

“Continuous Function” we should have $\delta > 0$; in “Contour Integration” the quantities η_j should be defined; in “Analytic Function” it does not suffice for the derivative to be single-valued at the point itself; in “Gibbs Phenomenon,” $x = \pi/(2n + 1)$ is not the discontinuity, but is merely near it; and in “Asymptotic Series” the expansion may be different in different sectors in the complex plane.

The typography is good and there appear to be relatively few errors such as Fronde Number in “Hydraulic Jump” and Hamiltonsion Theory in “Eikonol.”

There are a few eccentricities. “Bigit” is advocated for what is now called “bit” in the binary system of numeration, and the number π is defined as the smallest positive *time* t at which the *oscillator* given by

$$\ddot{x} = -x \quad \text{and} \quad x(0) = 1, \quad \dot{x}(0) = 0$$

again attains $\dot{x}(t) = 0$.

In line with the current trend there are appropriate foreign language dictionaries in the appendix. The languages here are French, German, Spanish, and Russian.

Without question, this volume will be a standard reference in many technical libraries.

D. S.

61[Z].—J. F. DAVISON, *Programming for Digital Computers*, Gordon and Breach Science Publishers, New York, 1962, xi + 175 p., 22 cm. Price \$6.00.

The aim of this book is to provide an introduction to the general subject of writing programs, and it is written so as to be intelligible to the non-mathematician. It begins with a general discussion of the role and task of the programmer, assuming that he starts with the statement of a problem that needs to be programmed, and progresses to the point where routine computer operation has been achieved.

The essential vehicle for discussing the techniques of programming is a theoretical machine—TRIDEC—a 3-address decimal machine. With the aid of this machine and the limited set of orders, the author develops the basic concepts of programming up to the point where the reader has a feel for writing a simple routine using index register techniques and loops. There is then a brief discussion of a simple type of console to convey some notion of how the machine is controlled.

Under the heading of more sophisticated techniques there is a look at symbolic programming, subroutines, and floating-point computation.

Interpretive schemes and some aspects of automatic coding are then briefly mentioned. For such a broad subject the treatment is necessarily sketchy and it attempts merely to give general impressions.

Finally there is a discussion of differences among some different types of machines.

Some of the operating concepts will seem odd to American programmers, particularly the idea of using an endless loop as an equivalent to a halt.

For its small size, the book gives a general appreciation of programming. In particular, the details of TRIDEC coding are effectively presented.

A. SINKOV