

INDEX

- Access time, 19, 20, 22, 23
 Accumulator register, 5–8, 10, 30, 37
 ACE, 13
 Address, 5, 11–12, 13
 Analogue computers, 1
 Arithmetical instructions, 7–8
 Arithmetic unit, 4, 5
 Auxiliary storage, 19, 22–3, 33
- Babbage, C., 5, 15
 Bell Telephone computers, 19
 Binary-decimal conversion, 17, 24, 28, 30
 Binary notation, 16–18
- Cathode-ray tube storage, 21
 Chess, 50
 Clerical work, 25, 49–50
 Coding, 2, 27, 35
 automatic, 37–9, 40
 Conditional jump instructions, 10, 11, 12
 Control of machine tools, 50
 Control register, 9, 10
 Control unit, 5, 9–11, 12, 13
 Conversion routines, 37–8
 Cycles, 10–13
 counting number of repetitions in, 11, 12–13
- Decimal notation, 1, 15–18
 Dekatron, 15
 Delay lines
 mercury, 19–20
 nickel, 20–21
 Desk calculating machines, 1, 2, 14, 15
 DEUCE, 13, 20, 22
- EDSAC II, 12, 22, 23, 44
 Electric networks, 48
 ENIAC, 16, 19
 Errors in programming, 35–7
 in data preparation, 42–3
- Ferranti Mark I computer, 21, 22, 45
 Ferranti Mercury computer, 18, 22
 Finite differences, 45, 48
- Floating addresses, 33, 38
 Floating point notation, 18, 38
 Flow diagrams, 34–5
 Function numbers, 6–12, 37
 Function routines, 30, 34
- Harvard Mark I computer, 15
 Mark II computer, 18, 19
 HEC, 23
 High-speed storage, 19–22
 Hire charges, 51
- I.B.M. 650 computer, 16
 704 computer, 25
 Input speeds, 23, 24, 25
 routines, 24, 30
 Instructions, 1, 5–14, 22, 24, 30, 37–9
 address part, 6
 function part, *see* Function numbers
 operation times, 15, 22
 Interpretive routines, 38–9
 Iterative processes, 2–4, 48–9
 convergence of, 3, 11
- Jump instructions, 9, 10, 28–9, 32–3, 35, 36, 37
- Lens design, 49
 Library routines, 29–32, 33, 34, 41
 Linear programming, 46–7
 Line printers, 25
 Link register, 32–3
- Machine faults, 31–2, 43
 Magnetic cores, 21–2, 53
 Magnetic drums, 22–3
 Magnetic tape, 23, 25
 Magnetic transfer instructions, 22, 33
 Magnetic wire, 25
 Manual controls, 25–6, 43
 Master routines, 29, 31
 Matrix algebra, 31, 38, 44
 Modification of instructions, 11–13
 Multi-address codes, 13
 Multiplier register, 5–8
- Natural frequencies, 44, 46

- Non-linear problems, 48–9
- Numerical integration, 31, 47–8
- One-address codes, 13, 24
- Optimum programming, 20
- Ordinary differential equations, 31, 47–8
- Output routines, 30
 - speeds, 24–5
- Partial differential equations, 45, 48, 53
- Programmer, 2, 18, 39, 51–2
- Programming strategy, 27–37, 41–3, 50–1
- Punched cards, 23–4
 - card readers, 23–4
- Registers, 1, 5–14
 - binary, 15–19
 - content of, 5, 7
 - decimal, 15–18
 - manual, 26
 - modifier, 12–13
- Relay computers, 18, 19
- Relay storage, 15, 19
- Routines, 27–35, 37–9
- SEAC, 25
- Series expansions, 13, 28
- Simultaneous equations, 2–4, 44–5
 - solution times, 44, 45
- Standard programmes, 41–3, 45, 52, 53
- Stop instructions, 7, 11, 36
- Store, 4, 5, 19–23
 - capacity of, 18, 19
- Structural engineering, 41, 45–6, 49
- Sub-routines, 29, 31, 32–4
- Tabulation, 18, 25, 27–9, 30, 35, 49
- Teleprinter tape 5, 23, 24–5, 50
 - readers, 5, 25
- Test routines, 31–2
- Testing of programmes, 26, 35–7
- UNIVAC, 16, 23
- Valve storage, 19
- Whirlwind, 22