to: –Master the quirks of Lisp's syntax and semantics –Write concise and elegant functional programs –Use macros, create domain-specific languages, and learn other advanced Lisp techniques –Create your own web server, and use it to play browser-based games –Put your Lisp skills to the test by writing brain-melting games like Dice of Doom and Orc Battle With Land of Lisp, the power of functional programming is yours to wield.
Wikipedia Handbook of Biomedical Informatics -

Performance and Evaluation of LISP Systems - Richard P. Gabriel 1985-07-01
This final report of the Stanford Lisp Performance Study describes implementation techniques, performance tradeoffs, benchmarking techniques, and performance results for all of the major Lisp dialects in use today.

Computing - Yoshihide Igarashi 2014-05-27
Exploring a vast array of topics related to computation, Computing: A Historical and Technical Perspective covers the historical and technical foundation of ancient and modern-day computing. The book starts with the earliest references to counting by humans, introduces various number systems, and discusses mathematics in early civilizations. It guides readers all the way through the latest advances in computer science, such as the design and analysis of computer algorithms. Through historical accounts, brief technical explanations, and examples, the book answers a host of questions, including: Why do humans count differently from the way current electronic computers do? Why are there 24 hours in a day, 60 minutes in an hour, etc.? Who invented numbers, when were they invented, and why are there different kinds? How do secret writings and cryptography date back to ancient civilizations? Innumerable individuals from many cultures have contributed their talents and creativity to formulate what has become our mathematical and computing heritage. By bringing together the historical and technical aspects of computing, this book enables readers to gain a deep appreciation of the long evolutionary processes of the field developed over thousands of years. Suitable as a supplement in undergraduate courses, it provides a self-contained historical reference source for anyone interested in this important and evolving field.

Programming Language Explorations - Ray Toal 2017-08-09
Programming Language Explorations is a tour of several modern programming languages in use today. The book teaches fundamental language concepts using a language-by-language approach. As each language is presented, the authors introduce new concepts as they appear, and revisit familiar ones, comparing their implementation with those from languages seen in prior chapters. The goal is to present and explain common theoretical concepts of language design and usage, illustrated in the context of practical language overviews. Twelve languages have been carefully chosen to illustrate a wide range of programming styles and paradigms. The book introduces each language with a common trio of example programs, and continues with a brief tour of its basic elements, type system, functional forms, scoping rules, concurrency patterns, and sometimes, metaprogramming facilities. Each language chapter ends with a summary, pointers to open source projects, references to materials for further study, and a collection of exercises, designed as further explorations. Following the twelve featured language chapters, the authors provide a brief tour of over two dozen additional languages, and a summary chapter bringing together many of the questions explored throughout the text. Targeted to both professionals and advanced college undergraduates looking to expand the range of languages and programming patterns they can apply in their work and studies, the book pays attention to modern programming practice, covers cutting-edge languages and patterns, and provides many runnable examples, all of which can be found in an online GitHub repository. The exploration style places this book between a tutorial and a reference, with a focus on the concepts and practices underlying programming language design and usage. Instructors looking for material to supplement a programming languages or software engineering course may find the approach unconventional, but hopefully, a lot more fun.

Practical Common Lisp - Peter Seibel 2006-11-01
* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to

students who sat through a LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical..." * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. * Includes several examples of working code that actually does something useful like Web programming and database access.

Racket Programming the Fun Way - James. W. Stelly 2021-01-08
An introduction to the Racket functional programming language and DrRacket development environment to explore topics in mathematics (mostly recreational) and computer science. At last, a lively guided tour through all the features, functions, and applications of the Racket programming language. You'll learn a variety of coding paradigms, including iterative, object oriented, and logic programming; create interactive graphics, draw diagrams, and solve puzzles as you explore Racket through fun computer science topics--from statistical analysis to search algorithms, the Turing machine, and more. Early chapters cover basic Racket concepts like data types, syntax, variables, strings, and formatted output. You'll learn how to perform math in Racket's rich numerical environment, and use programming constructs in different problem domains (like coding solutions to the Tower of Hanoi puzzle). Later, you'll play with plotting, grapple with graphics, and visualize data. Then, you'll escape the confines of the command line to produce animations, interactive games, and a card trick program that'll dazzle your friends. You'll learn how to: Use DrRacket, an interactive development environment (IDE) for writing programs Compute classical math problems, like the Fibonacci sequence Generate two-dimensional function plots and create drawings using graphics primitives Import and export data to and from Racket using ports, then visually analyze it Build simple computing devices (pushdown automaton, Turing machine, and so on) that perform tasks Leverage Racket's built-in libraries to develop a command line algebraic calculator Racket Programming the Fun Way is just like the language itself--an embodiment of everything that makes programming interesting and worthwhile, and that makes you a better programmer.

Realm of Racket - Matthias Felleisen 2013-06-13
Racket is a descendant of Lisp, a programming language renowned for its elegance, power, and challenging learning curve. But while Racket retains the functional goodness of Lisp, it was designed with beginning programmers in mind. Realm of Racket is your introduction to the Racket language. In Realm of Racket, you'll learn to program by creating increasingly complex games. Your journey begins with the Guess My Number game and coverage of some basic Racket etiquette. Next you'll dig into syntax and semantics, lists, structures, and conditionals, and learn to work with recursion and the GUI as you build the Robot Snake game. After that it's on to lambda and mutant structs (and an Orc Battle), and fancy loops and the Dice of Doom. Finally, you'll explore laziness, AI, distributed games, and the Hungry Henry game. As you progress through the games, chapter checkpoints and challenges help reinforce what you've learned. Offbeat comics keep things fun along the way. As you travel through the Racket realm, you'll: –Master the quirks of Racket's syntax and semantics –Learn to write concise and elegant functional programs –Create a graphical user interface using the 2htdp/image library –Create a server to handle true multiplayer games Realm of Racket is a lighthearted guide to some serious programming. Read it to see why Racketeers have so much fun!

Clojure Programming - Chas Emerick 2012-03-30
Clojure is a practical, general-purpose language that offers expressivity rivaling other dynamic languages like Ruby and Python, while seamlessly taking advantage of Java libraries, services, and all of the resources of the JVM ecosystem. This book helps you learn the fundamentals of Clojure with examples relating it to the languages you know already, in the domains and topics you work with every day. See how this JVM language can help eliminate unnecessary complexity from your programming practice and open up new options for solving the most challenging problems. Clojure Programming demonstrates the language's flexibility by showing how it can be used for common tasks like web programming and working with databases, up through more demanding applications that require safe, effective concurrency and parallelism, data analysis, and more. This in-depth look helps tie together the full Clojure development experience, from how to organize your project and an introduction to Clojure build tooling, to a tutorial on how

to make the most of Clojure's REPL during development, and how to deploy your finished application in a cloud environment. Learn how to use Clojure while leveraging your investment in the Java platform Understand the advantages of Clojure as an efficient Lisp for the JVM See how Clojure is used today in several practical domains Discover how Clojure eliminates the need for many verbose and complicated design patterns Deploy large or small web applications to the cloud with Clojure

How to Design Programs, second edition - Matthias Felleisen 2018-05-04
A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

Cloud Computing - Brian J.S. Chee 2010-04-07
Modern computing is no longer about devices but is all about providing services, a natural progression that both consumers and enterprises are eager to embrace. As it can deliver those services, efficiently and with quality, at compelling price levels, cloud computing is with us to stay. Ubiquitously and quite definitively, cloud computing is answering the demand for sophisticated, flexible services Cloud Computing: Technologies and Strategies of the Ubiquitous Data Center looks at cloud computing from an IT manager's perspective. It answers basic as well as strategic questions from both a business and a technical perspective so that you can confidently engage both IT and financial assets in making your organization techno- savvy, efficient, and competitive. Any answers about the future of computing are definitely in the cloud The first section of the book offers up a history of the computing roots that have evolved into cloud computing. It looks at how IT has been traditionally serving needs and how cloud computing improves and expands on these services, so you can strategize about how a cloud might provide solutions to specific IT questions or answer business needs. Next, the book shows how to begin the process of determining which organizational needs would best be served and improved by cloud computing. Presenting specific cases as examples, the book walks you through issues that your organization might likely encounter. Written clearly and succinctly, it -- Introduces you to the concepts behind different types of clouds, including those used for storage, those that improve processor and application delivery, and those that mix any and all of these services Covers typical concerns you will hear with regard to such issues as security, application integration, and structural limitations Looks at the future of the cloud, from developments on the horizon to those still in the planning stage By the book's conclusion, you will have a solid basis on which to initiate strategic discussions about deploying clouds in your organization. You will understand how cloud computing can affordably solve real problems. You will know which strategies to use and you will learn of the pitfalls to avoid when taking your data center to the clouds. Throughout this book are the answers you need to the many questions from the most basic to the more advanced surrounding cloud computing and its place in your enterprise. What exactly is cloud computing? How are clouds different than virtualization? Should my organization use a cloud (or multiple clouds)? Can clouds and virtualization play significant roles in my organization at the same time? Covering the basics of virtualization and clusters and the more advanced strategic considerations of security and return on investment, this book will be your guide to IT's present and future in the cloud, a resource that you will continually turn to. Coming

soon! For more information, Professional Cloud Computing, at www.professionalcloudcomputing.com, will help you find information to delve more deeply into the discussion in any of a number of directions.

The Art of the Metaobject Protocol - Gregor Kiczales 1991-07-30
The authors introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a metaobject protocol for CLOS. The CLOS metaobject protocol is an elegant, high-performance extension to the CommonLisp Object System. The authors, who developed the metaobject protocol and who were among the group that developed CLOS, introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a metaobject protocol for CLOS. Kiczales, des Rivières, and Bobrow show that the "art of metaobject protocol design" lies in creating a synthetic combination of object-oriented and reflective techniques that can be applied under existing software engineering considerations to yield a new approach to programming language design that meets a broad set of design criteria. One of the major benefits of including the metaobject protocol in programming languages is that it allows users to adjust the language to better suit their needs. Metaobject protocols also disprove the adage that adding more flexibility to a programming language reduces its performance. In presenting the principles of metaobject protocols, the authors work with actual code for a simplified implementation of CLOS and its metaobject protocol, providing an opportunity for the reader to gain hands-on experience with the design process. They also include a number of exercises that address important concerns and open issues. Gregor Kiczales and Jim des Rivières, are Members of the Research Staff, and Daniel Bobrow is a Research Fellow, in the System Sciences Laboratory at Xerox Palo Alto Research Center.

Computer Science Logo Style - Brian Harvey 1997

The Semantic Web: Research and Applications - Elena Simperl 2012-05-24
This book constitutes the refereed proceedings of the 9th Extended Semantic Web Conference, ESWC 2012, held in Heraklion, Crete, Greece, in May 2012. The 53 revised full papers presented were carefully reviewed and selected from 212 submissions. They are organized in tracks on linked open data, machine learning, natural language processing and information retrieval, ontologies, reasoning, semantic data management, services, processes, and cloud computing, social Web and Web science, in-use and industrial, digital libraries and cultural heritage, and e-government. The book also includes 13 PhD papers presented at the PhD Symposium.

Structure and Interpretation of Computer Programs - Harold Abelson 2022-05-03
A new version of the classic and widely used text adapted for the JavaScript programming language. Since the publication of its first edition in 1984 and its second edition in 1996, Structure and Interpretation of Computer Programs (SICP) has influenced computer science curricula around the world. Widely adopted as a textbook, the book has its origins in a popular entry-level computer science course taught by Harold Abelson and Gerald Jay Sussman at MIT. SICP introduces the reader to central ideas of computation by establishing a series of mental models for computation. Earlier editions used the programming language Scheme in their program examples. This new version of the second edition has been adapted for JavaScript. The first three chapters of SICP cover programming concepts that are common to all modern high-level programming languages. Chapters four and five, which used Scheme to formulate language processors for Scheme, required significant revision. Chapter four offers new material, in particular an introduction to the notion of program parsing. The evaluator and compiler in chapter five introduce a subtle stack discipline to support return statements (a prominent feature of statement-oriented languages) without sacrificing tail recursion. The JavaScript programs included in the book run in any implementation of the language that complies with the ECMAScript 2020 specification, using the JavaScript package sicp provided by the MIT Press website.

Successful Lisp: How to Understand and Use Common Lisp - David B. Lamkins 2005