

Data Abstraction And Problem Solving With Java Walls And Mirrors

Walls and Mirrors

(Addison Wesley Longman, Inc.) Data Abstraction and Problem Solving with Java: Walls and Mirrors, (2001), Frank M. Carrano and Janet J. Prichard. ISBN 0-201-70220-7

Walls And Mirrors is a computer science textbook, for undergraduates taking a second computer science course (typically on the subject of data structures and algorithms), originally written by Paul Helman and Robert Veroff. The book attempts to strike a balance between being too mathematically rigorous and formal, and being so informal, practical, and hands-on that computer science theory is not taught.

The "walls" of the title refer to the abstract data type (ADT) which has a wall between its public interface and private implementation. Early languages like Pascal did not build this wall very high; later languages like Modula-2 did create a much stronger wall between the two; and object-oriented languages such as C++ and Java implement walls using the class concept.

The "mirrors" of the title...

Recursion (computer science)

method of solving a computational problem where the solution depends on solutions to smaller instances of the same problem. Recursion solves such recursive

In computer science, recursion is a method of solving a computational problem where the solution depends on solutions to smaller instances of the same problem. Recursion solves such recursive problems by using functions that call themselves from within their own code. The approach can be applied to many types of problems, and recursion is one of the central ideas of computer science.

The power of recursion evidently lies in the possibility of defining an infinite set of objects by a finite statement. In the same manner, an infinite number of computations can be described by a finite recursive program, even if this program contains no explicit repetitions.

Most computer programming languages support recursion by allowing a function to call itself from within its own code. Some functional programming...

Glossary of computer science

"cognitive"; functions that humans associate with other human minds, such as "learning"; and "problem solving";. ASCII See American Standard Code for Information

This glossary of computer science is a list of definitions of terms and concepts used in computer science, its sub-disciplines, and related fields, including terms relevant to software, data science, and computer programming.

Human-animal communication

in more than one language), write, solve math problems, and the like. One poster, dated 1817, shows a group of "Java sparrows" who are advertised as knowing

Human-animal communication is the communication observed between humans and other animals, ranging from non-verbal cues and vocalizations to the use of language.

Some human-animal communication may be observed in casual circumstances, such as the interactions between pets and their owners, which can reflect a form of spoken, while not necessarily verbal dialogue. A dog being scolded is able to grasp the message by interpreting cues such as the owner's stance, tone of voice, and body language. This communication is two-way, as owners can learn to discern the subtle differences between barks or meows, and there is a clear difference between the bark of an angry dog defending its home and the happy bark of the same animal while playing. Communication (often nonverbal) is also significant in equestrian...

Evolution of human intelligence

of performing the cognitive tasks or solving the adaptive problems that the human mind evolved to perform and solve, such as visual perception, language

The evolution of human intelligence is closely tied to the evolution of the human brain and to the origin of language. The timeline of human evolution spans approximately seven million years, from the separation of the genus Pan until the emergence of behavioral modernity by 50,000 years ago. The first three million years of this timeline concern Sahelanthropus, the following two million concern Australopithecus and the final two million span the history of the genus Homo in the Paleolithic era.

Many traits of human intelligence, such as empathy, theory of mind, mourning, ritual, and the use of symbols and tools, are somewhat apparent in other great apes, although they are in much less sophisticated forms than what is found in humans like the great ape language.

List of Dutch inventions and innovations

proposed simplicity and abstraction, both in architecture and painting, by using only straight horizontal and vertical lines and rectangular forms. Furthermore

The Dutch have made contributions to art, science, technology and engineering, economics and finance, cartography and geography, exploration and navigation, law and jurisprudence, thought and philosophy, medicine and agriculture. The following list is composed of objects, ideas, phenomena, processes, methods, techniques and styles that were discovered or invented by people from the Netherlands.

Human

allowing them to better problem solve issues, providing a means to control or influence other humans, encouraging cooperation and contribution within a

Humans (Homo sapiens) or modern humans belong to the biological family of great apes, characterized by hairlessness, bipedality, and high intelligence. Humans have large brains, enabling more advanced cognitive skills that facilitate successful adaptation to varied environments, development of sophisticated tools, and formation of complex social structures and civilizations.

Humans are highly social, with individual humans tending to belong to a multi-layered network of distinct social groups – from families and peer groups to corporations and political states. As such, social interactions between humans have established a wide variety of values, social norms, languages, and traditions (collectively termed institutions), each of which bolsters human society. Humans are also highly curious:...

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architecture a goal stack is similar to a rule stack and the working memory a module in the problem solving process. The STRIPS symbolic language is using a

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