

The Practical Approach™ Utilities for Maple™: Maple V, Release 3. By Darren Redfern. Springer, New York. (1995). 312 pages. \$69.00 (including diskette).

Contents:

1. Introduction. 2. Installing the utilities. 3. Getting started with Maple. 4. ListTools. 5. ExpressionTools. 6. PatternTools. 7. ArrayTools. 8. DrawTools. 9. StringTools. 10. IOTools. 11. MiscTools. Index.

Maple V: Programming Guide. By M. B. Monagan, K. O. Geddes, K. M. Heal, G. Labahn and S. Vorkoetter. Springer-Verlag, New York. (1996). 379 pages. \$34.00.

Contents:

1. Introduction. 2. Fundamentals. 3. Advanced programming. 4. The Maple language. 5. Procedures. 6. Debugging Maple programs. 7. Numerical programming in Maple. 8. Programming with Maple graphics. 9. Input and output. Index.

Maple V: Learning Guide. By K. M. Heal, M. L. Hansen and K. M. Rickard. Springer-Verlag, New York. (1996). 269 pages. \$24.00.

Contents:

1. Interactive use of Maple. 2. Mathematics with Maple: The basics. 3. Finding solutions. 4. Graphics. 5. Evaluation and simplification. 6. Examples from calculus. 7. Input and output. Index.

World Wide Web Journal: Fourth International World Wide Web Conference. O'Reilly & Associates, Sebastopol, CA. (1995). 735 pages. \$39.95.

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Survey. Results from the third WWW user survey (James E. Pitkow and Colleen M. Kehoe). Collaborative systems. The open meeting: A Web-based system for conferencing and collaboration (Roger Hurwitz and John C. Mallery). Using versioning to provide collaboration on the WWW (Fabio Vitali and David G. Durand). Group asynchronous browsing on the World Wide Web (Kent Wittenburg, Duco Das, Will Hill and Larry Stead). Supporting collaborative information sharing with the WWW: The BSCW shared workspace system (Richard Bentley, Thilo Horstmann, Klaas Sikkil and Jonathan Trevor). Objects on W3. A Web of distributed objects (Owen Rees, Nigel Edwards, Mark Madsen, Mike Beasley and Ashley McClenaghan). W3Objects: Bringing object-oriented technology to the Web (David Ingham, Mark Little, Steve Caughey and Santosh Shrivastava). Caching (Making World Wide Web caching servers cooperate (Radhika Malpani, Jacob Lorch and David Berger). Caching proxies: Limitations and potentials (Marc Abrams, Charles R. Standridge, Ghaleb Abdulla, Stephen Williams and Edward A. Fox). Resource discovery. IFAF Templates in use as Internet metadata (Dave Beckett). A World Wide Web resource discovery system (Budi Yuwono, Savio L.Y. Lam, Jerry H. Ying and Dik L. Lee). The Krakatoa Chronicle: An interactive personalized newspaper on the Web (Tomonari Kamba, Krishna Bharat and Michael C. Albers). Web map: Concept mapping on the Web (Brian R. Gaines and Mildred L.G. Shaw). Tools for building Webs over databases. Swoop: An application generator for ORACLE/WWW systems (Andrew Hunter, Ian Ferguson and Steven Hedges). Multi-engine search and comparison using the MetaCrawler (Erik Selberg and Oren Etzioni). DB: Browsing object-oriented databases over the Web (C. Varela, D. Nekhayev, P. Chandrasekharan, C. Krishnan, V. Govindan, D. Modgil, S. Siddiqui, D. Lebedenko and M. Winslett). W3 applied to education. Toward a new educational environment (Ming-Chih Lai, Bin-Horng Chen and Shyan-Ming Yuan). CyberProf: An intelligent human-computer interface for asynchronous wide area training and teaching (Alfred W. Hubler and Andrew M. Assad). A modular training system for education in the WWW environment (U. Schroeder, B. Tritsch and A. Krjerriem-Jasnoch). A WWW learning environment for mathematics (Kostadin Antchev, Markku Luhtalahti, Jari Multisilta, Seppo Pohjolainen and Kari Suomela). W3 software design techniques (WWW meets Linda: Linda for global WWW-based transaction processing systems (Werner J. Schoenfeldinger). Interface-parasite gateways (Robert A. Barta and Manfred Hauswirth). Media. Not just decoration: Quality graphics for the Web (Chris Lilley). Bringing music to the Web (Jacco van Ossensbruggen and Anton Eliëns). Polymap: A versatile client-side image map for the Web (Cheong S. Ang, Michael D. Doyle and Peter Brantley). Translating ISO 12083 mathematical markup for electronic documents (Roger Thompson and Keith Shafer). Real-time video and audio in the World Wide Web (Zhigang Chen, See-Mong Tan, Roy H. Campbell and Yongcheng Li). Lessons for the World Wide Web from the text encoding initiative (David T. Barnard, Lou Burnard, Steven J. DeRose, David G. Durand and C.M. Sperberg-McQueen). Mobile code. Omnaware: A universal substrate for Web programming (Steven Lucco, Oliver Sharp and Robert Wahbe). Low level security in Java (Frank Yellin). Security. CCI-based Web security: A design using PGP (Judson D. Weeks, Adam Cain and Schneier). Client-side techniques. Introducing Candleweb and Å(awe), bringing animation power to the World Wide Web (Kjell Øystein Arisland, Svein Arne Johansen and Gunnar Rønning). Local control over filtered WWW access (Brenda S. Baker and Eric Grosse). Multi-head multi-tail mosaic (Brian C. Ladd, Michael V. Capps, P. David Stotts and Rick Furuta). Mobile GUI on the Web (Daniel Dardailler). Using graphic history in browsing the World Wide Web (Eric Z. Ayers and John T. Stasko). Agents. An HTTP-based infrastructure for mobile agents (Anselm Lingnau, Oswald Drobnik and Peter Dömel). Jasper: Communicating information agents for WWW (John Davies, Richard Weeks and Mike Revett). Constellation: A Web-based design framework for developing network applications (Nino Vidovic and Dalibor F. Vrsalovic). Hypertext and linking. Linking in a global information architecture (Karen R. Sollins and Jeffrey R. Van Dyke). Commercial hypertext publishing: Electronic books using trails and the author-publisher-