

Online Library Constructing Intelligent Agents  
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*Constructing Intelligent Agents Using Java  
Professional Developers Guide 2nd Edition  
2nd Edition By Bigus Joseph P Bigus Jennifer  
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*Developments in Intelligent Agent Technologies and Multi-Agent Systems:  
Concepts and Applications Computer and Information  
Sciences Applications and Innovations in Intelligent Systems XIII Intelligent  
Decision Technology Support in Practice Intelligent Software Agents Data  
Mining: Foundations and Intelligent Paradigms Constructing intelligent  
agents using Java Virtual and Mixed Reality - Systems and  
Applications Constructing Intelligent Agents with Java Engineering  
Applications of Neural Networks Agent Technologies, Infrastructures,  
Tools, and Applications for E-Services Blurring organizational issues and  
social phenomena in the age of technology: a multidisciplinary  
perspective Quality and Communicability for Interactive Hypermedia  
Systems: Concepts and Practices for Design Artificial Neural Nets. Problem  
Solving Methods Computational Intelligence: A Compendium Multiagent  
Systems and Applications Handbook of Research on Agent-Based  
Societies: Social and Cultural Interactions Innovations in Applied Artificial  
Intelligence Innovations in Intelligent Machines -3 Encyclopedia of  
Multimedia Technology and Networking Knowledge Management for  
Development Artificial Intelligence Applications in Information and  
Communication Technologies Intelligent Systems and  
Technologies Innovations in Intelligent Machines -2 Advanced Java Game  
Programming Man-Machine Interactions 2 The Practical Handbook of  
Internet Computing Constructing Intelligent Agents Using Java Agent and  
Multi-Agent Systems: Technologies and Applications Advances in  
Computer and Information Sciences '98 Embedded Automation in Human-  
Agent Environment Intelligent Virtual World Nasdaq Market Simulation, A:  
Insights On A Major Market From The Science Of Complex Adaptive  
Systems Fuzzy-Neuro Approach to Agent Applications Constructing  
Intelligent Agents Using Java Java Jottings: An Annotated  
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Adaptation and Personalization Techniques in Computer-Supported  
Collaborative Learning Developments in Applied Artificial Intelligence A  
NASDAQ Market Simulation*

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## [Developments in Intelligent Agent Technologies and Multi-Agent Systems: Concepts and Applications](#)

*The papers in this volume are the refereed application papers presented at AI-2005, the Twenty-fifth SGA1 International Conference on Innovative Techniques and Applications of Artificial Intelligence, held in Cambridge in December 2005. The papers present new and innovative developments in the field, divided into sections on Synthesis and Prediction, Scheduling and Search, Diagnosis and Monitoring, Classification and Design, and Analysis and Evaluation. This is the thirteenth volume in the Applications and Innovations series. The series serves as a key reference on the use of AI Technology to enable organisations to solve complex problems and gain significant business benefits. The Technical Stream papers are published as a companion volume under the title Research and Development in Intelligent Systems XXII.*

## [Computer and Information Sciences](#)

*This book constitutes the refereed proceedings of the First International Symposium on Agent and Multi-Agent Systems: Technologies and Applications, KES-AMSTA 2007, held in Wroclaw, Poland in May/June 2007. Coverage includes agent-oriented Web applications, mobility aspects of agent systems, agents for network management, agent approaches to robotic systems, as well as intelligent and secure agents for digital content management.*

## [Applications and Innovations in Intelligent Systems XIII](#)

## [Intelligent Decision Technology Support in Practice](#)

*This book constitutes the thoroughly refereed post-proceedings of the three agent-related workshops held during the NetObjectDays international conference, NODE 2002, held in Erfurt, Germany, in October 2002. The 23 revised full papers presented with a keynote paper and 2 abstracts were carefully selected during 2 rounds of reviewing and improvement. The papers are organized in topical sections on agent-oriented requirements engineering and specification, agent-oriented software engineering, reuse,*

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negotiation and communication, large complex systems, e-business, and applications. 2001 Paperback

## [Intelligent Software Agents](#)

*This book presents various recent applications of Artificial Intelligence in Information and Communication Technologies such as Search and Optimization methods, Machine Learning, Data Representation and Ontologies, and Multi-agent Systems. The main aim of this book is to help Information and Communication Technologies (ICT) practitioners in managing efficiently their platforms using AI tools and methods and to provide them with sufficient Artificial Intelligence background to deal with real-life problems.*

## [Data Mining: Foundations and Intelligent Paradigms](#)

*A state-of-the-art guide on how to build intelligent Web-based applications using Java Joseph and Jennifer Bigus update and significantly expand their book on building intelligent Web-based applications using Java. Geared to network programmers or Web developers who have previously programmed agents in Smalltalk or C++, this practical book explains in detail how to construct agents capable of learning and competing, including both design principles and actual code for personal agents, network or Web agents, multi-agent systems and commercial agents. New and revised coverage includes agent tools, agent uses for Web applications (including personalization, cross-selling, and e-commerce), and additional AI technologies such as fuzzy logic and genetic algorithms.*

## [Constructing intelligent agents using Java](#)

*Computational Intelligence: A Compendium presents a well structured overview about this rapidly growing field with contributions of leading experts in Computational Intelligence. The main focus of the compendium is on applied methods tired-and-proven effective to realworld problems, which is especially useful for practitioners, researchers, students and also newcomers to the field. The 25 chapters are grouped into the following themes: I. Overview and Background II. Data Preprocessing and Systems Integration III. Artificial Intelligence IV. Logic and Reasoning V. Ontology VI. Agents VII. Fuzzy Systems VIII. Artificial Neural Networks IX. Evolutionary Approaches X. DNA and Immune-based Computing.*

# Online Library Constructing Intelligent Agents Using Java Professional Developers Guide 2nd Edition 2nd Edition By Rigus Joseph P Rigus [Virtual and Mixed Reality - Systems and Applications](#) Jennifer 2001 Paperback

*Computer and Information Sciences is a unique and comprehensive review of advanced technology and research in the field of Information Technology. It provides an up to date snapshot of research in Europe and the Far East (Hong Kong, Japan and China) in the most active areas of information technology, including Computer Vision, Data Engineering, Web Engineering, Internet Technologies, Bio-Informatics and System Performance Evaluation Methodologies.*

## [Constructing Intelligent Agents with Java](#)

## [Engineering Applications of Neural Networks](#)

*Developments in Intelligent Agent Technologies and Multi-Agent Systems: Concepts and Applications discusses research on emerging technologies and systems based on agent and multi-agent paradigms across various fields of science, engineering and technology. This book is a collection of work that covers conceptual frameworks, case studies, and analysis while serving as a medium of communication among researchers from academia, industry and government.*

## [Agent Technologies, Infrastructures, Tools, and Applications for E-Services](#)

*This pioneering book describes the applications of agent-based modeling to financial markets. It presents a new paradigm for finance, where markets are treated as complex systems whose behavior emerges as a result of interactions of market participants, market institutions, and market rules. This includes both a presentation of the conceptual model and its software implementation. It also summarises the result of the profound research on the successful practical application of this new approach to answer questions regarding the Nasdaq Stock Market OCOs decimalization that was implemented in 2001. The book presents conceptual foundations for modeling markets as complex systems. It describes the agent-based model of the Nasdaq stock market, including strategies used by market-makers and investors, market participants interactions, and impacts of rules and regulations. It includes analyses of*

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*simulation behavior, comparison with the behaviors observed in the real-world markets (existence of fat tails, spread clustering, etc.), and predictions about possible outcomes of decimalization. A framework for calibrating the market behavior and individual market-makers strategies to historical data is also presented."*

## [Blurring organizational issues and social phenomena in the age of technology: a multidisciplinary perspective](#)

*There has been an explosive growth in multimedia computing, communication and applications. This title summarizes recent research topics, focusing on intelligent content-based information retrieval and virtual world, quality-of-services of multimedia data and intelligent agents.*

## [Quality and Communicability for Interactive Hypermedia Systems: Concepts and Practices for Design](#)

*This book aims to promote a sample of current theoretical and application oriented intelligent systems research specifically in the field of neural networks computing. It presents examples of experimental and real-world investigations that demonstrate contemporary achievements and advances in the area of intelligent systems. This book will prove as a valuable source of up-to-date theoretical and application oriented research in intelligent systems for researchers and postgraduate students.*

## [Artificial Neural Nets. Problem Solving Methods](#)

*Complete course on Intelligent Agent or AI with focus on contemporary and latest AI technologies and development Companion technical reference for agent developers/researchers who would like to adopt the iJADK toolkit to develop their own agent-based applications and projects The advanced section on modern ontology and ontological agents serves as research literature for AI researchers who would like to explore the advanced AI/agent topics that involve the contemporary research on ontological agents and applied ontology*

## [Computational Intelligence: A Compendium](#)

*"This book introduces a new professional in the context of the information*

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science, technology, and management called an "heuristic assessor of qualitative communicability in interactive systems"--Provided by publisher.

## [Multiagent Systems and Applications](#)

*The focus of the book is on completed implementations of agent-based software systems. Here, agent technology is considered broadly, starting from development of agent platforms, all the way through systems actually implemented. The covered topics also include lessons learned during implementation of agent platforms and the reflection on the process of development and application of agent-based systems. The book includes 10 chapters where interested reader can find discussion of important issues encountered during development of well-known agent platforms such as JADE and Jadex as well as some interesting experiences in developing a new platform that combines software agent and Web Services. Furthermore, the book shows readers several valuable examples of applications based on multi-agent systems including simulations, agents in autonomous negotiations and agents in public administration modelling. We believe that the book will prove useful to the researchers, professors and the practitioners in all disciplines including science and technology.*

## [Handbook of Research on Agent-Based Societies: Social and Cultural Interactions](#)

*The two-volume set LNCS 6773-6774 constitutes the refereed proceedings of the International Conference on Virtual and Mixed Reality 2011, held as Part of HCI International 2011, in Orlando, FL, USA, in July 2011, jointly with 10 other conferences addressing the latest research and development efforts and highlighting the human aspects of design and use of computing systems. The 47 revised papers included in the first volume were carefully reviewed and selected from numerous submissions. The papers are organized in the following topical sections: VR in education, training and health; VR for culture and entertainment; virtual humans and avatars; developing virtual and mixed environments.*

## [Innovations in Applied Artificial Intelligence](#)

*"This volume addresses a variety of issues, in particular the emergence of societal phenomena in the interactions of systems of agents (software, robot or human)"--Provided by publisher.*

# Online Library Constructing Intelligent Agents Using Java Professional Developers Guide 2nd Edition 2nd Edition By Rigus Joseph P Bigus [Innovations in Intelligent Machines -3](#) Jennifer 2001 Paperback

*A number of developing countries, including small island states have common problems that have affected their development and growth. Knowledge Management (KM) initiatives can be used to address some of these issues, but these developing countries need to understand what is needed to implement them, in order to improve economic conditions. While many of these countries have access to technologies that can be used to assist in knowledge management, relevant and low cost KM initiatives need to be considered in improving their existing KM processes. Sectors critical to the growth of these developing countries include health care, crime management, disaster recovery management, small and medium size enterprise development. Knowledge Management for Development: Domains, Strategies and Technologies for Developing Countries highlights the opportunities in these sectors and provides advice as to how these countries should go about understanding, building and adopting the relevant KM strategies and technologies. This book identifies appropriate technologies which should be considered to increase productivity within the identified sectors in the developing countries and also sectors in where knowledge management initiatives can yield maximum value. It also considers the constraints of these territories, recommending appropriate technologies and strategies for KM initiatives. It provides advice on how these technologies should be adopted in these sectors of developing countries. Investing in these strategies should benefit these countries development and growth.*

## [Encyclopedia of Multimedia Technology and Networking](#)

*The two-volume set LNCS 2686 and LNCS 2687 constitute the refereed proceedings of the 7th International Work-Conference on Artificial and Natural Neural Networks, IWANN 2003, held in Mañá, Menorca, Spain in June 2003. The 197 revised papers presented were carefully reviewed and selected for inclusion in the book and address the following topics: mathematical and computational methods in neural modelling, neurophysiological data analysis and modelling, structural and functional models of neurons, learning and other plasticity phenomena, complex systems dynamics, cognitive processes and artificial intelligence, methodologies for net design, bio-inspired systems and engineering, and applications in a broad variety of fields.*

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## [Artificial Intelligence Applications in Information and Communication Technologies](#)

*A cursory glance at the table of contents of EANN 2009 reveals the amazing range of neural network and related applications. A random but revealing sample includes: reducing urban concentration, entropy topography in epileptic electroencephalography, phytoplanktonic species recognition, revealing the structure of childhood abdominal pain data, robot control, discriminating angry and happy facial expressions, food forecasting, and assessing credit worthiness. The diverse nature of applications demonstrates the vitality of neural computing and related soft computing approaches, and their relevance to many key contemporary technological challenges. It also illustrates the value of EANN in bringing together a broad spectrum of delegates from across the world to learn from each other's related methods. Variations and extensions of many methods are well represented in the proceedings, ranging from support vector machines, fuzzy reasoning, and Bayesian methods to snap-drift and spiking neurons. This year EANN accepted approximately 40% of submitted papers for full-length presentation at the conference. All members of the Program Committee were asked to participate in the reviewing process. The standard of submissions was high, according to the reviewers, who did an excellent job. The Program and Organizing Committees thank them. Approximately 20% of submitted papers will be chosen, the best according to the reviews, to be extended and reviewed again for inclusion in a special issue of the journal Neural Computing and Applications. We hope that these proceedings will help to stimulate further research and development of new applications and modes of neural computing.*

## [Intelligent Systems and Technologies](#)

*Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group (GameJUG), has assembled an open-*

# Online Library Constructing Intelligent Agents Using Java Professional Developers Guide 2nd Edition 2nd Edition By Rigus, Joseph P. Rigus Developers Use These Techniques

source reusable game library—a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open-source game library also includes a reusable game deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets. All of the code is open source, including the example games. The animation has been scrupulously tested and optimized in the Swing environment, and Croft clearly explains how the code works in great detail. The graphics and audio libraries used in the examples are public domain and may also be used royalty-free for creating new games.

## [Innovations in Intelligent Machines -2](#)

*Intelligent systems and technologies are increasing finding their ways in our daily lives. This book presents a sample of recent research results from key researchers. The contributions include: Introduction to intelligent systems; A Fuzzy Density Analysis of Subgroups by means of DNA Oligonucleotides; Evolution of Cooperating Classification Rules with an Archiving Strategy to Underpin Collaboration; Designing Agents with Dynamic Capability; Localized versus Locality Preserving Representation Methods in Face Recognition Tasks; Invariance Properties of Recurrent Neural Networks; Solving Bioinformatics Problems by Soft Computing Techniques; Transforming an Interactive Expert Code into a Statefull Service and a Multicoreenabled System; Ro-WordNet with Paradigmatic Morphology and Subjectivity Mark-up; Special Cases of Relative Object Qualification using the AMONG Operator; Effective Speaker Tracking Strategies for Multi-party Human-Computer Dialogue; The Fuzzy Interpolative Control for Passive Greenhouses; GPS safety system for airplanes; 3D Collaborative Interfaces for E-learning; Open Projects in Contemporary E-Learning; Software Platform for Archaeological Patrimony Inventory and Management. The book is directed to the graduate students, researchers, professors and the practitioner of intelligent systems.*

## [Advanced Java Game Programming](#)

*This research book proposes a general conceptual framework for the development of automation in human-agents environments that will allow human- agent teams to work effectively and efficiently. We examine various schemes to implement artificial intelligence techniques in agents. The text is directed to the scientists, application engineers, professors and*

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## [Man-Machine Interactions 2](#)

*This pioneering book describes the applications of agent-based modeling to financial markets. It presents a new paradigm for finance, where markets are treated as complex systems whose behavior emerges as a result of interactions of market participants, market institutions, and market rules. This includes both a presentation of the conceptual model and its software implementation. It also summarises the result of the profound research on the successful practical application of this new approach to answer questions regarding the NASDAQ Stock Market's decimalization that was implemented in 2001. The book presents conceptual foundations for modeling markets as complex systems. It describes the agent-based model of the NASDAQ stock market, including strategies used by market-makers and investors, market participants interactions, and impacts of rules and regulations. It includes analyses of simulation behavior, comparison with the behaviors observed in the real-world markets (existence of fat tails, spread clustering, etc.), and predictions about possible outcomes of decimalization. A framework for calibrating the market behavior and individual market-makers strategies to historical data is also presented.*

## [The Practical Handbook of Internet Computing](#)

*This research volume is a continuation of our previous volume on intelligent machines. We have laid the foundation of intelligent machines in Springer SCI Series Volume 70 by including the possible and successful applications of computational intelligence paradigms in machines for mimicking the human behaviour. The present volume includes the recent advances in intelligent paradigms and innovative applications such as document processing, language translation, English academic writing, crawling system for web pages, web-page retrieval technique, aggregate k-Nearest Neighbour for answering queries, context-aware guide, recommendation system for museum, meta-learning environment, case-based reasoning approach for adaptive modelling in exploratory learning, discussion support system for understanding research papers, system for recommending e-Learning courses, community site for supporting multiple motor-skill development, community size estimation of internet forum,*

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lightweight reprogramming for wireless sensor networks, adaptive traffic signal controller and virtual disaster simulation system. This book is directed to engineers, scientists, researchers, professor and the undergraduate/postgraduate students who wish to explore the applications of intelligent paradigms further.

## [Constructing Intelligent Agents Using Java](#)

*This book constitutes the refereed proceedings of the 17th International Conference on Industrial and Engineering Applications of Artificial Intelligence and Expert Systems, IEA/AIE 2004, held in Ottawa, Canada, in May 2004. The 129 revised full papers presented were carefully reviewed and selected from 208 submissions. The papers are organized in topical sections on neural networks, bioinformatics, data mining, general applications, autonomous agents, intelligent systems, knowledge processing and NLP, intelligent user interfaces, evolutionary computing, fuzzy logic, human-roboter interaction, computer vision and image processing, machine learning and case-based reasoning, heuristic search, security, Internet applications, planning and scheduling, constraint satisfaction, e-learning, expert systems, applications to design, machine learning, and image processing.*

## [Agent and Multi-Agent Systems: Technologies and Applications](#)

*"This encyclopedia offers a comprehensive knowledge of multimedia information technology from an economic and technological perspective"--Provided by publisher.*

## [Advances in Computer and Information Sciences '98](#)

*The articles in this volume were selected for presentation at the Sixth International Conference on Rough Sets and Current Trends in Computing (RSCTC 2008), which took place on October 23–25 in Akron, Ohio, USA. The conference is a premier event for researchers and industrial professionals interested in the theory and applications of rough sets and related methodologies. Since its introduction over 25 years ago by Zdzislaw Pawlak, the theory of rough sets has grown internationally and matured, leading to novel applications and theoretical works in areas such as data mining and knowledge discovery, machine learning, neural nets,*

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granular and soft computing, Web intelligence, pattern recognition and control. The proceedings of the conferences in this series, as well as in Rough Sets and Knowledge Technology (RSKT), and the Rough Sets, Fuzzy Sets, Data Mining and Granular Computing (RSFDGrC) series report a variety of innovative applications of rough set theory and of its extensions. Since its inception, the mathematical rough set theory was closely connected to application fields of computer science and to other areas, such as medicine, which provided additional motivation for its further development and tested its real-life value. Consequently, rough set conferences emphasize the interactions and interconnections with related research areas, providing forums for exchanging ideas and mutual learning. The latter aspect is particularly important since the development of rough set-related applications usually requires a combination of often diverse expertise in rough sets and an application field.

## [Embedded Automation in Human-Agent Environment](#)

This book constitutes the refereed proceedings of the 16th International Conference on Industrial and Engineering Applications of Artificial Intelligence and Expert Systems, IEA/AIE 2003, held in Loughborough, UK in June 2003. The 81 revised full papers presented were carefully reviewed and selected from more than 140 submissions. Among the topics addressed are soft computing, fuzzy logic, diagnosis, knowledge representation, knowledge management, automated reasoning, machine learning, planning and scheduling, evolutionary computation, computer vision, agent systems, algorithmic learning, tutoring systems, financial analysis, etc.

## [Intelligent Virtual World](#)

There are many invaluable books available on data mining theory and applications. However, in compiling a volume titled "DATA MINING: Foundations and Intelligent Paradigms: Volume 1: Clustering, Association and Classification" we wish to introduce some of the latest developments to a broad audience of both specialists and non-specialists in this field.

## [Nasdaq Market Simulation. A: Insights On A Major Market From The Science Of Complex Adaptive Systems](#)

Man-machine interaction is the interdisciplinary field, focused on a human

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and a machine in conjunction. It is the intersection of computer science, behavioural sciences, social psychology, ergonomics, security. It encompasses study, design, implementation, and evaluation of small- and large-scale, interacting, computing, hardware and software systems dedicated for human use. Man-machine interaction builds on supportive knowledge from both sides, the machine side providing techniques, methods and technologies relevant for computer graphics, visualisation, programming environments, the human side bringing elements of communication theory, linguistics, social sciences, models of behaviour. The discipline aims to improve ways in which machines and their users interact, making hardware and software systems better adapted to user's needs, more usable, more receptive, and optimised for desired properties. This monograph is the second edition in the series, providing the reader with a selection of high-quality papers dedicated to current progress, new developments and research trends in man-machine interactions area. In particular, the topical subdivisions of this volume include human-computer interfaces, robot control and navigation systems, bio-data analysis and mining, pattern recognition for medical applications, sound, text and image processing, design and decision support, rough and fuzzy systems, crisp and fuzzy clustering, prediction and regression, algorithms and optimisation, and data management systems.

## [Fuzzy-Neuro Approach to Agent Applications](#)

Adaptation and personalization have been extensively studied in CSCL research community aiming to design intelligent systems that adaptively support eLearning processes and collaboration. Yet, with the fast development in Internet technologies, especially with the emergence of new data technologies and the mobile technologies, new opportunities and perspectives are opened for advanced adaptive and personalized systems. Adaptation and personalization are posing new research and development challenges to nowadays CSCL systems. In particular, adaptation should be focused in a multi-dimensional way (cognitive, technological, context-aware and personal). Moreover, it should address the particularities of both individual learners and group collaboration. As a consequence, the aim of this book is twofold. On the one hand, it discusses the latest advances and findings in the area of intelligent adaptive and personalized learning systems. On the other hand it analyzes the new implementation perspectives for intelligent adaptive learning and collaborative systems that are brought by the advances in scripting

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languages, IMS LD, educational modeling languages and learning activity management systems. Given the variety of learning needs as well as the existence of different technological solutions, the book exemplifies the methodologies and best practices through several case studies and adaptive real-world collaborative learning scenarios, which show the advancement in the field of analysis, design and implementation of intelligent adaptive and personalized systems.

## [Constructing Intelligent Agents Using Java](#)

### [Java Jottings: An Annotated Bibliography](#)

This book contains a collection of innovative chapters emanating from topics raised during the 5th KES International Conference on Intelligent Decision Technologies (IDT), held during 2013 at Sesimbra, Portugal. The authors were invited to expand their original papers into a plethora of innovative chapters espousing IDT methodologies and applications. This book documents leading-edge contributions, representing advances in Knowledge-Based and Intelligent Information and Engineering System. It acknowledges that researchers recognize that society is familiar with modern Advanced Information Processing and increasingly expect richer IDT systems. Each chapter concentrates on the theory, design, development, implementation, testing or evaluation of IDT techniques or applications. Anyone that wants to work with IDT or simply process knowledge should consider reading one or more chapters and focus on their technique of choice. Most readers will benefit from reading additional chapters to access alternative technique that often represent alternative approaches. This book is suitable for anyone interested in or already working with IDT or Intelligent Decision Support Systems. It is also suitable for students and researchers seeking to learn more about modern Artificial Intelligence and Computational Intelligence techniques that support decision-making in modern computer systems.

### [Rough Sets and Current Trends in Computing](#)

The Practical Handbook of Internet Computing analyzes a broad array of technologies and concerns related to the Internet, including corporate intranets. Fresh and insightful articles by recognized experts address the key challenges facing Internet users, designers, integrators, and

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## [Intelligent Adaptation and Personalization Techniques in Computer-Supported Collaborative Learning](#)

*2 chapter contains examples of intelligent agents, arranged according to their application areas. Chapter 7 closes with a prospective view of the future development of intelligent agents. Everyone concerned with the Internet and the new possibilities of information and communication technology knows that nowadays there is no area that is developing faster. The authors are aware of the dynamics of this research area and its effects when they describe such a fast developing area in a slow, traditional medium like a book. One thing is sure today: when the book appears on the market, new intelligent agents will already exist and some of the hypotheses made by this book will have been shown to be incorrect. Why, despite this, does it make sense to write a classical book on this subject? Is there an alternative? Experience shows that the majority of the people in business and public life who make decisions on the use of new technologies continue to prefer books and articles in periodicals rather than electronic sources such as the Internet. Or is there some other reason for the enormous success of Nicolas Negroponte's book Being Digital, which we thank for multimedia and many concepts of the digital and networked world, and even intelligent agents? Today, a book is still the only way to establish a new area.*

## [Developments in Applied Artificial Intelligence](#)

*Intelligent Agents with Java(TM) A Programmer's Guide to Smarter Applications Add Artificial Intelligence to your Java applications \* Learn to design and implement agent-based reasoning, modeling, and learning \* Build your own personal assistants, Web agents, e-commerce agents, and multiagent systems. Learn how to create intelligent agents that can automate, mediate, and administer basic business functions. Java makes it easier than ever for programmers to build complex agents that reason and learn. In this book, enterprise programming experts Joe and Jennifer Bigus show you how to take advantage of Java's advanced features to differentiate your applications and build the smartest high-powered applications possible. The authors explain the principles of AI program design using Java's object-oriented features and present the essential AI algorithms used to develop agents that reason, model, and learn to adapt*

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to the world around them. They then show how to apply these algorithms and techniques in practical "real-world" distributed computing applications. They develop an intelligent agent architecture and use it to construct several agent-enhanced programs, including a PC management agent, an adaptive Internet news reader that filters articles based on user preferences, and an electronic marketplace application where agents do the buying and selling. The enclosed CD-ROM gives you: \* Complete source code for Java implementations of AI search algorithms, rule-based inferencing, and neural network learning \* Java source code for three practical intelligent agent applications \* The IBM Agent Building Environment (ABE) Developer's Toolkit

## [A NASDAQ Market Simulation](#)

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