

Subject Index: CIT Vol. 11 (2003), N° 1–4

- Adaptive workflow, 293
- Algorithm, 111
- Alpha–beta search, 209
- Analytical and simulation model, 81
- Artificial intelligence, 123
- Assignment problem, 263
- ATM networks, 1
- Autoregressive processes, 171
- Balanced scorecard, 233
- Bandwidth allocation, 309
- Belief–consistent multilevel secure relational data model, 225
- Biased operators, 193
- Biological computing, 103
- Boundary representation, 41
- CAD, 41
- Cellular communication networks, 81
- Chaotic signals, 55
- Component–based development, 151
- Component–based software engineering, 151
- Computing centre, 163
- Conditional maximum likelihood, 171
- Controlling, 233
- Control parameters, 271
- Corpus annotation, 93
- COTS, 151
- Curriculum change, 243
- Database security, 225
- Data centre, 163
- Data mining, 145
- Data warehouse, 233
- Decision making processes, 123
- Developable surfaces, 319
- Digital geometry, 111
- Digital plane, 111
- Digitized surfaces, 319
- Discrete geometry, 111
- Distance education, 67
- Distributed computing, 179
- Distributed sources, 15
- DNA computing, 103
- Energy, 285
- Evolutionary algorithm, 185
- Experiments, 179
- Expert systems, 123
- Facilitator, 217
- Feature recognition, 41
- Field–programmable gate arrays, 67
- Game playing, 209
- Genetic algorithm, 271
- Geometric (form) features, 41
- Geometric modelling, 41
- Graph theory, 179
- Heterogeneous networks, 15
- Hexagonal grid, 111
- High performance computing, 103
- ICT education, 163
- ICT infrastructure, 163
- ICT support, 163
- Image analysis, 171
- Imperfect information, 209
- Improvement rate, 193
- Information criteria, 171
- Information retrieval, 15
- Information systems, 1
- Information systems curricula, 243
- IS course review, 243
- Java, 253
- Java–based tools, 1
- Job shop production, 263
- Knowledge acquisition, 285
- Knowledge representation, 217
- Learning objects, 253
- Lexicon extraction, 93
- Machine learning, 145
- Modelling of learning, 285
- Monte Carlo sampling, 209
- MPEG, 309
- Multi–agent architecture, 15
- Multi–agent system, 201
- Multilevel secure models, 225
- Multilinguality, 93
- Natural language processing, 93
- Neighbourhood relation, 111
- Neighbourhood sequence, 111
- Noise, 55
- Non–coding segments, 271
- Numerical regression, 145
- Object–oriented implementation, 201
- Optical computing, 103
- Optimization techniques, 263
- Parallel computers, 135
- Parallel virtual machine, 263
- Parallel virtual machine (PVM), 179
- Partial strict triggering, 135
- Path problems, 179
- Pattern engineering, 319
- Pedagogy, 253
- Peer evaluation, 67
- Performance measurement, 233
- Petri nets, 201
- Presence quotient, 193
- Principal component analysis (PCA), 55
- Priority traffic, 81
- Program graphs, 135
- Programming, 253
- QoS, 309
- Qualitative induction, 145
- Qualitative reasoning, 145
- Quantum computing, 103

Remote laboratories, 67
Remote monitoring, 1
Repurposing, 253
Reversible computing, 103
Role based access control, 293
Royal Road functions, 271

3-SAT, 185
Security, 293
Semantic web, 217
Services, 217
Shoe design, 319
Shortest path, 111
Simulation, 123
Singular value decomposition (SVD), 55
Software architecture, 151
Software components, 151
Software engineering, 151
Sparse graphs, 179
Spell checker, 285
Static scheduling, 135
Strange attractor, 55
Strategic management, 233
Surface flattening, 319
Symmetric path problems, 179
System implementation, 225

Tarok, 209
Temporally rich domains, 201
Time series, 55
Timetabling problem, 193
Transposition table, 209
Trials, 1
Triangular grid, 111

User interface, 67

VBR, 309
Video collaboration, 67
Videoconference, 67
Video transmission, 309
Virtual library, 15
Visualisation, 253
VLE, 253

Whole cell computing, 103
WWW, 1