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CS1 students discover the energy and excitement of programming right away with the innovative approach found in ALICE IN ACTION WITH JAVATM. 2E by Joel Adams. This meaningful, motivating introduction to object-oriented programming uses a spiral pedagogy to introduce key object-oriented topics using Alice 3.0 before circling back to review the same concepts in JavaTM. Even first-time users gain a positive, results-oriented programming experience as they learn basic concepts using Alice. This popular tool teaches programming techniques in a visually rich environment that's less syntax-intensive to eliminate many of the barriers to programming success. The text then seamlessly applies the skills learned to programming successfully in JavaTM. Engaging movie metaphors, 3D animations and memorable examples throughout this edition keep readers actively involved. With ALICE IN ACTION WITH JAVATM, 2E learners enjoy a positive first programming experience while gaining a solid foundation for building their skills in JavaTM as well as other programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The main concepts and techniques of multi-agent oriented programming, which supports the multi-agent systems paradigm at the programming level. A multi-agent system is an organized ensemble of autonomous, intelligent, goal-oriented entities called agents, communicating with each other and interacting within an environment. This book introduces the main concepts and techniques of multi-agent oriented programming, (MAOP) which supports the multi-agent systems paradigm at the programming level. MAOP provides a structured approach based on three integrated dimensions, which the book examines in detail: the agent dimension, used to design the individual (interacting) entities; the environment dimension, which allows the development of shared resources and connections to the real world; and the organization dimension, which structures the interactions among the autonomous agents and the shared environment. The book puts the approach into practice using the JaCaMo programming model and platform. It employs an easy-to-follow, step-by-step style, showing solutions to increasingly complex scenarios. The book also discusses the integration of MAOP into existing technologies and application domains, including mobile computing, web-based computing, and robotics. Finally, it considers artificial intelligence (AI)-related classical problems from an MAOP perspective and discusses an agent-oriented approach to software engineering.

The four-volume set LNCS 8117-8120 constitutes the refereed proceedings of the 14th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2013, held in Cape Town, South Africa, in September 2013. The fourth volume includes 38 regular papers organized in topical sections on supporting physical activity, supporting shred activities, sustainability, tabletop computing, text comprehensibility, tracking eyes and head, usability evaluation and technology acceptance, user preferences and behaviour, user requirements capture and analysis, UX in work / educational context, voice / sound-based computing, 31 interactive posters, 2 industrial papers, 4 panels, 1 contribution on special interest groups, 1 tutorial, and 9 workshop papers.

The computer programming language Prolog is quickly gaining popularity throughout the world. Since its beginnings around 1970, Prolog has been chosen by many programmers for applications of symbolic computation, including: D relational databases D mathematical logic D abstract problem solving D understanding natural language D architectural design D symbolic equation solving D biochemical structure analysis D many areas of artificial Intelligence Until now, there has been no textbook with the aim of teaching Prolog as a practical programming language. It is perhaps a tribute to Prolog that so many people have been motivated to learn it by referring to the necessarily concise reference manuals, a few published papers, and by the orally transmitted 'folklore' of the modern computing community. However, as Prolog is beginning to be Introduced to large numbers of undergraduate and postgraduate students, many of our colleagues have expressed a great need for a tutorial guide to learning Prolog. We hope this little book will go some way towards meeting this need. Many newcomers to Prolog find that the task of writing a Prolog program is not like specifying an algorithm in the same way as in a conventional programming language. Instead, the Prolog programmer asks more what formal relationships and objects occur in his problem.

This book constitutes the refereed proceedings of the 7th International Work-Conference on Ambient Assisted Living, IWAAL 2015, held in Puerto Varas, Chile, in December 2015. The 20 full papers presented with 7 short papers were carefully reviewed and selected from 31 submissions. The focus of the papers is on following topics: ambient assisted living for tele-care and tele-rehabilitation; ambient assisted living environments; behaviour analysis and activity recognition; sensing for health and wellbeing; human interaction and perspectives in ambient assisted living solutions.

"For introductory computing and programming courses at four-year and community colleges. This new text uses Alice and Media Computation to introduce students to the #1 programming language in use today, Exploring Wonderland: Java Programming Using Alice and Media Computation, uses Alice to introduce the fundamental concepts of programming, thereby decreasing early frustration with syntax errors usually encountered in a text editor. The concepts introduced in Alice are then applied in Java using Media Computation examples (working with sound samples and pictures). This approach is highly motivating to students, especially for those without prior programming experience."--[Source inconnue].

For courses in Introductory Programming for Java and Alice Learn programming basics in a creative context that's more engaging and less complicated Taking a computer programming course can be challenging, time-consuming, and downright frustrating-but there's a better way. Alice 3 to Java: Learning Creative Programming through Storytelling and Gaming, First Edition introduces readers to programming in a creative context that's more engaging and less complicated, while still covering all the essential concepts you'd expect to see in an introductory programming course. Readers are invited to step into the world of creating 3D animations through chapters that present programming concepts with hands-on examples. Throughout the text, readers create a short story or game centered on Lawrence Prenderghast's Haunted Circus, a story by Laura Paoletti. Students bring the story to life through projects and exercises using Alice, an animation tool similar to professional software used by studios like Pixar and DreamWorks. Later in the book, students may apply what they've learned in Alice to using Java, a professional, production-level programming course.

This student-friendly textbook encourages the development of programming skills through active practice by focusing on exercises that support hands-on learning. The Python Workbook provides a compendium of 186 exercises, spanning a variety of academic disciplines and everyday situations. Solutions to selected exercises are also provided, supported by brief annotations that explain the technique used to solve the problem, or highlight a specific point of Python syntax. This enhanced new edition has been thoroughly updated and expanded with additional exercises, along no prior background knowledge, beyond the material covered in a typical introductory Python programming course. Features: uses an accessible writing style and easy-to-follow structure; includes a mixture of classic exercises from the fields of computer science and mathematics, along with exercises that connect to other academic disciplines; presents the solutions to approximately half of the exercises; provides annotations alongside the solutions, which explain the approach taken to solve the problem and relevant aspects of Python syntax; offers a variety of exercises of different lengths and difficulties; contains exercises that encourage the development of programming skills using if statements, loops, basic functions, lists, dictionaries, files, and recursive functions. Undergraduate students enrolled in their first programming course and wishing to enhance their programming abilities will find the exercises and solutions provided in this book to be ideal for their needs.

Learn how to apply the psychology of health and fitness to your exercise programs and to solve the motivational and behavioral problems you'll encounter every day in practice. You'll explore the scientific principles and variables that influence behavior as you develop the confidence to design effective lifestyle interventions for disease prevention and develop individualized exercise programs that promote optimal health.

The Art of Multiprocessor Programming, Second Edition, provides users with an authoritative guide to multicore programming. This updated edition introduces higher level software development skills relative to those needed for efficient single-core programming, and includes comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. The book is an ideal resource for students and professionals alike who will benefit from its thorough coverage of key multiprocessor programming issues. Features new exercises developed for instructors using the text, with more algorithms, new examples, and other updates throughout the book Presents the fundamentals of programming multiple threads for accessing shared memory Explores mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques, from simple locks to transactional memory systems

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