

# Peter Grogono — Publications

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### 1.1 Books (7)

- [1] Andrew Black, Erich Ernst, Peter Grogono, and Markku Sakkinen, editors. *The Inheritance Workshop at ECOOP 2002*. University of Jyväskylä, June 2002.
- [2] Peter Grogono. *The Evolution of Programming Languages*. Jyväskylä Summer School 1999, University of Jyväskylä, Finland, August 1999.
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### 1.2 Book Chapters (3)

- [1] Tamer Abdou, Peter Grogono, and Pankaj Kamthan. Managing knowledge in open source software test process. In Saqib Saeed, editor, *Knowledge Based Processes in Software Development*. IGI-Global, 2013.
- [2] Miao Song, Michael Fortin, Serguei Mokhov, Sha Xin Wei, and Peter Grogono. Jellyfish. In *Biologically Inspired Computing for the Arts: Scientific Data through Graphics*. IGI Global, 2011.

- [3] Peter Grogono. Software engineering for expert systems. In Jay Liebowitz, editor, *The Handbook of Applied Expert Systems*, chapter 25. CRC Press LLC, 1997.

### 1.3 Refereed Journals (13)

- [1] Reza Etemadi, Nawwaf Kharmah, and Peter Grogono. CodeMonkey, a GUI drive platform for swift synthesis of evolutionary algorithms in Java. *EvoApplications*, pages 439–448, 2013.
- [2] Jane Yao, Nawwaf Kharmah, and Peter Grogono. A bi-objective multi-population genetic algorithm for multi-modal function optimization. *IEEE Transactions on Evolutionary Computation*, 14(1), February 2010.
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### 1.4 Refereed Conferences (86)

- [1] Tamer Abdou, Peter Grogono, and Pankaj Kamthan. Managing corrective actions to closure in open source software test process. In *The 25th International Conference on Software Engineering and Knowledge Engineering (SEKE 2013)*, June 2013.
- [2] Tamer Abdou, Peter Grogono, and Pankaj Kamthan. A conceptual framework for open source software test process. In *Proceedings of the 2012 IEEE 36th Annual Computer Software and Ap-*

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- [3] Miao Song and Peter Grogono. Real-time modeling and physical-based animation of a jellyfish from softbody in OpenGL. In *Proceedings of the Fifth International C\* Conference on Computer Science and Software Engineering*, Montreal, QC, June 2012. ACM.
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## 1.5 Unrefereed Contributions (14)

- [1] Peter Grogono. Book review: Visual Basic Professional 3.9 Programming by Thomas W. Torgerson. *SIGPLAN Not.*, 30(4):9, April 1995.

- [2] Yongsheng Zhou. Computational wind engineering — a new branch of CFD. *undisciplined: an interdisciplinary journal*, 1(1):47–73, 1994. Critical response by P.G.
- [3] Peter Grogono and Mark Gargul. A graph model for object oriented programming. *ACM SIGPLAN Notices*, 29(7):21–28, July 1994.
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- [5] Chris Coyle and Peter Grogono. Building abstract iterators using continuations. *ACM SIGPLAN Notices*, 26(2):17–24, February 1991.
- [6] Peter Grogono. Comments, assertions, and pragmas. *ACM SIGPLAN Notices*, 24(3):79–84, March 1989.
- [7] Peter Grogono. Meaning and process in mathematics and programming. *For the Learning of Mathematics*, 9(1):14–19, 1989.
- [8] Peter Grogono and Anne Bennett. Polymorphism and type checking in object-oriented languages. *ACM SIGPLAN Notices*, 24(11):109–115, November 1989.
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- [11] Peter Grogono. State and process. *Computers in Schools*, 3(5):18–20, 1981. Invited paper.
- [12] Peter Grogono. Case statements and related topics. *BYTE*, 4(10):178–82, October 1979.
- [13] Peter Grogono. Mouse: A language for microcomputers. *BYTE*, 4(7):198–220, July 1979.
- [14] Peter Grogono. On layout, identifiers, and semicolons in Pascal programs. *ACM SIGPLAN Notices*, 14(4):35–40, 1979.

## 1.6 Invited Talks (41)

- [1] Peter Grogono. Software tools for concurrent programming, April 2012. Invited talk for the Advanced Programming Languages Study Group of the British Computer Society.
- [2] Peter Grogono. The unbearable dizziness of rotating: A mathical history tour, October 2010. Seminar for Department of Computer Science and Software Engineering, Concordia University.
- [3] Miao Song, Peter Grogono, and Maureen J. Simmonds. Towards innovative application of computer graphics techniques in responsive virtual and augmented realities, April 2010. ECSGA Colloquium, Concordia University.
- [4] Miao Song and Peter Grogono. Soft body simulation: physics-based animation with OpenGL, April 2010. ECSGA Colloquium, Concordia University.
- [5] Peter Grogono. Software and society: the good, the bad, and the ugly, March 2010. Invited talk for Engineering and Computer Science Alumni Chapter, Concordia University.
- [6] Peter Grogono. What makes a program interesting?, January 2010. Invited talk for Philosophy Students Association, Concordia University.
- [7] Peter Grogono. Living with concurrency. Keynote Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2008), January 2008.
- [8] Peter Grogono. Ports, protocols, and processes: a programming paradigm?, November 2007. Invited

talk for the Advanced Programming Languages Study Group of the British Computer Society.

- [9] Peter Grogono. Complexity in systems and software, April 2007. Invited talk for IEEE Computer Society (Montreal chapter).
- [10] Peter Grogono. Modular concurrency. Keynote Speech for Canadian University Software Engineering Conference (CUSEC) 2006, January 2006.
- [11] Peter Grogono. Think computationally, act locally. Panel at International Joint Conference on Neural Networks, Montreal, August 2005.
- [12] Peter Grogono. Laws and life. Invited Talk for ECSA Artificial Intelligence Symposium, Concordia University, March 2004.
- [13] Peter Grogono. Necessary and sufficient conditions for quality. Banquet Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2004), January 2004.
- [14] Peter Grogono. Laws and Life. In *Second Annual Faculty Research Colloquium, Faculty of Engineering and Computer Science, Concordia University*, March 2003.
- [15] Peter Grogono. Professors, prophets, and provocateurs: from prototype via program to product. Keynote Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2003), January 2003.
- [16] Peter Grogono. C++ — paradise or nemesis? Invited talk at *Université du Québec à Montréal*, November 2002.
- [17] Peter Grogono. Changing software engineering. Keynote Speech for Concordia Undergraduate Software Engineering Conference (CUSEC 2002), March 2002.
- [18] Peter Grogono. Messy solutions for messy problems, June 1997. Invited presentation for Second ECOOP Workshop on prototype-based object-oriented programming, *11th European Conference on Object Oriented Programming*, Jyväskylä, Finland.
- [19] Peter Grogono. Are educators ready for objects?, July 1996. Educator's Symposium at *10th European Conference on Object-Oriented Programming*, Linz, Austria.
- [20] Peter Grogono (moderator), Ernst-Erich Doberkat, Adele Goldberg, Rick Mercer, and Linda Northrop. Object oriented programming in introductory courses, July 1996. Panel session at *10th European Conference on Object-Oriented Programming*, Linz, Austria.
- [21] Peter Grogono. The future of programming, November 1995. Seminar for Department of Computer Science, Concordia University.
- [22] Peter Grogono. The internet, October 1995. Seminar for Alumni Association at *Homecoming 1995*.
- [23] Peter Grogono. Encouraging classroom discussion, September 1995. Seminar for Workshop on Teaching, Centre for Teaching and Learning Studies, Concordia University.
- [24] Peter Grogono. A graph model for object oriented programming, May 1995. Seminar for Department of Computer Science, Brown University.
- [25] Peter Grogono. From snapshots to photographs, April 1995. Seminar for Alumni Association.
- [26] Peter Grogono. The essence of objects, October 1994. Seminar for Department of Computer Science, Concordia University.
- [27] Jack Fearnley and Peter Grogono. Cruising the superhighway, October 1994. Seminar for Alumni Association at *Homecoming 1994*.

- [28] Peter Grogono. Designing for change. In *CASCON'94*, November 1994. Invited workshop presentation.
- [29] J. William Atwood and Peter Grogono. The electronic superhighway, February 1994. *Workshop on Electronic Communication*, Department of Philosophy, Concordia University.
- [30] Peter Grogono. Enhancing the role of the programming language in software development, March 1993. Invited talk for *Workshop on Computer Algebra Tools for Handling Ordinary Differential Equations*, Han sur Lesse, Belgium.
- [31] Peter Grogono. The design of an object oriented programming language, April 1990. Seminar for Computer Science Department, Université de Montréal.
- [32] Peter Grogono. The role of inheritance in object-oriented programming, May 1989. Seminar on Object-Oriented Databases, 57th ACFAS Congress, Université de Québec à Montréal.
- [33] Peter Grogono. Multiple inheritance, April 1989. Seminar for Department of Mathematics and Computer Science, Université de Québec à Montréal.
- [34] Peter Grogono. The strategic defense initiative, July 1988. Panel Discussion, Conference on Science, Sanity, and Global Responsibility, Brock University, Canada.
- [35] Peter Grogono. Real-time functional programming, March 1987. Seminar for Department of Computer Science, Bishop's University.
- [36] Peter Grogono. Real-time functional programming, March 1987. Seminar for Department of Computer Science, UBC.
- [37] Peter Grogono. SDI software, February 1986. McGill University.
- [38] Peter Grogono. Program the computer, not the child, March 1985. Department of Mathematics, Concordia University.
- [39] Peter Grogono. A system development language for microcomputers, March 1984. IFIP WG 2.4, Pittsburgh, Pennsylvania.
- [40] Peter Grogono. Proposal for a typed, applicative programming environment, May 1983. IFIP WG 2.1, Munich, Bavaria.
- [41] Peter Grogono. Extensions to Pascal for combinatorial computing on a multiprocessor, March 1983. Invited talk for IFIP WG 2.4, Tempe, Arizona.

## 1.7 Ph.D. Theses (9)

- [1] Miao Song. *Computer-Assisted Interactive Documentary and Performance Arts in Illimitable Space*. PhD thesis, Department of Computer Science, Concordia University, December 2012. Special Individualized Program.
- [2] Yingying She. *Goal-oriented Behavior for Intelligent Game Agents*. PhD thesis, Department of Computer Science, Concordia University, April 2011.
- [3] Susan Khor Lay Choo. *Problem Structure and Evolutionary Algorithm Difficulty*. PhD thesis, Department of Computer Science, Concordia University, September 2008.
- [4] Jie Yao. *A Bi-objective Multi-population Genetic Algorithm with Applications to Function Optimization and Ellipse Detection*. PhD thesis, Department of Computer Science, Concordia University, March 2008. Co-supervised with Nawwaf Kharma.

- [5] Taras Kowaliw. *A Good Number of Forms Fairly Beautiful: An Exploration of Biologically-Inspired Automated Design*. PhD thesis, Department of Computer Science, Concordia University, September 2007. Co-supervised with Nawwaf Kharmah.
- [6] Nicolas Brodu. *Practical Investigations of Complex Systems*. PhD thesis, Department of Computer Science, Concordia University, June 2007.
- [7] Bo Lu. *Developing the Distributed Component of a Framework for Processing Intensional Programming Languages*. PhD thesis, Department of Computer Science, Concordia University, March 2004.
- [8] Adam Steele. *Object-Oriented Term-Rewriting*. PhD thesis, Department of Computer Science, Concordia University, August 1999.
- [9] Patrice Chalin. *On the language design and semantic foundations of LCL, a Larch/C interface specification language*. PhD thesis, Department of Computer Science, Concordia University, October 1995.

## 1.8 Masters Theses (63)

- [1] Duo Peng. Web application framework for Erasmus. Master's thesis, Department of Computer Science, Concordia University, April 2012.
- [2] Michael Fortin. Interactive simulation of fluid flow. Master's thesis, Department of Computer Science, Concordia University, April 2011. Co-supervised with Sha Xin Wei.
- [3] Mohiul Islam. Modelling the evolution of mimicry. Master's thesis, Department of Computer Science, Concordia University, January 2011.
- [4] Mitra Nami. ELIDE: an integrated development environment for the erasmus language. Master's thesis, Department of Computer Science, Concordia University, April 2009.
- [5] Siboy Yao. Dynamic terrain. Master's thesis, Department of Computer Science, Concordia University, February 2009.
- [6] Louis Charbonneau. Evolution of an artificial market and its use to predict stock prices. Master's thesis, Department of Computer Science, Concordia University, November 2008. Cosupervised with Nawwaf Kharmah.
- [7] Yang Lu. 3D real-time nonlinear perspective projection and simulation of wide-angle lens distortion. Master's thesis, Department of Computer Science, Concordia University, March 2008.
- [8] Nurudeen Lameed. Implementing concurrency in a process-based language. Master's thesis, Department of Computer Science, Concordia University, March 2008.
- [9] Nima Jafroodi. A type system for the Erasmus language. Master's thesis, Department of Computer Science, Concordia University, January 2008.
- [10] Khaled Abdelhay. 3D character animation using geometric constraints. Master's thesis, Department of Computer Science, Concordia University, January 2008.
- [11] Miao Song. Dynamic deformation of uniform elastic two-layer objects. Master's thesis, Department of Computer Science, Concordia University, July 2007.
- [12] Luu Huy Danh Vo. Investigation into the simulation of cloth. Master's thesis, Department of Computer Science, Concordia University, October 2006.
- [13] Li Han. Planning camera motion in a 3D environment. Master's thesis, Department of Computer

Science, Concordia University, April 2006.

- [14] Yingying She. Real-time animation of walking and running using inverse kinematics. Master's thesis, Department of Computer Science, Concordia University, April 2006.
- [15] Rui Bi. Squash ball simulation in OpenGL. Master's thesis, Department of Computer Science, Concordia University, September 2005.
- [16] Ce Guan. A Java-based DVI file reader. Master's thesis, Department of Computer Science, Concordia University, September 2005.
- [17] Patrick Chui. Graph model for object oriented programming languages. Master's thesis, Department of Computer Science, Concordia University, September 2005.
- [18] Qiao Li. XML-Based context maps and CMapView application. Master's thesis, Department of Computer Science, Concordia University, August 2005. Co-supervised with Wojciech Jaworski.
- [19] Aimin Zheng. Implementing film grammar with 3D graphics. Master's thesis, Department of Computer Science, Concordia University, April 2005.
- [20] Pedro Maroun Eid. TViz: a taxonomy visualization tool. Master's thesis, Department of Computer Science, Concordia University, April 2005. Co-supervised with Volker Haarslev.
- [21] Liping Ye. PPR: a hybrid point and polygon ray tracer for meshes. Master's thesis, Department of Computer Science, Concordia University, April 2005.
- [22] Qizhong Wen. Business web service development with ContextMaps. Master's thesis, Department of Computer Science, Concordia University, April 2005. Co-supervised with Wojciech Jaworski.
- [23] Jie Xiao. Extending two drawing frameworks to create L<sup>A</sup>T<sub>E</sub>X picture environments. Master's thesis, Department of Computer Science, Concordia University, April 2005.
- [24] Louis-Julien Guillemette. MLPE: An extensible multi-language programming environment. Master's thesis, Department of Computer Science, Concordia University, September 2004.
- [25] Zhuofei Zhang. Comparative study of DCOM/CORBA and .NET/J2EE. Master's thesis, Department of Computer Science, Concordia University, September 2004.
- [26] Susan Khor. A genetic algorithm test generator. Master's thesis, Department of Computer Science, Concordia University, July 2004.
- [27] Yimin Ding. Automated translation between graphical and textual representations of intensional programs in the GIPSY. Master's thesis, Department of Computer Science, Concordia University, April 2004. Co-supervised with Joey Paquet.
- [28] Xiaobing Zhang. A framework for object relational mapping by example in C++. Master's thesis, Department of Computer Science, Concordia University, April 2004.
- [29] Lei Zhao. Genetic characteristics of artificial agents in FormAL. Master's thesis, Department of Computer Science, Concordia University, April 2004.
- [30] Yiling Ni. Truckin' project: a successful experiment with genetic algorithms. Master's thesis, Department of Computer Science, Concordia University, March 2004.
- [31] Taras Kowaliw. Bluenome: A novel developmental model for the evolution of artificial agents. Master's thesis, Department of Computer Science, Concordia University, September 2003. Cosupervised with Nawwaf Kharma.
- [32] Qixia Deng. Trucking simulation using genetic algorithms. Master's thesis, Department of Computer Science, Concordia University, April 2003.

- [33] Cosmin Mandachescu. Path finding in 2D games. Master's thesis, Department of Computer Science, Concordia University, April 2003.
- [34] Ai Hua Wu. Semantic analysis and SIPL AST translator generation in the GIPSY. Master's thesis, Department of Computer Science, Concordia University, December 2002. Co-supervisor: Joey Paquet.
- [35] Chun Lei Ren. Parsing and abstract syntax tree generation in the GIPSY compiler. Master's thesis, Department of Computer Science, Concordia University, September 2002. Co-supervisor: Joey Paquet.
- [36] Zhongde Yu. Function cross-reference browser. Master's thesis, Department of Computer Science, Concordia University, April 2002.
- [37] Despina Papoulis. The truckin' project: Experimenting with genetic algorithms. Master's thesis, Department of Computer Science, Concordia University, November 2001.
- [38] Jeffrey Edelstein. Truckin': the genetic algorithm way. Master's thesis, Department of Computer Science, Concordia University, March 2001.
- [39] Ali Ghodsi Boushehri. Applying fuzzy logic to stock price prediction. Master's thesis, Department of Computer Science, Concordia University, September 2000.
- [40] Yong Qiang Chen. COM-Tester: a script testing tool for Microsoft COM. Master's thesis, Department of Computer Science, Concordia University, June 2000.
- [41] Zahra Djalalian. Preprocessor for C++ class implementation. Master's thesis, Department of Computer Science, Concordia University, March 2000.
- [42] Hassan Manasfi. An object-oriented parser generator for LL(1) grammars. Master's thesis, Department of Computer Science, Concordia University, December 1999.
- [43] Eric Smith. A concurrent architecture for a travel planning application. Master's thesis, Department of Computer Science, Concordia University, October 1999.
- [44] Eddie Tian. Towards integrated document processing and file browsing. Master's thesis, Department of Computer Science, Concordia University, June 1999.
- [45] Hooman Salamat. The development of an automated meeting scheduler. Master's thesis, Department of Computer Science, Concordia University, March 1999.
- [46] Bing Zhang. Using skip lists in the implementation of a hypertext tool for maintenance programmers. Master's thesis, Department of Computer Science, Concordia University, March 1999.
- [47] Alexandre Oumanski. Object oriented programming approach to genetic programming. Master's thesis, Department of Computer Science, Concordia University, March 1999.
- [48] Tuomas Klemola. Software comprehension: theory and metrics. Master's thesis, Department of Computer Science, Concordia University, December 1998.
- [49] Yuan Peng. Modelling of intelligent networks using SDL and an approach for feature interaction detection. Master's thesis, Department of Computer Science, Concordia University, April 1998.
- [50] Qin Huang. A study of software agent design and implementation. Master's thesis, Department of Computer Science, Concordia University, June 1997.
- [51] Tran Ba Nguyen. A persistent object management system. Master's thesis, Department of Computer Science, Concordia University, April 1997.
- [52] Kim Thang Vu. System visualizer. Master's thesis, Department of Computer Science, Concordia

University, February 1997.

- [53] Nicola Nobile. Verification and validation of expert systems. Master's thesis, Department of Computer Science, Concordia University, October 1996.
- [54] Afaf Tabach. Incorporating use case testing into a design tool. Master's thesis, Department of Computer Science, Concordia University, January 1996.
- [55] Hanwei Ding. A design tool for object oriented development. Master's thesis, Department of Computer Science, Concordia University, November 1994.
- [56] Chris Coyle. Object oriented compiler generation from attribute grammars. Master's thesis, Department of Computer Science, Concordia University, March 1994.
- [57] Wai Ming Wong. Semantic analysis for a Dee compiler. Master's thesis, Department of Computer Science, Concordia University, September 1993.
- [58] Joseph Yau. The design and implementation of the class interface manager of UNIX Dee. Master's thesis, Department of Computer Science, Concordia University, September 1992.
- [59] Mitch Cherniack. Polymorphism and object oriented languages. Master's thesis, Department of Computer Science, Concordia University, August 1992.
- [60] Lawrence Hegarty. Implementing the Dee system: Issues and experiences. Master's thesis, Department of Computer Science, Concordia University, April 1992.
- [61] Benjamin Cheung. A semantic browser for Dee. Master's thesis, Department of Computer Science, Concordia University, April 1992.
- [62] Stephen Spackman. Images of type. Master's thesis, Department of Computer Science, Concordia University, November 1991.
- [63] Patrice Chalin. A case study of the formal development of an object manager. Master's thesis, Department of Computer Science, Concordia University, December 1989.

## 1.9 Student Reports (58)

- [1] Shihua Wu. A 3D plotting tool for internet based on client-server computer model. Major Report, Department of Computer Science, Concordia University, September 2005.
- [2] Bing Zhu. Implementation of 3D snooker simulator: Foundation classes development. Major Report, Department of Computer Science, Concordia University, April 2005.
- [3] Li Zhang. Multiplayer network game programming in MFC: A case study of video poker. Major Report, Department of Computer Science, Concordia University, April 2004.
- [4] Hao Zheng. A case study of two languages: Java and C#. Major Report, Department of Computer Science, Concordia University, April 2004.
- [5] Ying Feng. Implementation of 3D snooker simulator. Major Report, Department of Computer Science, Concordia University, April 2004.
- [6] Ying Luo. The implementation of a 3D snooker table using OpenGL. Major Report, Department of Computer Science, Concordia University, April 2004.
- [7] Yi Li. On designing and developing CORBA based applications. Major Report, Department of Computer Science, Concordia University, March 2004.

- [8] Jiang Fan. Website analyzer: Development methodology. Major Report, Department of Computer Science, Concordia University, September 2003.
- [9] Yukui Lu. Website analyzer: Implementation. Major Report, Department of Computer Science, Concordia University, September 2003.
- [10] Zhichun Fu. English learning website. Major Report, Department of Computer Science, Concordia University, September 2003.
- [11] Lan Jin. A web site analyzer using Java application technology. Major Report, Department of Computer Science, Concordia University, August 2003.
- [12] Man He. Employee self service. Major Report, Department of Computer Science, Concordia University, April 2003.
- [13] Lin Zhang. On-line weather forecast system. Major Report, Department of Computer Science, Concordia University, April 2003.
- [14] Wu Mei Zhan. Accreditation units calculator: an internet application. Major Report, Department of Computer Science, Concordia University, April 2003.
- [15] Gang Cheng. A web-based student course registration system using JSP technologies. Major Report, Department of Computer Science, Concordia University, September 2003.
- [16] Demetrios Dardanis. The cell simulation. Major Report, Department of Computer Science, Concordia University, September 2002.
- [17] Ye Zhu. Design and implementation of a Java game applet. Major Report, Department of Computer Science, Concordia University, September 2002.
- [18] Ying Dong. Design and evaluation of Java game programming environment. Major Report, Department of Computer Science, Concordia University, September 2002.
- [19] Yuejing Meng. A dynamic layout algorithm for graph drawing in three dimensions. Major Report, Department of Computer Science, Concordia University, August 2002.
- [20] Man Bao. BibTex server. Major Report, Department of Computer Science, Concordia University, August 2002.
- [21] Chang Li. A Moon simulator and debugger. Major Report, Department of Computer Science, Concordia University, August 2002.
- [22] ShiQing Zhao. A framework for drawing architecture of building using OpenGL and VC++. Major Report, Department of Computer Science, Concordia University, August 2002.
- [23] Yuan Xu. WSA — web site analyzer. Major Report, Department of Computer Science, Concordia University, August 2002.
- [24] ZhaoXia Liu. A framework for graphics programs using OpenGL: Implementation. Major Report, Department of Computer Science, Concordia University, August 2002.
- [25] Shuli Yang. A framework for graphics programs using OpenGL: Design. Major Report, Department of Computer Science, Concordia University, August 2002.
- [26] Dong Lin Chen. An object oriented approach to 3D network visualization. Major Report, Department of Computer Science, Concordia University, August 2002.
- [27] SiXin Cheng. Graph drawing with spring algorithm. Major Report, Department of Computer Science, Concordia University, August 2002.

- [28] Hui Ying. Teaching assistant planner. Major Report, Department of Computer Science, Concordia University, July 2002.
- [29] Wei Qi Zhang. Teaching assignment planner. Major Report, Department of Computer Science, Concordia University, April 2002.
- [30] JianTao He. Teaching assistant assignment planner. Major Report, Department of Computer Science, Concordia University, April 2002.
- [31] Bing Quan Wang. Design and implementation of Bib $\TeX$  editor. Major Report, Department of Computer Science, Concordia University, April 2002.
- [32] Hong Chen. EJB E-Business application design — Concord online DVD center (CDC). Major Report, Department of Computer Science, Concordia University, April 2002.
- [33] Shao Xian Wang. An E-Commerce website using Java and XSLT technologies. Major Report, Department of Computer Science, Concordia University, April 2002.
- [34] Aimin Han. Bib $\TeX$  server. Major Report, Department of Computer Science, Concordia University, April 2002.
- [35] Jun Liu. Assistant assignment planner system: Design and implementation. Major Report, Department of Computer Science, Concordia University, April 2002.
- [36] Andrei Elson. An integrated development environment for Moon processor simulator. Major Report, Department of Computer Science, Concordia University, April 2002.
- [37] Wei Pan. A 2D plotting utility with CORBA. Major Report, Department of Computer Science, Concordia University, April 2002.
- [38] Haiyu Huang. Interactive internet banking system. Major Report, Department of Computer Science, Concordia University, April 2002.
- [39] DeCai Deng. An OpenGL framework for graphics programs. Major Report, Department of Computer Science, Concordia University, March 2002.
- [40] An Li. A survey of software engineering programs. Major Report, Department of Computer Science, Concordia University, December 2001.
- [41] Meng Cai. A plotting tool for Internet based on client/server computing model. Major Report, Department of Computer Science, Concordia University, June 2001.
- [42] Wei Ning Zhou. A comparison of data structures in C++. Major Report, Department of Computer Science, Concordia University, March 2001.
- [43] Shangbin Zou. The design of a 3D object simulator using OpenGL. Major Report, Department of Computer Science, Concordia University, March 2001.
- [44] Ping Ma. The implementation of a 3D object simulator using OpenGL. Major Report, Department of Computer Science, Concordia University, March 2001.
- [45] Weidong Sun. Agent simulation using object-oriented methodology. Major Report, Department of Computer Science, Concordia University, February 2001.
- [46] Weifeng He. SmarTrip planner: an internet application using various computer technologies. Major Report, Department of Computer Science, Concordia University, February 2001.
- [47] Zutong Sun. Software reengineering system visualizer. Major Report, Department of Computer Science, Concordia University, September 2000.

- [48] Anh Phong Tran. A graphing tool. Major Report, Department of Computer Science, Concordia University, June 2000.
- [49] Ni Li. Mini-accounting using Java. Major Report, Department of Computer Science, Concordia University, June 2000.
- [50] Baoshuo Chen. Simulation of Object Oriented Truckin' under Windows NT. Major Report, Department of Computer Science, Concordia University, March 2000.
- [51] Wei Yang. A comparison of training techniques: ADALINE, back propagation, and genetic algorithms. Major Report, Department of Computer Science, Concordia University, March 2000.
- [52] Jun Zhao. Simulation of traffic at an intersection. Major Report, Department of Computer Science, Concordia University, November 1999.
- [53] Ming Dai. The design and implementation of component-based graphics framework for data visualization. Major Report, Department of Computer Science, Concordia University, April 1999.
- [54] Zhilin Li. Replace a null pointer by a null object using object-oriented method. Major Report, Department of Computer Science, Concordia University, April 1998.
- [55] Honglang Li. Simulating games using object oriented methodology. Major Report, Department of Computer Science, Concordia University, April 1998.
- [56] Vincent Martins. A collection of C++ classes for simulation modelling. Major Report, Department of Computer Science, Concordia University, April 1995.
- [57] Ramesh Krishnan. A C++ class library for real-time applications. Major Report, Department of Computer Science, Concordia University, April 1995.
- [58] Nalayini Sandrasegaran. Development of a simulation based training environment (SBTD) using the visual applications builder (VAPS). Major Report, Department of Computer Science, Concordia University, March 1994.

### 1.10 My Theses (2)

- [1] Peter Grogono. *A Typed, Applicative Programming Environment*. PhD thesis, Department of Computer Science, Concordia University, February 1985.
- [2] Peter Grogono. Aspects of programming language design. Master's thesis, Department of Computer Science, Concordia University, October 1979.

### 1.11 Technical Reports (76)

- [1] Peter Grogono. Category theory for the idle programmer. Technical report, Department of Computer Science, Concordia University, January 2013.
- [2] Peter Grogono. Metapost: a reference manual. Technical report, Department of Computer Science, Concordia University, April 2011.
- [3] Peter Grogono and Brian Shearing. MEC Tests. Technical Report TR E-07, Department of Computer Science and Software Engineering, Concordia University, January 2008.
- [4] Peter Grogono and Brian Shearing. *MEC Reference Manual*. Department of Computer Science and Software Engineering, Concordia University, January 2008.

- [5] Peter Grogono. *MetaPost: a Reference Manual*. Department of Computer Science and Software Engineering, Concordia University, October 2007.
- [6] Peter Grogono and Brian Shearing. Towards concurrent software engineering: Preparing for paradigm shift. Technical Report TR E-03, Department of Computer Science and Software Engineering, Concordia University, October 2007.
- [7] Peter Grogono, Nurudeen Lameed, and Brian Shearing. Modularity + concurrency = manageability. Technical Report TR E-04, Department of Computer Science and Software Engineering, Concordia University, September 2007.
- [8] Peter Grogono and Brian Shearing. A note on communication. Technical Report TR E-05, Department of Computer Science and Software Engineering, Concordia University, August 2007.
- [9] Peter Grogono and Brian Shearing. Modular concurrency: a new approach to manageable software. Technical Report TR E-02, Department of Computer Science and Software Engineering, Concordia University, June 2007.
- [10] Peter Grogono and Brian Shearing. A modular language for concurrent programming. Technical Report TR E-01, Department of Computer Science and Software Engineering, Concordia University, September 2006.
- [11] Peter Grogono. Dynamic systems. Technical report, Department of Computer Science, Concordia University, February 2005.
- [12] Brian Shearing and Peter Grogono. Towards modular concurrency. Technical report, Department of Computer Science and Software Engineering, Concordia University, August 2005. 50pp.
- [13] Peter Grogono. *Parseval*. Department of Computer Science, Concordia University, November 1999. A program component for parsing and evaluating expressions.
- [14] Peter Grogono. *C++ to L<sup>A</sup>T<sub>E</sub>X Converter*. Department of Computer Science, Concordia University, November 1999.
- [15] Peter Grogono. *Navigating C++ streams: how to paddle softly and avoid the alligators*. Department of Computer Science, Concordia University, September 1999.
- [16] Peter Grogono and Markku Sakkinen. A view and interface generator for C++. Technical report, Department of Computer Science, Concordia University, November 1999.
- [17] Peter Grogono. Evolving agents. Technical report, Department of Computer Science, Concordia University, May 1999.
- [18] Peter Grogono. *The Cell Simulation*. Department of Computer Science, Concordia University, May 1999.
- [19] Peter Grogono. *Getting Started with OpenGL: course notes for COMP 471 and COMP 676*. Department of Computer Science, Concordia University, January 1998.
- [20] Peter Grogono. *Guidelines for Instructors*. Department of Computer Science, Concordia University, July 1997.
- [21] Peter Grogono. *A L<sup>A</sup>T<sub>E</sub>X Gallimaufry: techniques, tips, and traps*. Department of Computer Science, Concordia University, January 1996. Revised for L<sup>A</sup>T<sub>E</sub>X2e in March, 2001.
- [22] Greg Butler, Peter Grogono, Rajjan Shinghal, and Ono Tjandra. Knowledge and the recognition and understanding of software documents. Technical report, Department of Computer Science, Concordia University, February 1995. 47 pages.

- [23] Peter Grogono. The Computer Society Editor. Technical report, Faculty of Engineering and Computer Science, Concordia University, February 1994. 45 pages.
- [24] Peter Grogono, Frank Maselli, Don Ritter, and Helen Workman. Advanced computer resources for Concordia's future. Technical report, Concordia University, January 1994.
- [25] Peter Grogono and Mark Gargul. A refinement calculus for object oriented programming. Technical Report OOP-93-1, Department of Computer Science, Concordia University, December 1993. 55 pages.
- [26] Peter Grogono. Escaping from the Chinese room. Technical Report PHIL-93-1, Department of Computer Science, Concordia University, February 1993.
- [27] Alun Preece, Peter Grogono, and Rajjan Shinghal. TRILLIUM<sub>k</sub>: Extending a software development process capability assessment model to expert systems. In *Verification and Validation of Expert Systems*. Centre for Pattern Recognition and Machine Intelligence (CENPARMI), Concordia University, December 1992. Final Report for Bell Canada. 30 pages.
- [28] Mark Gargul and Peter Grogono. A computational model for object oriented programming. Technical Report OOP-92-7, Department of Computer Science, Concordia University, December 1992. 45 pages.
- [29] Peter Grogono and Mitch Cherniack. A practical approach to type safe code reuse. Technical Report OOP-92-6, Department of Computer Science, Concordia University, October 1992.
- [30] Peter Grogono. Programming languages for teaching. Technical Report OOP-92-5, Department of Computer Science, Concordia University, September 1992. 12 pages.
- [31] Peter Grogono, Benjamin Cheung, and Lawrence Hegarty. Integrating the compiler into the environment. Technical Report OOP-92-4, Department of Computer Science, Concordia University, September 1992.
- [32] Peter Grogono, Benjamin Cheung, Lawrence Hegarty, Wai Ming Wong, and Joseph Yau. Managing class interfaces in object oriented program development. Technical Report OOP-92-3, Department of Computer Science, Concordia University, September 1992.
- [33] Peter Grogono, Antero Taivalsaari, and Karen Tennenhouse. Proposals for extending the modelling facilities of object oriented languages. Technical Report OOP-92-2, Department of Computer Science, Concordia University, February 1992.
- [34] Benjamin Cheung and Peter Grogono. Compact record layouts for multiple inheritance. Technical Report OOP-92-1, Department of Computer Science, Concordia University, January 1992.
- [35] Peter Grogono and Benjamin Cheung. Bottom-up CASE. Technical report, Department of Computer Science, Concordia University, 1992.
- [36] Peter Grogono, Alun Preece, Rajjan Shinghal, and Ching Y. Suen. Techniques for evaluating expert systems in telecommunications. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, October 1991. Presentation for Bell Canada Workshop.
- [37] Peter Grogono. Designing a class library. Technical Report OOP-91-3, Department of Computer Science, Concordia University, April 1991.
- [38] Peter Grogono. The Dee report. Technical Report OOP-91-2, Department of Computer Science, Concordia University, January 1991.
- [39] Peter Grogono and Benjamin Cheung. Database support for browsing. Technical Report OOP-91-1,

Department of Computer Science, Concordia University, January 1991.

- [40] Alun Preece, Rajjan Shinghal, and Peter Grogono. A perspective on validation of expert systems. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, 1991. Report for Bell Canada.
- [41] Peter Grogono. The MOON processor and assembly language. Technical Report OOP-90-8, Department of Computer Science, Concordia University, May 1990.
- [42] Peter Grogono and Patrice Chalin. The formal development of a screen editor. Technical Report OOP-90-7, Department of Computer Science, Concordia University, May 1990.
- [43] Peter Grogono. Designing the language to support the environment. Technical Report OOP-90-6, Department of Computer Science, Concordia University, March 1990.
- [44] W. Jaworski and Peter Grogono. infoMAPs: a pragmatic environment for seamless and non-deterministic software development. Technical Report OOP-90-5, Department of Computer Science, Concordia University, 1990.
- [45] Peter Grogono, Aida Batarekh, Anne Bennett, and Alun Preece. Specification in practice. Technical report, Centre for Pattern Recognition and Machine Intelligence, Concordia University, June 1990. Report for Bell Canada.
- [46] Peter Grogono. The Book of Dee. Technical Report OOP-90-3, Department of Computer Science, Concordia University, February 1990.
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