

Contents

<i>List of figures</i>	<i>page</i> viii
Introduction	1
1 Software as machine	6
2 Software as software	39
3 Policy arguments	69
4 Software patent examination	102
5 Holding the line: algorithms, business methods and other computing ogres	135
6 The third way: between patent and copyright?	156
7 Conclusion: dealing with and harmonising ‘radical’ technologies	182
<i>Index</i>	196