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# Problem And Solution Definition For Kids

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*Creative Approaches to Problem Solving* John Wiley & Sons

This book offers a process for conceiving solutions to complex, wicked, messy, swampy or socio-technical problems. When charged with complex problem solving, a useful set of concepts needs to emerge, be agreed, and acted upon.

Using relevant examples a Technology Innovation Law and Practice: Cases and Materials London : Heinemann

Complex problem solving is the core skill for 21st Century Teams Complex problem solving is at the

very top of the list of essential skills for career progression in the modern world. But how problem solving is taught in our schools, universities, businesses and organizations comes up short. In *Bulletproof Problem Solving: The One Skill That Changes Everything* you ' ll learn the seven-step systematic approach to creative problem solving developed in top consulting firms that will work in any field or industry, turning you into a highly sought-after bulletproof problem solver who can tackle challenges that others balk at. The problem-solving technique outlined in this book is based on a highly visual, logic-tree method that can be applied to everything from everyday decisions to strategic issues in business to global social challenges. The authors, with decades of experience at McKinsey and Company, provide 30 detailed, real-world examples, so you can see exactly how the technique works in action. With this bulletproof approach to defining, unpacking, understanding, and ultimately solving problems, you ' ll have a

personal superpower for developing compelling solutions in your workplace. Discover the time-tested 7-step technique to problem solving that top consulting professionals employ Learn how a simple visual system can help you break down and understand the component parts of even the most complex problems Build team brainstorming techniques that fight cognitive bias, streamline workplanning, and speed solutions Know when and how to employ modern analytic tools and techniques from machine learning to game theory Learn how to structure and communicate your findings to convince audiences and compel action The secrets revealed in *Bulletproof Problem Solving* will transform the way you approach problems and take you to the next level of business and personal success.

[Encyclopedia of the Sciences of Learning](#)  
SAGE Publications  
This book is a comprehensive collection of cases,

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statutes, regulations and readings focused on the commercial development of new technologies, primarily by start-up and early-stage companies. It defines the technology innovation process as the set of decisions and actions by which an invention is transformed from a laboratory prototype into a commercially viable product or process; and defines the technology innovation period as the time between the point of invention (reduction to practice) and the point of market introduction. *Technology Innovation Law and Practice* addresses the gap in academic attention paid to the field of technology innovation. The book provides students, faculty and practitioners, both in law and other disciplines, with a single source of in-depth information on the laws that affect the technology innovation process. The book is unique in its interdisciplinary

focus, in its emphasis on start-up and early-stage technology companies, and in its combination of instructional and reference materials. *An Introduction to Computing: Problem-solving, Algorithms, and Data Structures* Tor Books Everything your students need to solve problems, manage change and deliver innovation using the Creative Problem Solving framework This text is the most comprehensive and contemporary overview and description of Creative Problem Solving (CPS) available today. Friendly and highly practical for a broad base of researchers and practitioners, the book provides a framework, language, guidelines, and set of easy-to-use tools for understanding challenges, generating ideas, and transforming promising ideas into action. *New and Hallmark Features* The authors expanded their emphasis on CPS as a flexible, dynamic process that enables users to select and apply CPS tools, components, and stages in a meaningful way that meets their actual needs. A framework for problem

solving that has been tested and applied across ages, settings, and cultures allows readers to apply a common approach to process across many traditional "boundaries." Specific objectives in each chapter provide a clear focus for instruction or independent learning. Practical case studies introduced at the beginning of each chapter and then completed as a "rest of the story" toward the end of the chapter provide an application anchor for the reader. New enhanced graphics: Updated and refreshed tables, figures, and illustrative images provide "pictures" to go along with the authors' words. A companion Web site with additional resources can be found at [www.sagepub.com/Isaksen3e](http://www.sagepub.com/Isaksen3e). *Solving Public Problems* Cambridge University Press Today's clinical social workers face a spectrum of social issues and problems of a scope and severity hardly imagined just a few years ago and an ever-widening domain of responsibility to overcome them. *Theory and Practice in Clinical Social Work* is the authoritative handbook for social work clinicians and graduate social work students, that keeps pace with rapid social changes and presents carefully devised methods, models, and techniques for

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responding to the needs of an increasingly diverse clientele. Following an overview of the principal frameworks for clinical practice, including systems theory, behavioral and cognitive theories, psychoanalytic theory, and neurobiological theory, the book goes on to present the major social crises, problems, and new populations the social work clinician confronts each day. *Theory and Practice in Clinical Social Work* includes 29 original chapters, many with carefully crafted and detailed clinical illustrations, by leading social work scholars and master clinicians who represent the widest variety of clinical orientations and specializations. Collectively, these leading authors have treated nearly every conceivable clinical population, in virtually every practice context, using a full array of treatment approaches and modalities. Included in this volume are chapters on practice with adults and children, clinical social work with adolescents, family therapy, and children's treatment groups; other chapters focus on social work with communities affected by disasters and terrorism, clinical case management, cross-cultural clinical practice, psychopharmacology, practice with older adults, and mourning and loss. The extraordinary breadth of coverage will make this book an essential source of information for students in advanced practice courses and practicing social workers alike.

### The Dark Lord Springer Nature

This book begins with an attempt to clarify the notion of problem definition. The problem-definition task is placed in "policy-making arenas." In this context, problems are (implicitly and explicitly) defined so as to guide future policy, and to make sense out of past action. The second part examines the taken-for-granted complexity of public problems. A problem is rendered "complex" when solutions pursue conflicting or incompatible values. A new direction has to do with placing public organizations in the center of a utilization formula, in line with suggestions in the sociology of knowledge that view utilization as an organizational phenomenon. **Logic for Problem Solving, Revisited** Springer Science & Business Media

Following on from *Writers at Work: The Paragraph* and *Writers at Work: the Short Composition*, *Writers at Work: The Essay* will teach the basics of academic essay writing to intermediate-level students. In *Writers at Work: The Essay*, college and university students use the process approach to write different genres of essays common at the post-secondary level, the most important being expository writing, persuasive writing, and timed essay exams. Each

chapter uses the same five-step approach to writing that is used in the two lower-level books. In each chapter, students analyze a model essay, noticing key organizational and linguistic features; brainstorm ideas; write multiple drafts; revise their work; engage in peer reviews; and share their finished work. Chapters recycle and build upon previously taught material.

### *C++ Programming: From Problem Analysis to Program Design* SAGE

Note to Readers: Publisher does not guarantee quality or access to any included digital components if book is purchased through a third-party seller. *Applied Problem-Solving in Healthcare Management* is a practical textbook devoted to developing and strengthening problem-solving and decision-making leadership competencies of healthcare administration students and healthcare management professionals. Built upon the University of Minnesota Master of Healthcare Administration Program's Problem-Solving Method, the text describes the "never assume" mindset and the structured method that drive evidence-based, action-oriented problem-solving. The "never assume" mindset requires healthcare leaders to understand themselves and their stakeholders, and to engage in waves of divergent and convergent thinking. This structured method guides the problem solver through the

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phases of defining, studying, and acting on complex interrelated organizational problems that involve multiple root causes. The book also describes how the Problem-Solving Method is complementary to quality improvement methods and can be used in healthcare organizations along with Lean, Design Thinking, and Human Centered Design. Providing step-by-step instruction including useful tips, tools, activities, and case studies, this effective resource demonstrates the utility of the method for all types of health organization settings including health systems, hospitals, clinics, population health, and long-term care. For students taking health management, capstone, and experiential learning courses, including internship and residency projects, this book allows them to test and apply their problem-solving and decision-making skills to real-world situations. Beyond the classroom, it is an indispensable resource for organizations seeking to enhance the problem-solving skills of their workforce. The authors of the text have nearly 75 years of combined experience in healthcare management, leadership, and professional consulting, and teaching and advising healthcare administration students in classrooms, on student capstone, internship and residency projects, and case competitions. Synthesizing their expertise, this text serves as a guide for

those who wish to strengthen their problem-solving abilities to systematically identify, analyze, study, and solve pressing organizational challenges in healthcare settings. Key Features: Describes a mindset and a structured problem-solving method that builds leadership competencies Encourages a step-by-step problem-solving approach to define, study, and act on problems to drive action-oriented solutions Supports experiential learning and coaching for students and professionals early in their careers, applicable especially to healthcare management, capstone, and student consulting courses, internship and residency projects, case competitions, and professional development in organizations Compares the Problem-Solving Method to other complementary methods used in many healthcare organizations, including Lean, Design Thinking, and Human Centered Design *Problem Definition in Policy Analysis* Edward Elgar Publishing This two-volume set LNCS 12269 and LNCS 12270 constitutes the refereed proceedings of the 16th International Conference on Parallel Problem Solving from Nature, PPSN 2020, held in Leiden, The Netherlands, in September 2020. The 99 revised full papers were carefully reviewed and selected from 268 submissions. The topics

cover classical subjects such as automated algorithm selection and configuration; Bayesian- and surrogate-assisted optimization; benchmarking and performance measures; combinatorial optimization; connection between nature-inspired optimization and artificial intelligence; genetic and evolutionary algorithms; genetic programming; landscape analysis; multiobjective optimization; real-world applications; reinforcement learning; and theoretical aspects of nature-inspired optimization. [Finite and Discrete Math Problem Solver](#) Springer Publishing Company The fun and simple problem-solving guide that took Japan by storm Ken Watanabe originally wrote Problem Solving 101 for Japanese schoolchildren. His goal was to help shift the focus in Japanese education from memorization to critical thinking, by adapting some of the techniques he had learned as an elite McKinsey consultant. He was amazed to discover that adults were hungry for his fun and easy guide to problem solving and decision making. The book became a surprise Japanese bestseller, with more than 370,000 in print after six months. Now American businesspeople can also use it to master some powerful skills. Watanabe uses sample scenarios to illustrate his

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techniques, which include logic trees and matrixes. A rock band figures out how to drive up concert attendance. An aspiring animator budgets for a new computer purchase. Students decide which high school they will attend. Illustrated with diagrams and quirky drawings, the book is simple enough for a middle-schooler to understand but sophisticated enough for business leaders to apply to their most challenging problems.

### **Theory & Practice in Clinical Social Work**

Springer

Human influences create both environmental problems and barriers to effective policy aimed at addressing those problems. In effect, environmental managers manage people as much as they manage the environment. Therefore, they must gain an understanding of the psychological and sociopolitical dimensions of environmental problems that they are attempting to resolve. In *Environmental Problem Solving*, Alan Miller reappraises conventional analyses of environmental problems using lessons from the psychosocial disciplines. He combines the disciplines of ecology, political sociology and psychology to produce a more adaptive approach to problem-solving that is

specifically geared toward the environmental field. Numerous case studies demonstrate the practical application of theory in a way that is useful to technical and scientific professionals as well as to policy makers and planners. Alan Miller is Professor of Psychology at the University of New Brunswick.

### **The Ideal Problem Solver** SAGE

This seminal book of Computer Science is the most cited reference on the subject of programming in logic. Originally published in 1979, this now classic text was the first comprehensive attempt to define the scope of logic for problem solving. In this extended edition, Robert Kowalski revisits his classic text in the light of subsequent developments in a substantial commentary of fifty pages. This work investigates the application of logic to problem-solving and computer programming. It assumes no previous knowledge of these fields, and may be appropriate therefore as an introduction to logic, the theory of problem-solving, and computer programming. At the focal

point is Computational Logic. It centers around the famous slogan: Algorithm = Logic + Control, which was coined by the author and is explained in this book. According to this view, an algorithm consists of a problem description (the logic part) and a strategy to perform useful computations on this description (the control part). This separation of concerns ideally leads to declarative programs that are simple to develop, clear to understand and easy to maintain.

**Definition of a General Electron Penetration Problem for Solution by Transport Theory** BoD – Books on Demand  
A perennial bestseller by eminent mathematician G. Polya, *How to Solve It* will show anyone in any field how to think straight. In lucid and appealing prose, Polya reveals how the mathematical method of demonstrating a proof or finding an unknown can be of help in attacking any problem that can be "reasoned" out—from building a bridge to winning a game of anagrams. Generations of readers have relished Polya's deft—indeed, brilliant—instructions on

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stripping away irrelevancies and going straight to the heart of the problem.

Bulletproof Problem Solving  
LexisNexis

Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need \* Understand how and why software development must be planned on a certainty-to-uncertainty continuum \* Categorize your projects on a four-quadrant model \* Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme \* Explore the benefits of each

strategic model and what types of projects it supports best \* Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy \* Apply this knowledge to the specific projects you manage \* Get a clear picture of where you are and how to get where you want to go

The Politics of Problem Definition Routledge

Tom Harlan brings his Oath of Empire series to a shattering conclusion in *The Dark Lord*. In what would be the 7th Century AD in our history, the Roman Empire still stands, supported by the twin pillars of the Legions and Thaumaturges of Rome. The Emperor of the West, the Augustus Galen Atreus, came to the aid of the Emperor of the East, the Avtokrator Heraclius, in his war with the Sassanad Emperor of Persia. But despite early victories, that war has not gone well, and now Rome is hard-pressed. Constantinople has fallen before the dark sorceries of the Lord Dahak and his legions of the living and dead. Now the new Emperor of Persia marches on Egypt, and if he takes that ancient nation, Rome will be starved and defeated. But there is a faint glimmer of hope. The Emperor Galen's brother Maxian is a great sorcerer, perhaps the equal of Dahak, lord of the seven serpents. He is now firmly allied with his Imperial brother and Rome. And though they are caught tight in

the Dark Lord's net of sorcery, Queen Zoe of Palmyra and Lord Mohammed have not relinquished their souls to evil. Powerful, complex, engrossing --Thomas Harlan's Oath of Empire series has taken fantasy readers by storm. The first three volumes, *The Shadow of Ararat*, *The Gate of Fire*, and *The Storm of Heaven* have been universally praised. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Manual of Clinical Diagnosis Springer Science & Business Media

From the bestselling author of *Thinkertoys*, this follow up brings innovative creative thinking techniques within reach, giving you the tools to tackle everyday challenges in new ways. Internationally renowned business creativity expert, Michael Michalko will show you how creative people think—and how to put their secrets to work for you in business and in your personal life. You don't have to be a genius to solve problems like one. Michalko researched and analyzed hundreds of history's greatest thinkers across disciplines—from Leonardo da Vinci to Pablo Picasso—to bring the best of their techniques together and to teach you how to apply them in your own life. *Cracking Creativity* is filled

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with exercises and anecdotes that will soon have you looking at problems and seeing many different solutions.

*Environmental Problem Solving* Cengage Learning

True or false? In selling high-value products or services: 'closing' increases your chance of success; it is essential to describe the benefits of your product or service to the customer; objection handling is an important skill; open questions are more effective than closed questions. All false, says this provocative book. Neil Rackham and his team studied more than 35,000 sales calls made by 10,000 sales people in 23 countries over 12 years. Their findings revealed that many of the methods developed for selling low-value goods just don't work for major sales. Rackham went on to introduce his SPIN-Selling method. SPIN describes the whole selling process:

- Situation questions
- Problem questions
- Implication questions
- Need-payoff questions

SPIN-Selling provides you with a set of simple and practical techniques which

have been tried in many of today's leading companies with dramatic improvements to their sales performance.

*Problem-Solving and Decision Making: Illustrated Course Guides* Research & Education Assoc.

C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, Sixth Edition remains the definitive text for a first programming language course. D.S. Malik's time-tested, student-centered methodology uses a strong focus on problem-solving and full-code examples to vividly demonstrate the how and why of applying programming concepts and utilizing C++ to work through a problem. This new edition includes updated end-of-chapter exercises, new debugging exercises, an earlier introduction to variables and a streamlined discussion of user-defined functions to best meet the needs of the modern CS1 course. An optional CourseMate brings C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN to life with interactive study tools including videos, quizzing, flashcards, and games. The CourseMate's digital Lab

Manual offers additional hands-on exercises, allowing students to reinforce critical thinking through practice.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

*Introduction to 8D Problem Solving* Yale University Press

h Problem Solver is an insightful and essential study and solution guide chock-full of clear, concise problem-solving gems. All your questions can be found in one convenient source from one of the most trusted names in reference solution guides. More useful, more practical, and more informative, these study aids are the best review books and textbook companions available. Nothing remotely as comprehensive or as helpful exists in their subject anywhere. Perfect for undergraduate and graduate studies. Here in this highly useful reference is the finest overview of finite and discrete math currently available, with hundreds of finite and discrete math problems that cover everything from graph theory and statistics to probability and Boolean algebra. Each problem is clearly solved with step-by-

step detailed solutions. DETAILS - The PROBLEM SOLVERS are unique - the ultimate in study guides. - They are ideal for helping students cope with the toughest subjects. - They greatly simplify study and learning tasks. - They enable students to come to grips with difficult problems by showing them the way, step-by-step, toward solving problems. As a result, they save hours of frustration and time spent on groping for answers and understanding. - They cover material ranging from the elementary to the advanced in each subject. - They work exceptionally well with any text in its field. - PROBLEM SOLVERS are available in 41 subjects. - Each PROBLEM SOLVER is prepared by supremely knowledgeable experts. - Most are over 1000 pages. - PROBLEM SOLVERS are not meant to be read cover to cover. They offer whatever may be needed at a given time. An excellent index helps to locate specific problems rapidly. TABLE OF CONTENTS Introduction Chapter 1: Logic Statements, Negations, Conjunctions, and Disjunctions Truth Table and Proposition Calculus Conditional and Biconditional Statements Mathematical Induction Chapter 2: Set Theory Sets and Subsets Set Operations Venn Diagram Cartesian Product Applications Chapter 3: Relations Relations and Graphs Inverse Relations and Composition of Relations Properties of Relations Equivalence Relations Chapter 4: Functions Functions and Graphs Surjective, Injective, and Bijective Functions Chapter 5: Vectors and Matrices Vectors Matrix Arithmetic The Inverse and Rank of a Matrix Determinants Matrices and Systems of Equations, Cramer's Rule Special Kinds of Matrices Chapter 6: Graph Theory Graphs and Directed Graphs Matrices and Graphs Isomorphic and Homeomorphic Graphs Planar Graphs and Colorations Trees Shortest Path(s) Maximum Flow Chapter 7: Counting and Binomial Theorem Factorial Notation Counting Principles Permutations Combinations The Binomial Theorem Chapter 8: Probability Probability Conditional Probability and Bayes' Theorem Chapter 9: Statistics Descriptive Statistics Probability Distributions The Binomial and Joint Distributions Functions of Random Variables Expected Value Moment Generating Function Special Discrete Distributions Normal Distributions Special Continuous Distributions Sampling Theory Confidence Intervals Point Estimation Hypothesis Testing Regression and Correlation Analysis Non-Parametric Methods Chi-Square and Contingency Tables Miscellaneous Applications Chapter 10: Boolean Algebra Boolean Algebra and Boolean Functions Minimization Switching Circuits Chapter 11: Linear Programming and the Theory of Games Systems of Linear Inequalities Geometric Solutions and Dual of Linear Programming Problems The Simplex Method Linear Programming - Advanced Methods Integer Programming The Theory of Games Index WHAT THIS BOOK IS FOR Students have generally found finite and discrete math difficult subjects to understand and learn. Despite the publication of hundreds of textbooks in this field, each one intended to provide an improvement over previous textbooks, students of finite and discrete math continue to remain perplexed as a result of numerous subject areas that must be remembered and correlated when solving problems. Various interpretations of



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finite and discrete math terms also contribute to the difficulties of mastering the subject. In a study of finite and discrete math, REA found the following basic reasons underlying the inherent difficulties of finite and discrete math: No systematic rules of analysis were ever developed to follow in a step-by-step manner to solve typically encountered problems. This results from numerous different conditions and principles involved in a problem that leads to many possible different solution methods. To prescribe a set of rules for each of the possible variations would involve an enormous number of additional steps, making this task more burdensome than solving the problem directly due to the expectation of much trial and error. Current textbooks normally explain a given principle in a few pages written by a finite and discrete math professional who has insight into the subject matter not shared by others. These explanations are often written in an abstract manner that causes confusion as to the principle's use and application. Explanations then are often not sufficiently detailed or extensive enough to make the reader aware of the wide range of applications and different aspects of the principle being studied. The numerous possible variations of principles and their applications are usually not discussed, and it is left to the reader to discover this while doing exercises. Accordingly, the average student is expected to rediscover that which has long been established and practiced, but not always published or adequately explained. The examples typically following the explanation of a topic are too few in number and too simple to enable the student to obtain a thorough grasp of the involved principles. The explanations do not provide sufficient basis to solve problems that may be assigned for homework or given on examinations. Poorly solved examples such as these can be presented in abbreviated form which leaves out much explanatory material between steps, and as a result requires the reader to figure out the missing information. This leaves the reader with an impression that the problems and even the subject are hard to learn - completely the opposite of what an example is supposed to do. Poor examples are often worded in a confusing or obscure way. They might not state the nature of the problem or they present a solution, which appears to have no direct relation to the problem. These problems usually offer an overly general discussion - never revealing how or what is to be solved. Many examples do not include accompanying diagrams or graphs, denying the reader the exposure necessary for drawing good diagrams and graphs. Such practice only strengthens understanding by simplifying and organizing finite and discrete math processes. Students can learn the subject only by doing the exercises themselves and reviewing them in class, obtaining experience in applying the principles with their different ramifications. In doing the exercises by themselves, students find that they are required to devote considerable more time to finite and discrete math than to other subjects, because they are uncertain with regard to the selection and application of the theorems and principles involved. It is also often necessary for students to discover those "tricks" not revealed in their texts (or review books) that make it possible to solve problems easily. Students must usually resort to methods of trial and error to discover these "tricks,"

therefore finding out that they may sometimes spend several hours to solve a single problem. When reviewing the exercises in classrooms, instructors usually request students to take turns in writing solutions on the boards and explaining them to the class. Students often find it difficult to explain in a manner that holds the interest of the class, and enables the remaining students to follow the material written on the boards. The remaining students in the class are thus too occupied with copying the material off the boards to follow the professor's explanations. This book is intended to aid students in finite and discrete math overcome the difficulties described by supplying detailed illustrations of the solution methods that are usually not apparent to students. Solution methods are illustrated by problems that have been selected from those most often assigned for class work and given on examinations. The problems are arranged in order of complexity to enable students to learn and understand a particular topic by reviewing the problems in sequence. The problems are illustrated with detailed, step-by-step explanations, to save the students large amounts of time that is often needed to fill in the gaps that are usually found between steps of illustrations in textbooks or review/outline books. The staff of REA considers finite and discrete math a subject that is best learned by allowing students to view the methods of analysis and solution techniques. This learning approach is similar to that practiced in various scientific laboratories, particularly in the medical fields. In using this book, students may review and study the illustrated problems at their own pace; students are not limited to the time such problems receive in the classroom. When students want to look up a particular type of problem and solution, they can readily locate it in the book by referring to the index that has been extensively prepared. It is also possible to locate a particular type of problem by glancing at just the material within the boxed portions. Each problem is numbered and surrounded by a heavy black border for speedy identification.

*The Art of Solving Problems* FT Press

Researchers in Artificial Intelligence have traditionally been classified into two categories: the "neaties" and the "scruffies".

According to the scruffies, the neaties concentrate on building elegant formal frameworks, whose properties are beautifully expressed by means of definitions, lemmas, and theorems, but which are of little or no use when tackling real-world problems. The scruffies are described (by the neaties) as those researchers who build superficially impressive systems that may perform extremely well on one particular case study, but whose properties and underlying theories are hidden in their implementation, if they exist at all. As a life-long, non-card-carrying scruffy, I was naturally a bit suspicious when I first started collaborating with Dieter Fensel, whose work bears all the formal hallmarks of a true neaty. Even more alarming, his primary research goal was to provide sound, formal foundations to the area of knowledge-based systems, a traditional stronghold of the scruffies - one of whom had famously declared it "an art", thus attempting to place it outside the range of the neaties (and to a

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large extent succeeding in  
doing so).