

1. Record Nr.	UNINA9910451683903321
Titolo	Modeling complexity in economic and social systems [[electronic resource] /] / [editor] Frank Schweitzer
Pubbl/distr/stampa	New Jersey, : World Scientific, c2002
ISBN	981-277-726-1
Descrizione fisica	1 online resource (x, 391 p.) : ill
Altri autori (Persone)	SchweitzerFrank
Disciplina	330/.01/51
Soggetti	Economics - Mathematical models Economics, Mathematical Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	A. Market dynamics. ch. 1. Trading behavior and excess volatility in toy markets / M. Marsili and D. Challet -- ch. 2. Percolation models of financial market dynamics / D. Stauffer -- ch. 3. Electrodynamical model of quasi-efficient financial markets / K.N. Ilinski and A.S. Stepanenko -- ch. 4. Multi-agent market modeling of foreign exchange rates / G. Zimmermann, R. Neuneier and R. Grothmann -- ch. 5. Forecasting price increments using an artificial neural network / F. Castiglione -- ch. 6. Spectral regularization, data complexity and agent behavior / A. Ilyinsky -- B. Technological evolution. ch. 7. Dynamics of economic and technological search processes in complex adaptive landscapes / W. Ebeling, Karmeshu and A. Scharnhorst -- ch. 8. New results in a self-organized model of technological evolution / A. Arenas ... [et al.] -- ch. 9. Firms' decision making process in an evolutionary model of industrial dynamics / W. Kwasnicki -- C. Spatial dynamics and economic growth. ch. 10. Modelling migration and economic agglomeration with active Brownian particles / F. Schweitzer -- ch. 11. The evolution of industrial clusters - simulating spatial dynamics / T. Brenner and N. Weigelt -- ch. 12. The growth dynamics of German business firms / J. Voit -- ch. 13. A dynamic theory of a firm: an application of 'economic forces' / M. Estola -- D. Decision processes. ch. 14. Adaptive platform dynamics in multi-party spatial voting / B.M. R. Stadler -- ch. 15. Subtle nonlinearity in popular album charts / R.A.

Bentley and H.D.G. Maschner -- ch. 16. Dynamical aspects in the adoption of agri-environmental measures / G. Weisbuch and G. Boudjema -- ch. 17. Collective choice and mutual knowledge structures / D. Richards, B.D. McKay and W.A. Richards -- E. Agent societies. ch. 18. Evolutionary study of interethnic cooperation / V. Kvasnicka and J. Pospichal -- ch. 19. Coalition factor in the evolution of non-kin altruism / J.-L. Dessalles -- ch. 20. Optimal payoff functions for members of collectives / D.H. Wolpert and K. Turner -- ch. 21. A day at the beach: human agents self organizing on the sand pile / H. Ishii, N. Wang and S.E. Page.

Sommario/riassunto

Economics and the social sciences are, in fact, the "hard" sciences, as Herbert Simon argued, because the complexity of the problems dealt with cannot simply be reduced to analytically solvable models or decomposed into separate subprocesses. Nevertheless, in recent years, the emerging interdisciplinary "sciences of complexity" have provided new methods and tools for tackling these problems, ranging from complex data analysis to sophisticated computer simulations. In particular, advanced methods developed in the natural sciences have recently also been applied to social and economic problems. The twenty-one chapters of this book reflect this modern development from various modeling perspectives (such as agent-based models, evolutionary game theory, reinforcement learning and neural network techniques, time series analysis, non-equilibrium macroscopic dynamics) and for a broad range of socio-economic applications (market dynamics, technological evolution, spatial dynamics and economic growth, decision processes, and agent societies). They jointly demonstrate a shift of perspective in economics and the social sciences that is allowing a new outlook in this field to emerge.

2. Record Nr.	UNINA9910143081603321
Autore	Huddleston Rob
Titolo	ActionScript [[electronic resource]] : your visual blueprint for creating interactive projects in Flash CS4 Professional / / by Rob Huddleston
Pubbl/distr/stampa	Indianapolis, IN, : Wiley, c2009
ISBN	1-282-18882-8 9786612188824 1-118-25770-7 0-470-54175-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (387 p.)
Collana	Read less--learn more
Disciplina	006.696 006.786
Soggetti	ActionScript (Computer program language) Computer animation Web sites - Design Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	ActionScript: Your visual blueprint for creating interactive projects in Flash® CS4 Professional; Table of Contents; How to Use This Visual Blueprint Book; Chapter 1: Introducing ActionScript; Introducing Flash; Understanding Flash Player 10; Introducing ActionScript 3.0; Create a New Flash Movie; Using the Actions Panel; Chapter 2: Introducing the Basic Syntax of ActionScript; Understanding Object-Oriented Programming; Understanding ActionScript Syntax Rules; Create a Variable; Understanding Data Types; Test Your Flash Movie; Concatenate Strings; Trace Variables; Create an Array Add and Remove Elements from an Array Create an Array in an Array; Create a Generic Object; Add Constants; Add Comments to Your Code; Understanding Coding Best Practices; Chapter 3: Controlling Objects on the Stage; Draw Shapes in Flash; Introducing Symbols; Create a Symbol; Insert and Name an Instance; Set Instance Properties Using the Properties Panel; Set Instance Properties in Code; Chapter 4: Working with Nonvisual Classes; Perform Simple Mathematical Operations;

Perform Complex Mathematical Operations with the Math Class;
Generate Random Numbers; Create Instances of the Date Class
Perform Math on DatesChapter 5: Writing Functions; Write a Function;
Call a Function; Pass Data to Functions; Return a Value from a Function;
Chapter 6: Creating Custom Classes; Create a Package; Create a New
ActionScript File; Create a Custom Class Skeleton; Define Properties of
the Class; Create a Constructor; Define a Method; Extend a Class; Using
a Custom Class; Define a Document Class; Get and Set Class Properties;
Add a Static Property to a Class; Chapter 7: Using Events; Create an
Event Handler; Call an Event from a Button; Define Events in a Custom
Class; Remove Event Listeners
Using the Target PropertyChapter 8: Controlling the Timeline in Code;
Stop a Movie; Go to a Specific Frame in a Movie; Add Code to a
MovieClip's Timeline; Control a MovieClip from the Main Timeline; Work
with the Stage in Code; Add MovieClips to the Stage through Code; Add
MovieClips to the Stage through Code; Remove Elements from the
Stage; Chapter 9: Working with Text; Create a Dynamic Text Field
Visually; Create a Dynamic Text Field in Code; Create an Input Text
Field Visually; Create an Input Text Field in Code; Work with TextField
Events; Find Characters within Strings
Manipulate StringsGet Pieces of Strings; Convert Data Types; Chapter
10: Formatting Text; Understanding the TextFormat Class; Apply
Formatting to a Text Field; Using HTML Text; Chapter 11: Making
Decisions in Code; Write an If Statement; Using Else and Else If Clauses;
Test Multiple Conditions; Replace If/Else Clauses with a Switch
Statement; Chapter 12: Looping over Code; Write a For Loop; Write a
While Loop; Loop over an Array; Chapter 13: Animating in Code; Using
the EnterFrame Event; Animate MovieClips That Scale and Fade; Change
the Speed of Animation; Using the Timer Class
Create Tweens in Script

Sommario/riassunto

Visual learners can get up and running quickly on ActionScript programming skills for Flash CS4. If you're a programmer who learns best when you see how something is done, this book will have you up and running with ActionScript in no time. Step-by-step, two-page lessons show you the core programming foundations you must master to create rich Internet content using the preferred language for work with Flash. The visual approach breaks big topics into bite-sized modules, with high-resolution screen shots to illustrate each task. You'll learn such skills as how to add interactivi
