

Kenneth A. Lambert

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Education:

M.S. (Computer Science)	Wright State University	1985
Ph.D. (Philosophy)	Rutgers University	1984
B.A. (Philosophy)	Bucknell University	1973

Fields of Specialization:

Computer Science Education, Programming Language Design, Software Development, Aesthetics, Philosophy of History, Philosophy and Psychoanalysis, Hegel's Philosophy

Professional Experience:

Department Head of Computer Science, Washington and Lee, 2005-2009, 2013-
Department Head of Computer Science, Washington and Lee, 1999-2003
Professor of Computer Science, Washington and Lee, 1997 -
Associate Professor of Computer Science, Washington and Lee, 1991-1997
Assistant Professor of Computer Science, Washington and Lee, 1985-1991

Courses Taught at Washington and Lee:

CSCI 101	Survey of Computer Science
CSCI 111	Fundamentals of Programming I
CSCI 112	Fundamentals of Programming II
CSCI 209	Software Development
CSCI 210	Computer Organization
CSCI 251	iOS Application Programming
CSCI 312	Programming Language Design
CSCI 313	Theory of Computation
CSCI 315	Artificial Intelligence
CSCI 320	Parallel Computing
CSCI 325	Distributed Systems
CSCI 330	Operating Systems
CSCI 332	Compiler Construction
CSCI 340	Graphics
PHIL 215	Philosophy of History

PHIL 264 Aesthetics
 PHIL 298 Freud and Philosophy
 PHIL 315 Hegel

Professional Association Memberships:

Association for Computing Machinery
 Hegel Society of America
 Metaphysical Society of America

Fellowships and awards:

Outstanding Author, Brooks-Cole Publishing, 1999.
 Glenn Grants (W & L), 1989, 1990, 1991, 1992.
 Mellon Grant for hypertext workshop at University of Maryland, 1988.
 Mellon Grant for research in case-based reasoning, 1988, 1993, 1994.
 Mellon Grant for Stanford Linguistics Institute, 1987.
 Mellon Grant for summer study at M.I.T., 1986.
 Graduate Fellowship (Wright State), 1984-1985.
 Garden State Graduate Fellowship (Rutgers), 1981-1984.

Publications:

eBooks:

Easy GUI Programming in Java (Apple iTunes Store, Amazon, and Barnes and Noble), 2017.

A Gentle Introduction to Functional Programming in Haskell (Apple iTunes Store, Nook Press), 2016.

Easy GUI Programming in Python (Apple iTunes Store, Amazon, and Barnes and Noble), 2012.

Textbooks:

Fundamentals of Python: First Programs, Second Edition, Cengage Learning, 2019.

Fundamentals of Python: Data Structures, Second Edition, Cengage Learning, 2019.

An Introduction to Scientific Computation and Programming in Python (with Daniel Kaplan and Simon Levy), Mosaic Books, 2016.

Python Programming for Teens, Course Technology/Cengage Learning, 2015.

Fundamentals of Python: Data Structures, Cengage Learning, 2014.

Programming Languages: Principles and Practice, Third Edition (co-authored with Kenneth Louden), Course Technology/Cengage Learning, 2012.

Fundamentals of Python: First Programs, Course Technology/Cengage Learning, 2012.

Fundamentals of Java: AP Computer Science Essentials, Fourth Edition (co-authored with Martin Osborne), Course Technology/ Cengage Learning, 2011.

Fundamentals of Python: From First Programs Through Data Structures, Course Technology/Cengage Learning, 2010.

Fundamentals of Java: AP Computer Science Essentials for the AB Exam, Third Edition (co-authored with Martin Osborne), Course Technology/ITP, 2006.

Fundamentals of Java: AP Computer Science Essentials for the A Exam, Third Edition (co-authored with Martin Osborne), Course Technology/ITP, 2006.

Java: A Framework for Program Design and Data Structures, Second Edition (co-authored with Martin Osborne), Brooks/Cole Publishing Company, 2004.

Java Basics (co-authored with Martin Osborne), Course Technology/ITP, 2003.

Fundamentals of Java: Comprehensive, Second Edition (co-authored with Martin Osborne), Course Technology/ITP, 2003.

Fundamentals of Java: Introductory, Second Edition (co-authored with Martin Osborne), Course Technology/ITP, 2003.

Java: A Framework for Programming and Problem Solving, Second Edition (co-authored with Martin Osborne), Brooks/Cole Publishing Company, 2002.

Fundamentals of C++ and Data Structures, Second Edition (co-authored with Thomas Naps), Course Technology/ITP, 2001.

Fundamentals of C++: Introductory Course, Second Edition (co-authored with Douglas Nance), Course Technology/ITP, 2001.

Java: Complete Course in Programming and Problem Solving (co-authored with Martin Osborne), South-Western Educational Publishing Company, 2000.

Introduction to Computer Science with C++, Second Edition (co-authored with Thomas Naps and Douglas Nance), PWS Publishing Company, 2000.

Java: A Framework for Program Design and Data Structures (co-authored with Martin Osborne), PWS Publishing Company, 2000.

Java: A Framework for Programming and Problem Solving (co-authored with Martin Osborne), PWS Publishing Company, 1999.

Smalltalk in Brief: Introduction to Object-Oriented Software Development (co-authored with Martin Osborne), PWS, 1997.

Fundamentals of Program Design and Data Structures with C++ (co-authored with Thomas Naps), South-Western Educational Publishing, 1997.

Fundamentals of C++: Understanding Programming and Problem Solving (co-authored with Douglas Nance), South-Western Educational Publishing, 1997.

Introduction to Computer Science with C++ (co-authored with Thomas Naps and Douglas Nance), West Publishing Company, 1996.

Understanding Program Design and Data Structures with C++ (co-authored with Thomas Naps), West Publishing Company, 1996.

Understanding Programming and Problem Solving with C++ (co-authored with Douglas Nance), West Publishing Company, 1996.

Laboratory Manuals and Software:

breezypythongui, <http://home.wlu.edu/~lambertk/breezypythongui/index.html>, 2013.

BreezySwing, (co-authored with Martin Osborne), Brooks/Cole Publishing Company, 2002.

BreezyGUI, (co-authored with Martin Osborne), Brooks/Cole Publishing Company, 2000.

Introductory Program Design and Data Structures with C++, West Publishing Company, 1996.

Introduction to Computer Science with C++ (co-authored with Pamela Vermeer), West Publishing Company, 1996.

Introductory Programming and Problem Solving with C++ (co-authored with Pamela Vermeer), West Publishing Company, 1996.

An Invitation to Computer Science: Laboratory Manual (co-authored with Thomas Whaley), West Publishing Company, 1994 (and 4 revised editions to the present time).

Workshops Given at Professional Meetings:

Easy GUIs with Java in the Computer Science Curriculum, Thirtieth SIGCSE Technical Symposium on Computer Science Education, 1999.

Papers Presented at Professional Meetings:

"19th Century Truth," (co-authored with Nathaniel Goldberg), 4th Annual Lehigh Philosophy Conference, 2016.

"Commentary on The Concept as Self-Determination: Hegel on the Conceivability of Self-Determination," 66th Annual Meeting of The Metaphysical Society of America, 2015.

"Easy, Realistic GUIs in CS1," (co-authored with Martin Osborne), *Proceedings of the Fourteenth Annual CCSC Southeastern Conference*, Roanoke (November, 2000).

"Legal Theory and Case-Based Reasoners: The Importance of Context and the Process of Focusing," *Proceedings of the Third International Conference on AI and Law*, Oxford (June, 1991).

"LESTER: Using Paradigm Cases in a Quasi-Precedential Legal Domain," *Proceedings of the Second International Conference on AI and Law*, Vancouver (June, 1989).

"A Language Lab in LISP with PC Scheme," *Proceedings of the ACM SIGCSE Conference*, Louisville (February, 1989).

"Scheme as a First Language," *Proceedings of the Third Annual Eastern Small College Computing Conference* (October, 1987).

Journal Articles:

"An ALGOL Object Code Interpreter in Scheme," *ACM SIGCSE Bulletin*, Volume 24, Number 3 (September, 1992).

"Compiling TinyTuring in a Compiler Construction Course," *ACM SIGCSE Bulletin*, Volume 22, Number 3 (September, 1990).

"Parsing TinyAda in a Programming Language Design Course," *ACM SIGCSE Bulletin*, Volume 21, Number 2 (June, 1989).

Book Reviews:

Emancipation after Hegel: Achieving a Contradictory Revolution, Todd McGowan, *The Owl of Minerva*, 51:1-2, 2020.

The Taming of Chance, Ian Hacking, *History of European Ideas*, Vol. 17, No. 4, 1993.

Machines as the Measure of Men, Michael Adas, *History of European Ideas*, Vol. 17, No. 4, 1993.

Writing Space: the Computer, Hypertext and the History of Writing, J. David Bolter, *History of European Ideas*, Vol. 17, No. 2/3, 1993.

Einstein as Myth and Muse, Alan Friedman and Carol Donley, *History of European Ideas*, Vol. 13, No. 4, 1991.

Mathematical Visions: The Pursuit of Geometry in Victorian England, Joan Richards, *History of European Ideas*, Vol. 13, No. 2, 1991.

Mind at Large: Knowing in the Technological Age, Paul Levinson, in *History of European Ideas*, Vol. 11, No. 2, 1990.

Turing's Man: Western Culture in the Computer Age, J. David Bolter, in *History of European Ideas*, Vol. 9, No. 5, 1988.

Texts in Context: Revisionist Methods for Studying the History of Ideas, David Boucher, in *History of European Ideas*, Vol. 8, No. 3, 1987.

Theory and Politics: Studies in the Development of Critical Theory, Helmut Dubiel, in *History of European Ideas*, Vol. 8, No. 1, 1987.

Historical Explanation Reconsidered, Gordon Graham, in *History of European Ideas*, Vol. 6, No. 1, 1985.

Contemporary Political Philosophy: Radical Studies, edited by Keith Graham, in *History of European Ideas*, Vol. 5, No. 1, 1984.

Professional Service:

AP Computer Science Reader, 2000, 2005, 2006, 2007.