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QuickTime for Java - Tom Maremaa 1999
A CD-ROM at the back of the book provides you with working sample code and other resources, so you can get started right away building your own Java applications and applets."--BOOK JACKET.
Computer Graphics Using Java 2D and 3D - Hong Zhang 2007
This Java based graphics text introduces advanced graphic features to a student audience mostly trained in the Java language. Its accessible approach and in-depth coverage features the high-level Java 2D and Java 3D APIs, offering a presentation of 2D and 3D graphics without compromising the fundamentals of the subject.
Java Media APIs Alejandro Terrazas 2002
This exploration of Java Media APIs, including 2D, 3D and virtual reality provides commercial-quality code examples developed by the author in his work in the neuroscience field.
Java Game Development with LibGDX - Lee Stemkoski 2018-01-17
Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.
Java ME on Symbian OS - Roy Ben Hayun 2009-02-11
In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DoJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendixes onSNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms.
COMPSTAT 2006 - Proceedings in Computational Statistics - Alfredo Rizzi 2007-12-03
International Association for Statistical Computing The International Association for Statistical Computing (IASC) is a Section of the International Statistical Institute. The objectives of the Association are to foster world-wide interest in e?ective statistical computing and to - change technical knowledge through international contacts and meetings - tween statisticians, computing professionals, organizations, institutions, g- ernments and the general public. The IASC organises its own

Conferences, IASC World Conferences, and COMPSTAT in Europe. The 17th Conference of ERS-IASC, the biennial meeting of European - gional Section of the IASC was held in Rome August 28 - September 1, 2006. This conference took place in Rome exactly 20 years after the 7th COMP-STAT symposium which was held in Rome, in 1986. Previous COMPSTAT conferences were held in: Vienna (Austria, 1974); West-Berlin (Germany, 1976); Leiden (The Netherlands, 1978); Edimbourgh (UK, 1980); Toulouse (France, 1982); Prague (Czechoslovakia, 1984); Rome (Italy, 1986); Copenhagen (Denmark, 1988); Dubrovnik (Yugoslavia, 1990); Neuchˆ atel (Switzerland, 1992); Vienna (Austria,1994); Barcelona (Spain, 1996);Bristol(UK,1998);Utrecht(TheNetherlands,2000);Berlin(Germany, 2002); Prague (Czech Republic, 2004).
Two Thousand and Two International Conference on Intelligent User Interfaces Yolanda Gil 2002

Conference Abstracts and Applications - 2002

IUI 02- Yolanda Gil 2002

Pro Java 9 Games Development - Wallace Jackson 2017-11-14
Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.
Chemoinformatics - Thomas Engel 2018-05-18
This essential guide to the knowledge and tools in the field includes everything from the basic concepts to modern methods, while also forming a bridge to bioinformatics. The textbook offers a very clear and didactical structure, starting from the basics and the theory, before going on to provide an overview of the methods. Learning is now even easier thanks to exercises at the end of each section or chapter. Software tools are explained in detail, so that the students not only learn the necessary theoretical background, but also how to use the different software packages available. The wide range of applications is presented in the corresponding book Applied Chemoinformatics - Achievements and Future Opportunities (ISBN 9783527342013). For Master and PhD students in chemistry, biochemistry and computer science, as well as providing an excellent introduction for other newcomers to the field.

Artificial Intelligence and Soft Computing - Leszek Rutkowski 2020-10-20
The two-volume set LNCS 12415 and 12416 constitutes the refereed proceedings of of the 19th International Conference on Artificial Intelligence and Soft Computing, ICAISC 2020, held in Zakopane, Poland*, in October 2020. The 112 revised full papers presented were carefully reviewed and selected from 265 submissions. The papers included in the first volume are organized in the following six parts: neural networks and their applications; fuzzy systems and their applications; evolutionary algorithms and their applications; pattern classification; bioinformatics, biometrics and medical applications; artificial intelligence in modeling and simulation. The papers included in the second volume are organized in the following four parts: computer vision, image and speech analysis; data mining; various problems of artificial intelligence; agent systems, robotics and control. *The conference was held virtually due to the COVID-19 pandemic.

Relational and Kleene-Algebraic Methods in Computer Science - R. Berghammer 2004-06-01
This book constitutes the thoroughly refereed joint postproceedings of the 7th International Seminar on Relational Methods in Computer Science and the 2nd International Workshop on Applications of Kleene Algebra held in Bad Malente, Germany in May 2003. The 21 revised full papers presented were carefully selected during two rounds of reviewing and improvement. The papers address foundational and methodological aspects of the calculi of relations and Kleene algebra as well as applications of such methods in various areas of computer science and information processing.

Beginning Java 8 Games Development - Wallace Jackson 2014-12-04
Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

Spatial Data Modelling for 3D GIS - Alias Abdul-Rahman 2007-09-23
This book covers fundamental aspects of spatial data modelling specifically on the aspect of three-dimensional (3D) modelling and structuring. Realisation of "true" 3D GIS spatial system needs a lot of effort, and the process is taking place in various research centres and universities in some countries. The development of spatial data modelling for 3D objects is the focus of this book.

Java 3D Programming - Daniel Selman 2002
Demonstrates Java 3D techniques, defines terminology, and explains how to use the programming language to create three-dimensional graphics applications.

Introduction to Computer Graphics - Frank Klawonn 2012-01-18
This book is an essential tool for second-year undergraduate students and above, providing clear and concise explanations of the basic concepts of computer graphics, and enabling the reader to immediately implement these concepts in Java 2D and/or 3D with only elementary knowledge of the programming language. Features: provides an ideal, self-contained introduction to computer graphics, with theory and practice presented in integrated combination; presents a practical guide to basic computer graphics programming using Java 2D and 3D; includes new and expanded content on the integration of text in 3D, particle systems, billboard behaviours, dynamic surfaces, the concept of level of detail, and the use of functions of two variables for surface modelling; contains many pedagogical tools, including numerous easy-to-understand example programs and end-of-chapter exercises; supplies useful supplementary material, including additional exercises, solutions, and program examples, at an associated website.

Parallel Computing - E H D'Hollander 2000-05-31
This millennium will see the increased use of parallel computing technologies at all levels of mainstream computing. Most computer hardware will use these technologies to achieve higher computing speeds, high speed access to very large distributed databases and greater flexibility through heterogeneous computing. These developments can be expected to result in the extended use of all types of parallel computers in virtually all areas of human endeavour. Compute-intensive problems in emerging areas such as financial modelling and multimedia systems, in addition to traditional application areas of parallel computing such as scientific computing and simulation, will stimulate the developments. Parallel computing as a field of scientific research and development will move from a niche concentrating on solving compute-intensive scientific and engineering problems to become one of the fundamental computing technologies. This book gives a retrospective view of what has been achieved in the parallel computing field during the past three decades, as well as a prospective view of expected future developments. Contents: Invited PapersApplicationsAlgorithmsSystem Software and Hardware ArchitectureIndustrial PerspectiveExtended Abstracts Readership: Researchers in high-speed computing. Keywords:Computing Technologies;Algorithms;System Software;Hardware Architecture;High-Speed Computing

JavaTech, an Introduction to Scientific and Technical Computing with Java - Clark S. Lindsey 2005-10-13
JavaTech is a practical introduction to the Java programming language with an emphasis on the features that benefit technical computing. After presenting the basics of object-oriented programming in Java, it examines introductory topics such as graphical interfaces and thread processes. It goes on to review network programming and develops Web client-server examples for tasks such as monitoring remote devices. The focus then shifts to distributed computing with RMI. Finally, it examines how Java programs can access the local platform and interact with hardware. Topics include combining native code with Java, communication via serial lines, and programming embedded processors. An extensive web site supports the book with additional instructional materials. JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It will be used as a textbook for programming courses, and by researchers who need to learn Java for a particular task.

Pro Java 6 3D Game Development - Andrew Davison 2008-01-01
This book looks at the two most popular ways of using Java SE 6 to write 3D games on PCs: Java 3D (a high-level scene graph API) and JOGL (a Java layer over OpenGL). Written by Java gaming expert, Andrew Davison, this book uses the new Java (SE) 6 platform and its features including splash screens, scripting, and the desktop tray interface. This book is also unique in that it covers Java game development using the Java 3D API and Java for OpenGL--both critical components and libraries for Java-based 3D game application development

Interactive Web-Based Virtual Reality with Java 3D - Kai Chung 2008-07-31
"This book provides both advanced and novice programmers with comprehensive, detailed coverage of all of the important issues in Java 3D"--Provided by publisher.

Computer Graphics for Java Programmers - Leen Ammeraal 2017-10-12
This third edition covers fundamental concepts in creating and manipulating 2D and 3D graphical objects, including topics from classic graphics algorithms to color and shading models. It maintains the style of the two previous editions, teaching each graphics topic in a sequence of concepts, mathematics, algorithms, optimization techniques, and Java coding. Completely revised and updated according to years of classroom teaching, the third edition of this highly popular textbook contains a large number of ready-to-run Java programs and an algorithm animation and demonstration open-source software also in Java. It includes exercises and examples making it ideal for classroom use or self-study, and provides a perfect foundation for programming computer graphics using Java. Undergraduate and graduate students majoring specifically in computer science, computer engineering, electronic engineering, information systems, and related disciplines will use this textbook for their courses. Professionals and industrial practitioners who wish to learn and explore basic computer graphics techniques will also find this book a valuable resource.

Astronomical Data Analysis Software and Systems VIII - David M. Mehringer 1999

Lectures on Clifford (Geometric) Algebras and Applications - Rafal Ablamowicz 2011-06-28
The subject of Clifford (geometric) algebras offers a unified algebraic

framework for the direct expression of the geometric concepts in algebra, geometry, and physics. This bird's-eye view of the discipline is presented by six of the world's leading experts in the field; it features an introductory chapter on Clifford algebras, followed by extensive explorations of their applications to physics, computer science, and differential geometry. The book is ideal for graduate students in mathematics, physics, and computer science; it is appropriate both for newcomers who have little prior knowledge of the field and professionals who wish to keep abreast of the latest applications.

International Conference on Advancements of Medicine and Health Care through Technology; 23 - 26 September 2009 Cluj-Napoca, Romania - Simona Vlad 2010-02-01

Projections for advances in medical and biological technology will transform medical care and treatment. This in great part is due to the result of the interaction and collaboration between medical sciences and engineering. These advances will result in substantial progress in health care and in the quality of life of the population. Frequently however, the implications of technologies in terms of increasing recurrent costs, additional required support services, change in medical practice and training needs are underestimated. As a result, the widespread irrational use of te- nologies leads to a wastage of scarce resources and weakens health systems performance. To avoid such problems, a syst- atic and effective Health Technology System must be developed and introduced, requiring the support and commitment of decision makers of all levels of the health system. The MediTech2009 conference aims to provide a special opportunity for the Romanian professionals involved in basic - search, R&D, industry and medical applications to exchange their know-how and build up collaboration in one of the most human field of science and techniques. The conference is intended to be an international forum for researchers and practit- ners interested in the advance in, and applications of biomedical engineering to exchange the latest research results and ideas in the areas covered by the topics (and not only!). We believe the reader will find the proceedings an impressive document of progress to date in this rapidly changing field.

Videometrics and Optical Methods for 3D Shape Measurement - Sabry F. El-Hakim 2001

Gaming and Simulations: Concepts, Methodologies, Tools and Applications - Management Association, Information Resources 2010-11-30

"This book set unites fundamental research on the history, current directions, and implications of gaming at individual and organizational levels, exploring all facets of game design and application and describing how this emerging discipline informs and is informed by society and culture"--Provided by publisher.

Digital Image Processing - Wilhelm Burger 2016-03-25

This revised and expanded new edition of an internationally successful classic presents an accessible introduction to the key methods in digital image processing for both practitioners and teachers. Emphasis is placed on practical application, presenting precise algorithmic descriptions in an unusually high level of detail, while highlighting direct connections between the mathematical foundations and concrete implementation. The text is supported by practical examples and carefully constructed chapter-ending exercises drawn from the authors' years of teaching experience, including easily adaptable Java code and completely worked out examples. Source code, test images and additional instructor materials are also provided at an associated website. Digital Image Processing is the definitive textbook for students, researchers, and professionals in search of critical analysis and modern implementations of the most important algorithms in the field, and is also eminently suitable for self-study.

Foundations of 3D Graphics Programming - Jim X. Chen 2008-12-10

OpenGL, which has been bound in C, is a seasoned graphics library for scientists and engineers. As we know, Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C/C++. Released by Sun Microsystems in June 2003, the recent OpenGL binding with Java, JOGL, provides students, scientists, and engineers a new venue of graphics learning, research, and applications. Overview This book aims to be a shortcut to graphics theory and programming in JOGL. Specifically, it covers OpenGL programming in Java, using JOGL, along with concise computer graphics theories. It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications. It also covers some basic

concepts in Java programming for C/C++ programmers. It is designed as a textbook for students who know programming basics already. It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming. It is also a good reference for C/C++ graphics vi Preface programmers to learn Java and JOGL. This book is a companion to Guide to Graphics Software Tools (Springer-Verlag, New York, ISBN 0-387-95049-4), which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools. Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL.

Medicine Meets Virtual Reality 2001 - James D. Westwood 2001

Anatomical Accuracy in Medical 3D Modeling

Recent Advances in Design and Decision Support Systems in Architecture and Urban Planning - Jos P. van Leeuwen 2006-01-16

Preface. International Scientific Committee. Introduction. Applications of Artificial Intelligence. Applications of Neural Networks for Landslide Susceptibility Mapping in Turkey; E. Yesilnacar, G.J. Hunter. An Evaluation of Neural Spatial Interaction Models Based on a Practical Application; A. Akamine, A.N. Rodrigues da Silva. Improved Understanding of Urban Sprawl Using Neural Networks; L. Diappi, P. Bolchi, M. Buscema. Visualisation for Design and Decision Support. Using On-Line Geographical Visualisation Tools to Improve Land Use Decision-Making with a Bottom-Up Community Participatory App.

Practical Algorithms for 3D Computer Graphics - R. Stuart Ferguson 2013-12-19

Practical Algorithms for 3D Computer Graphics, Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages. Using Core OpenGL and OpenGL ES, the book enables you to create a complete suite of programs for 3D computer animation, modeling, and image synthesis.Since the publication of the first edit

Beginning Java Game Development with LibGDX - LEE STEMKOSKI 2015-12-29

Design and create video games using Java, with the LibGDX software library. By reading Beginning Java Game Development with LibGDX, you will learn how to design video game programs and how to build them in Java. You will be able to create your own 2D games, using various hardware for input (keyboard/mouse, gamepad controllers, or touchscreen), and create executable versions of your games. The LibGDX library facilitates the game development process by providing pre-built functionality for common tasks. It is a free, open source library that includes full cross-platform compatibility, so programs written using this library can be compiled to run on desktop computers (Windows/MacOS), web browsers, and smartphones/tablets (both Android and iOS). Beginning Java Game Development with LibGDX teaches by example with many game case study projects that you will build throughout the book. This ensures that you will see all of the APIs that are encountered in the book in action and learn to incorporate them into your own projects. The book also focuses on teaching core Java programming concepts and applying them to game development. What You Will Learn How to use the LibGDX framework to create a host of 2D arcade game case studies How to compile your game to run on multiple platforms, such as iOS, Android, Windows, and MacOS How to incorporate different control schemes, such as touchscreen, gamepad, and keyboard Who This Book Is ForReaders should have an introductory level knowledge of basic Java programming. In particular, you should be familiar with: variables, conditional statements, loops, and be able to write methods and classes to accomplish simple tasks. This background is equivalent to having taken a first-semester college course in Java programming.

3D Rendering -

Killer Game Programming in Java - Andrew Davison 2005-05-20

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers.Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development

projects.Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

3d User Interfaces with Java 3D - Jon Barrilleaux 2001
3D User Interfaces with Java 3D is a practical guide for providing next-generation applications with 3D user interfaces for manipulation of in-scene objects. Emphasis is on standalone and web-based business applications, such as for online sales and mass customization, but much of what this book offers has broad applicability to 3D user interfaces in other pursuits such as scientific visualization and gaming.

Celestial Calculations - J. L. Lawrence 2019-05-14
How to predict and calculate the positions of stars, planets, the sun, the moon, and satellites using a personal computer and high school mathematics. Our knowledge of the universe is expanding rapidly, as space probes launched decades ago begin to send information back to earth. There has never been a better time to learn about how planets, stars, and satellites move through the heavens. This book is for amateur astronomers who want to move beyond pictures of constellations in star guides and solve the mysteries of a starry night. It is a book for readers who have wondered, for example, where Saturn will appear in the night sky, when the sun will rise and set, or how long the space station will be over their location. In Celestial Calculations, J. L. Lawrence shows readers how to find the answers to these and other astronomy questions with only a personal computer and high school math. Using an easy-to-follow step-by-step approach, Lawrence explains what calculations are required, why they are needed, and how they all fit together. Lawrence begins with basic principles: unit of measure conversions, time conversions, and coordinate systems. He combines these concepts into a computer program that can calculate the location of a star, and uses the same methods for predicting the locations of the sun, moon, and planets. He then shows how to use these methods for locating the many satellites we have sent into orbit. Finally, he describes a variety of resources and tools available to the amateur astronomer, including star charts and astronomical tables. Diagrams illustrate the major concepts, and computer programs that implement the algorithms are included. Photographs of actual celestial objects accompany the text, and interesting astronomical facts are interspersed throughout. Source code (in Python 3, JAVA, and Visual Basic) and executables for all the programs and examples presented in the book are available for download at https://CelestialCalculations.github.io.

Biotechnology: Concepts, Methodologies, Tools, and Applications - Management Association, Information Resources 2019-06-07
Biotechnology can be defined as the manipulation of biological process, systems, and organisms in the production of various products. With applications in a number of fields such as biomedical, chemical, mechanical, and civil engineering, research on the development of biologically inspired materials is essential to further advancement. Biotechnology: Concepts, Methodologies, Tools, and Applications is a vital reference source for the latest research findings on the application of biotechnology in medicine, engineering, agriculture, food production, and other areas. It also examines the economic impacts of biotechnology use. Highlighting a range of topics such as pharmacogenomics, biomedical engineering, and bioinformatics, this multi-volume book is ideally designed for engineers, pharmacists, medical professionals, practitioners, academicians, and researchers interested in the applications of biotechnology.

Developing Graphics Frameworks with Java and OpenGL - Lee Stemkoski 2022-06-22
Developing Graphics Frameworks with Java and OpenGL shows you how to create software for rendering complete three-dimensional (3D) scenes. The book explains the foundational theoretical concepts as well as the practical programming techniques that will enable you to create your own animated and interactive computer-generated worlds. You will learn how to combine the power of OpenGL, the most widely adopted cross-platform application programming interface (API) for graphics processing unit (GPU) programming, with the accessibility and versatility of the Java programming language. Topics in this book include generating geometric shapes, transforming objects with matrices, applying image-based textures to surfaces, and lighting a scene. Advanced sections explain how to implement procedurally generated textures, postprocessing effects, and shadow mapping. In addition to the sophisticated graphics framework discussed throughout the book, you will gain a foundational knowledge that will allow you to adapt and extend that framework, leading to even more spectacular graphical results. Author bios Lee Stemkoski is a professor of mathematics and computer science. He earned his Ph.D. in mathematics from Dartmouth College in 2006 and has been teaching at the college level since. His specialties are computer graphics, video game development, and virtual and augmented reality programming. James Cona is an up-and-coming software engineer who studied computer science at Adelphi University. Some of his specific interests include music, video game programming, 3D graphics, artificial intelligence, and clear and efficient software development in general.