



COMMON
LISP

AN
INTERACTIVE
APPROACH

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COMMON

STUART C.
SHAPIRO

Common Lisp An Interactive Approach Principles Of Computer Science Series

Stuart Shapiro



Common Lisp An Interactive Approach Principles Of Computer Science Series:

Common LISP Stuart Charles Shapiro,1992 The text uses a tutorial style that focuses on learning by interaction and experimentation

Common LISP Stuart Shapiro,1991-08-01 **The British National Bibliography** Arthur James Wells,1992

Generating Natural Language Descriptions With Integrated Text and Examples Vibhu O. Mittal,2022-11-30 This book discusses issues in generating coherent effective natural language descriptions with integrated text and examples This is done in the context of a system for generating documentation dynamically from the underlying software representations Good documentation is critical for user acceptance of any complex system Advances in areas such as knowledge based systems natural language and multimedia generation now make it possible to investigate the automatic generation of documentation from the underlying knowledge bases This has several important benefits it is always accessible it is always current because the documentation reflects the underlying representation and it can take the communication context such as the user into account The work described in this book compiles results from cognitive psychology and education on effective presentation of examples as well as work on computational generation of examples from intelligent tutoring systems It also takes into account computational learning from examples and a characterization of good examples for just this purpose Issues arising from these research areas as well as issues coming from the author s own corpus analysis of instructional and explanatory texts are discussed in the context of generating natural language descriptions of software constructs A text planner is used for a hierarchy of communicative goals Examples are treated as an integral part of the planning process and their interaction with text is represented at all stages The strengths and limitations of this approach are also discussed Although the focus of this book is the generation of natural language descriptions a similar set of issues need to be addressed in the generation of multimedia descriptions This book will be of interest to all researchers working in the areas of natural language interfaces intelligent tutoring systems documentation and technical writing and educational psychology

Current Issues in Computing and Philosophy Adam Briggie,Philip A.E. Brey,2008-06-15 The theme of this volume is the multi faceted computational turn that is occurring through the interaction of the disciplines of philosophy and computing In computer and information sciences there are significant conceptual and methodological questions that require reflection and analysis Moreover digital information and communication technologies have had tremendous impact on society which raises further philosophical questions This book tries to facilitate the task to continuously work to ensure that its diversity of perspectives and methods proves a source of strength and collaboration rather than a source of instability and disintegration The first three contributions explore the phenomenon of virtual worlds The next four focus on robots and artificial agents Then a group of chapters discusses the relation between human mentality and information processing in computers and the final section covers a broad range of issues at the interface of computers and society

Knowledge-based Software Engineering Pavol Návrát,Haruki Ueno,1998 This text collects contributions from different

countries to a wide range of topics in software engineering Special emphasis is given to application of knowledge base methods to software engineering problems The papers tackle such areas as architecture of software and design patterns

Logic for Computer Science Steve Reeves, Michael Clarke, 1990 An understanding of logic is essential to computer science This book provides a highly accessible account of the logical basis required for reasoning about computer programs and applying logic in fields like artificial intelligence The text contains extended examples algorithms and programs written in Standard ML and Prolog No prior knowledge of either language is required The book contains a clear account of classical first order logic one of the basic tools for program verification as well as an introductory survey of modal and temporal logics and possible world semantics An introduction to intuitionistic logic as a basis for an important style of program specification is also featured in the book

Type Theory and Functional Programming Simon Thompson, 1991 This book explores the role of Martin Lof s constructive type theory in computer programming The main focus of the book is how the theory can be successfully applied in practice Introductory sections provide the necessary background in logic lambda calculus and constructive mathematics and exercises and chapter summaries are included to reinforce understanding

Subject Guide to Books in Print , 1996 **Concepts, Techniques, and Models of Computer Programming** Peter Van Roy, Seif

Haridi, 2004-02-20 Teaching the science and the technology of programming as a unified discipline that shows the deep relationships between programming paradigms This innovative text presents computer programming as a unified discipline in a way that is both practical and scientifically sound The book focuses on techniques of lasting value and explains them precisely in terms of a simple abstract machine The book presents all major programming paradigms in a uniform framework that shows their deep relationships and how and where to use them together After an introduction to programming concepts the book presents both well known and lesser known computation models programming paradigms Each model has its own set of techniques and each is included on the basis of its usefulness in practice The general models include declarative programming declarative concurrency message passing concurrency explicit state object oriented programming shared state concurrency and relational programming Specialized models include graphical user interface programming distributed programming and constraint programming Each model is based on its kernel language a simple core language that consists of a small number of programmer significant elements The kernel languages are introduced progressively adding concepts one by one thus showing the deep relationships between different models The kernel languages are defined precisely in terms of a simple abstract machine Because a wide variety of languages and programming paradigms can be modeled by a small set of closely related kernel languages this approach allows programmer and student to grasp the underlying unity of programming The book has many program fragments and exercises all of which can be run on the Mozart Programming System an Open Source software package that features an interactive incremental development environment

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