



Common Lispcraft, Robert Wilensky, W W Norton & Company Incorporated, 1986, 0393955443, 9780393955446, 500 pages. In an interactive session with the interpreter, readers of this book are introduced to the elements of the Common LISP language as well as to issues of programming style. Common LISPcraft contains: Full documentation of every Common LISP function, symbol, and character. Standardization notes highlighted in the text. These draw attention to language features that are unspecified by the definition of Common LISP, that depend on the documentation, or that may be different in other LISP dialects. Detailed exposition of special Common LISP features, including multiple-value returns, structures, packages, and Common LISP data types. Expanded treatment of recursion, plus full discussion of I/O, debugging, system functions, and compilation. Examples of a variety of programming styles, with comments on good and bad style. Exercises that provide directions for further explorations, with a Solutions Manual available upon request. Two applied examples in the final chapters, to give the flavor of large-scale programming. Appendices summarizing Common LISP functions and special characters. Detachable pocket reference card for use at the terminal..

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The Common Lisp companion , Timothy D. Koschmann, 1990, Computers, 459 pages. A self-contained, intermediate-level introduction to the structure and syntax of Common Lisp, this text is the first based on the draft ANSI standard for Common Lisp. Presents

Programming Clojure , Stuart Dabbs Halloway, 2009, , 280 pages. Provides information on the features and functions of Clojure and describes how to create powerful programs..

Lisp , Winston, Sep 1, 2000, , . .

Building Intelligent Agents An Apprenticeship Multistrategy Learning Theory, Methodology, Tool and Case Studies, Gheorghe Tecuci, 1998, Computers, 320 pages. Building Intelligent Agents is unique in its comprehensive coverage of the subject. The first part of the book presents an original theory for building intelligent agents and a

LISP, the language of artificial intelligence , A. A. Berk, 1985, Computers, 160 pages. .

Putting expert systems into practice , Robert G. Bowerman, David E. Glover, 1988, Computers, 402 pages. .

Common Lisp An Interactive Approach, Stuart Charles Shapiro, 1992, , 358 pages. .

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Object-oriented programming in Common LISP a programmer's guide to CLOS, Sonya E. Keene, 1989, , 266 pages. .

Lispcraft , Robert Wilensky, 1984, , 385 pages. Discusses the functions and fundamental features of the LISP computer programming language and explains how to write computer programs in LISP.

Expert systems principles and programming, Joseph C. Giarratano, Gary Riley, 1989, Computers, 632 pages. The new edition of this market-leading text builds upon the blend of expert systems theory and application established in earlier editions..

Software engineering metrics and models , Samuel Daniel Conte, H. E. Dunsmore, V. Y. Shen, 1986, Computers, 396 pages. .

C++ How to Program, Paul J. Deitel, Harvey M. Deitel, 2010, Computers, 1068 pages. For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the

Spectral Analysis for Physical Applications , Donald B. Percival, Jun 3, 1993, Mathematics, 583 pages. This book is an up-to-date introduction to univariate spectral analysis aimed at graduate students, which reflects a new scientific awareness of spectral complexity, as well as

An introduction to programming in LISP , Harald Wertz, 1988, , 259 pages. .

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