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Soggetti	Computer programming Software engineering Special purpose computers Architecture, Computer Programming languages (Electronic computers) Programming Techniques Software Engineering Special Purpose and Application-Based Systems Computer System Implementation Programming Languages, Compilers, Interpreters
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Nota di contenuto	Web Programming - Parallel and Distributed Web Programming with Actors Data-intensive Parallel Programming - OpenCL Actors - Adding Data Parallelism to Actor-based Programming with CAF Mobile Computing - AmbientJS: A Mobile Cross-platform Actor Library for Multi-networked Mobile Applications Self-Organizing Systems - Programming Actor-based Collective Adaptive Systems Scheduling - Pluggable Scheduling for the Reactor Programming Model Debugging - A Study of Concurrency Bugs and Advanced Development Support for Actor-based Programs Communication and Coordination - A Model for Separating Communication Concerns of Concurrent Systems Monitoring - A Homogeneous Actor-Based Monitor Language for Adaptive Behavior

Sommario/riassunto	The set of papers collected in this issue originated from the AGERE! Workshop series - the last edition was held in 2017 - and concern the application of actor-based approaches to mainstream application domains and the discussion of related issues. The issue is divided into two parts. The first part concerns Web Programming; Data-Intensive Parallel Programming; Mobile Computing; Self-Organizing Systems and the second part concerns Scheduling; Debugging; Communication and Coordination; Monitoring.
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