Index

access function, 203, 209
Index

address generation, 214
adventure games, 220
alpha beta pruning, 306
   effectiveness, 314
AND, 359
animation, 107
   arcade games, 121
   frame design, 145
   frames, 143
   groups of objects, 121
   in a maze, 132
   line drawings, 142
   off-line, 93
   palette changing, 150
   plane switching, 147
   stick men, 143
   Teletext, 109
bwords, 107
arcade games, 121
ASCII codes, 362
assemblers, 319
assembly language, 318
auto-repeat, 130
automatic composition, 167

Bach,
   crab canon, 162
   minuet, 156
   mirror canon, 164
   Musical Offering, 161
BASIC programs,
   compaction, 342
   representation, 343
best strategy, 288
binary search, 201
bit maps, 132
bit patterns, 354, 359
bits, 354
blocks of store, 124
board games, 13, 258, 291
   choice of move, 282
   decision tables, 284
   learning, 289
   lookahead, 283, 299
   minimaxing, 271, 278, 299
   playing by rule, 290
   program structure, 14
   static evaluation, 292
boundary fill, 48, 249
bubble sort, 197
bytes, 354, 355

CAD, 34
CAL, 10, 107
canons, 159
   crab, 162
   in contrary motion, 164
   mirror, 164
characters, 362
   user defined, 114
CBBOL, 318
codes,
   ASCII, 362
   Teletext, 363
   VDU, 363
colour fill, 48, 249
   horizontal fill, 251
colours, 351
compacter,
   for BASIC programs, 342
compilers, 319
   composition,
   automatic, 167
computer aided design, 34
computer assisted
learning,
   10, 107
concatenation,
   of transformations, 64
construction,
   of 3-D objects, 81
control codes, 363
control statements, 1
coordinates,
   eye, 75, 369
   homogeneous, 61
   local, 94
   polar, 77
   world, 74, 369
crab canons, 162

data structures, 189

databases, 190
decision tables, 284
  automatic construction, 288
direct access, 203, 206
DIV, 8
divide and conquer, 227, 254

EOR, 359
error handling, 332
exchange sort, 196
exclusive or, 359
exhaustive lookahead, 283
eye coordinates, 75, 369

FALSE, 361
fields, 191
file structure, 190
flood fill, 48, 249
flushing keyboard buffer, 130
fly round a cube, 79
foregone conclusion, 276
FORTRAN, 318
frames,
  for animation, 143
frequency analysis, 182
frequency tables, 182
Frere Jacques, 159
functions,
  f(x,y), 82, 97
  three-dimensional, 82
  user defined, 8

Galaxians, 123
game trees, 259
  drawing, 269
  printing, 262
GCOL, 21
generative grammar, 169
global variables, 8
grammar,
  music, 169
graphics,
  Teletext, 364
  three dimensional, 54

hash function, 209
hash tables, 209
hex, 354
hex notation, 357
hidden line remval, 96
  f(x,y), 97
  surface elimination, 100
high level languages, 318
homogeneous coordinates, 61

IF statements, 2
image planes,
  priority, 24, 30
  separate, 22
improvisation, 186
index tables,
  sorting, 217
indexed sequential access, 216
indexing, 214
indirection operators, 124
  byte, 125
  string, 124
integers,
  B-bit, 355
  negative, 356
interactive graphics, 33
  picking and dragging, 43
  rubberbanding, 35
interpreters, 319, 322

jazz improvisation, 186

Kalah, 291
Kalah program, 293
keyboard buffer,
  flushing, 130
keyboard,
  auto-repeat, 130
keyword tokens, 343

language processors, 318
last one wins, 15
league table, 10
lexical analysis, 328
line drawings,
  animation, 142
linear search, 192
LISP, 321
local coordinates, 94
local variables, 5
  in recursion, 337
logarithmic search, 201
logical operations, 359
logical plotting, 21
LOGO, 326
  interpreter, 329
  loops, 332
  parameters, 337

procodures, 334
variables, 337
lookahead, 299
exhaustive, 283
variable depth, 303
loops ,
interpreting, 332
REPEAT, 2

machine code, 318
magnification,
three-dimensional, 72
matrix notation, 57, 367
matrix,
net transformation, 65
maze running, 136
mazes, 132
design, 135
mouse in a, 136
merge sort, 254
micro blues, 186
minimaxing,
271, 278, 283, 299
mirror canons, 164
MOD, 8
MODE, 351
modes,
memory required, 351
movement in a maze, 132
music,
analysis, 182
canons and rounds, 159
coded notation, 155
composition, 167
frequency tables, 182
pitch values, 174
probabilities, 176
randcm, 167
rhythm generation, 169
synchronisation, 160
syntax, 169
three voices, 160
Musical Offering, 161
mutual recursion, 280

net transformation, 65
NOT, 359

open hash tables, 209
OR, 359

palette changing, 150
parameters, 6
input , 8
PASCAL, 318
PEEK, 125
perspective transformation,
74
picking and dragging, 43
plane switching,
animation, 147
plausibility analysis, 316
PLOT 77, 253
PLOT 92, 254
plotting,
logical operations, 21
pointers, 214
POKE, 125
polar coordinates, 77
priority,
image planes, 24
probabilities, 176
procedures, 5
interpreting, 334
local variables, 5
parameters, 6
program design, 10

random music, 167, 174
randomising, 214
records, 191
recursion, 226
board positions, 270
colour fill, 249
divide and conquer,
227, 254
easy examples, 227
excessive depth, 249
hidden loop nesting, 251
how it works, 231
in an interpreter, 333
in game trees, 262
minimaxing, 278, 280
mutual, 280
patterns and curves, 237
problems with, 249
Sierpinski curves, 239
space-filling curves, 239
Too many FORs, 251
Towers of Hanoi, 235
reflection ,
two-dimensional, 63
REPEAT loops, 2
rhythm generation, 169
rotation,
three-dimensional, 72

two-dimensional, 62
rounds, 159
rubberbanding, 35

scales, 176
seal ing ,
   three-dimensional, 72
   two-dimensional, 63
shear,
   two-dimensional, 63
Sierpinski curves, 239
sifting sort, 198
sorting, 196
   animation, 107
   binary search, 201
   bubble sort, 197
   exchange sort, 196
   index tables, 217
   merge sort, 254
   sifting sort, 198
sounds,
   synchronisation, 152
space invaders, 122
space-filling curves, 239
stack, 339
state spaces, 247
state transitions, 220
static evaluation, 292
stepwise refinement, 10
stick men,
   animation, 143
storage blocks, 124
structured programming, 10
subtables, 206
sweeping a 3-D shape, 83
synchronisation of music,
     160
syntax analysis, 329

tables, 191
   access function, 203
   binary search, 201
   direct access, 203, 206
   entries, 191
   hash tables, 209
   indexed sequential, 216
   indexing, 214
   linear search, 192
   lookup, 192
   searching, 192
   subtables, 206
Teletext,
   animation, 109
   codes, 363
   graphics characters, 364
three dimensional graphics,
     54
tokens, 343
Too many FORs, 251
Towers of Hanoi, 235, 247
transformations,
   combining, 64
   composite bodies, 88
   concatenating, 64
   matrices, 57
   perspective, 74
   three-dimensional, 71
   two-dimensional, 55
   viewing, 74, 369
translation,
   three-dimensional, 72
   two-dimensional, 62
translators, 323
transposing music, 155
tree pruning, 305
trees, 259
TRUE, 361

user defined characters, 114
   composite shapes, 117
   single shapes, 115

variable stack, 339
variables,
   global, 8
   local, 5
VDU codes, 363
viewing angles, 370
viewing transformation,
     74, 369
viewpoint, 75, 369

wire frame models,
     54, 75, 83
word animation, 107
world coordinates, 74, 369