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	Artificial Intelligence
	Software Engineering
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	Programming Languages, Compilers, Interpreters
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Section I: Programming Multiagent Systems A Vision for Multi-agent Systems Programming Implementing Industrial Multi-agent Systems Using JACKTM Programming Software Agents as Designing Executable Business Processes: A Model-Driven Perspective Section II: Languages for Multiagent Systems Verifiable Multi-agent Programs CLAIM: A Computational Language for Autonomous, Intelligent and Mobile Agents A Programming Language for Cognitive Agents Goal Directed 3APL Section III: Principles and Tools for Multiagent Systems Team Oriented Programming and Proxy Agents: The Next Generation Developing Agent Interaction Protocols

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	Using Graphical and Logical Methodologies Norm Adoption and Consistency in the NoA Agent Architecture A Tool for Integrated Design and Implementation of Conversations in Multiagent Systems SPACE: A Method to Increase Tracability in MAS Development.
Sommario/riassunto	Autonomous agents and multi-agent systems have grown into a promising technology offering a credible alternative for the design of intelligent and cooperative systems. Recently efforts have been made to provide novel tools, methods, and frameworks to establish the necessary standards for wider use of MAS as a technology of its own and not only as an attractive paradigm. This book constitutes the thoroughly refereed post-proceedings of the First International Workshop on Programming of the First International Workshop on Programming Multi-Agent Systems, PROMAS 2003, held in Melbourne, Australia in July 2003 as part of AAMAS 2003. Besides 8 workshop papers, the volume contains 3 invited papers to complete coverage of the relevant aspects. The papers are organized in topical sections on programming multi-agent systems, languages for multi-agent systems, and principles and tools for multi-agent systems.