

## Analoger Semesterapparat AG WBS, WS 2000/2001

Bücherliste:

<u>Verfasser</u>	<u>Titel, Jahr</u>	<u>Signatur</u>	<u>Buch-Nr.</u>
Barr, Feigenbaum	The Handbook of Artificial Intelligence Vol.I, Addison-Wesley, 1981	HI970H2A7I	108/1335957
Barr, Feigenbaum	The Handbook of Artificial Intelligence Vol.II, Addison-Wesley, 1982	HI970H2A7I	108/756633
Cohen, Feigenbaum	The Handbook of Artificial Intelligence Vol.III, Addison-Wesley, 1982	HK620H2A7I	108/1612257
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Russell, Norvig	Artificial Intelligence: A modern approach Prentice Hall, 1995	HI080R967	108/3104541
Winston	Artificial Intelligence 3rd edition Addison-Wesley, 1992	HK620W783	100/1706735
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Görz	Einführung in die Künstliche Intelligenz Addison-Wesley, 1995 (2. Auflage)	HK620E3K9I	108/3117740
Charniak, McDermott	Introduction to Artificial Intelligence Addison-Wesley, 1986	HI970C483	100/1434837
Nilsson	Artificial Intelligence: a new synthesis, Morgan Kaufmann, 1998, ISBN 1-55860-535-5 (paper)	HK620N712	100/3252555
Webber, Nilsson	Readings in Artificial Intelligence Tiago Publ., 1981	QC273R2A7I	100/395468
Brachman, Levesque	Readings in Knowledge Representation Morgan Kaufman, 1985	QC273R2K7R	100/395467
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Puppe	Problemlösungsmethoden in Expertensystemen, Springer, 1990	HK642P984	108/1601325
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Newell, Simon	Human Problem Solving 2nd print Prentice Hall, 1972	QC243N544	100/631922
Davis	Representations of Commonsense Knowledge	HK622S812	138/3008380

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Steele	Common Lisp 2nd edition Digital Press, 1990	HI450L770S814	100/1583833
Winston, Horn	Lisp 3rd edition Addison-Wesley, 1988	HI450L770W783	100/1583766
Clocksini, Mellish	Programmieren in Prolog Springer, 1990	HI450P960C643	108/1606775
VDI	Künstliche Intelligenz: Leitvorstellungen und Verantwortbarkeit VDI-Report 17, 1992	HK620K9I6	108/3151615
VDI	Künstliche Intelligenz: Leitvorstellungen und Verantwortbarkeit (Band 2) VDI-Report 21, 1994	HK620K9I6	108/3078334
Schöning	Logik für Informatiker (2.Aufl.) BI-Wissenschaftsverlag, 1989	HI150S365	100/1540635
Wooldridge, Jennings	Intelligent Agents Springer, LNAI 890, 1995	HI052%Y94 I6A2	100/3100267
Wooldridge, Müller, Tambe	Intelligent Agents II Springer, LNCS 1037, 1996	HI052%Y95 I6A2	100/3128741
Müller, Wooldridge, Jennings	Intelligent Agents III Springer, LNCS 1193, 1997	HI052%Y96 A2T3A	108/3189751
Jennings, Wooldridge	Agent technology: foundations, applications & markets	AP170A2T2	044/3265957
Müller	Verteilte Künstliche Intelligenz BI-Wissenschaftsverlag, 1993	HK620V5K9I	108/3053590
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von Bechtolsheim	Agentensysteme Vieweg, 1993	HK622B392	108/3053509
Lesser	Proceedings of the First International Conference on Multi-Agent Systems AAAI Press/The MIT Press, 1995	HI052%Y95 I6M9A	100/3108289
Weiß	Adaption and Learning in Multi-Agent Systems, Springer, LNAI 1042, 1996	HI052%Y95 A2L4M	100/3151842
Watson	AI agents in virtual reality worlds	HK648W341	108/3290880
Josuttis	Objektorientiertes Programmieren in C++, Addison-Wesley, 1995	HK340C100J84	108/3117944
Stroustrup	Die C++ Programmiersprache, 2. überarb. Auflage, Addison-Wesley, 1994	HK340C100S925(2)	108/3053401
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Foley et al.	Grundlagen der Computergrafik: Einführung, Konzepte, Methoden Addison-Wesley, 1994	AP170G8C7	044/3085335	Oberdorfer, Matthias	Dreidimensionale Computergraphik in C weiterer Standort: <108 (Diskette)>	HK650 O12 HI088.85-3038499	108/3038814 3038499 3085335
Strasser, Wahl	Graphics and Robotics Springer, 1995	HI052%Y93G7R6	100/3100099	Springer, George	Object oriented programming for graphics Scheme and the art of programming	HK650 O106P HK310 S769	134/3085628 108/3053502
Kloss	VRML 97: der internationale Standard für interaktive 3D-Welten im WWW	AP170V9S5	044/322747	Dybvig, R. Kent	The Scheme programming language weiterer Standort:	HI450=L770D994 HI450=L770 D994	108/1461716 100/1461716+2
Wexelblatt (ed)	Virtual reality: applications and explorations	NA186.50V8R2	158/3044202	Eisenberg, Michael	Programming in Scheme weiterer Standort:	HI450=S320E36 HI450=S320 E36	108/1461714 100/1461714+2
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Fellner, W.D	Computergrafik (2. vollst. Überarb./erw. Aufl.).	HK650 F319(2)	108/ 3104390	Kuhllins, Stefan:	Die C++-Standardbibliothek	HK340=C100K96	108/3285115
Brugger, Ralf	Professionelle Bildgestaltung in der 3D-Computergrafik: Grundlagen und Prinzipien für eine ausdrucksstarke Computervisualisierung.	AP170 B891	044/ 3118399		The fundamental model of virtual reality for purposes of simulation	HI050 U5K11[225	108/3038574
Dix, Alan John	Human Computer Interaction (1998)		108/3290912		Multimedia, hypermedia, and virtual reality models, systems, and applications selected papers	HI052Y94M9H9V	100/3160764
Blattner, Meera M. et al.	Multimedia Interface Design (1992)		108/3151680		Virtual reality. applications and explorations	NA186.50V8R2	158/3044202
Maybury, Mark T.	Intelligent Multimedia Interfaces		108/3104838	Burdea, Grigore	Virtual reality technology	HK540 B949	108/3240126
Maybury, Mark T. et al.	Readings in Intelligent User Interfaces		108/3246984		Virtual reality for industrial applications	(HA311)HK540V8R2I	100/3283281
Laurel, Brenda	The Art of Human Computer Interface Design		108/3104413				
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Däßler, Rolf	Virtuelle Informationsräume mit VRML: Informationen recherchieren und präsentieren in 3D weiterer Standort: CD-ROM	HK510D123 HI08887	108/3267764 108/3267765				
Matsuba, Stephen	VRML - das Kompendium. Einführung, Arbeitsbuch, Nachschlagewerk weiterer Standort: CD-ROM	(HA311)HK547M434 HI088.87M434	100/3189222 100/3189223				
	Fundamental algorithms for computer graphics	HI052Y85 F9A3C	100/1438790				
	Theoretical foundations of computer graphics and CAD weiterer Standort: <108>	HI052Y87T3F7C HI052Y87 T3F7C	100/1481993 1481993+2				
	Geometric analysis and computer graphics. proceedings of a workshop	QA052Y88G3A5C	100/1636260				