

How Software Works

The Magic Behind Encryption, CGI, Search Engines, and Other Everyday Technologies

by V. Anton Spraul

errata updated to print 3

Page	Error	Correction	Print corrected																
xvi	<ul style="list-style-type: none"> Chapter 5: <i>Video Game Graphics</i> are impressive not just for their visuals but also for how they are created in mere fractions of a second. 	<ul style="list-style-type: none"> Chapter 5: <i>Game Graphics</i> are impressive not just for their visuals but also for how they are created in mere fractions of a second. 	Print 2																
128	<table border="1"> <thead> <tr> <th>Position</th> <th>Coefficient</th> <th>Vector</th> <th>Product</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>-23.559</td> <td>-0.462</td> <td>-10.833</td> </tr> </tbody> </table>	Position	Coefficient	Vector	Product	7	-23.559	-0.462	-10.833	<table border="1"> <thead> <tr> <th>Position</th> <th>Coefficient</th> <th>Vector</th> <th>Product</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>23.559</td> <td>-0.462</td> <td>-10.833</td> </tr> </tbody> </table>	Position	Coefficient	Vector	Product	7	23.559	-0.462	-10.833	Print 2
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180	Figure 9-7 replacement	<p>Figure 9-7: The fifth step in our best-first search finds the best route to E.</p>	Print 2																
181	Figure 9-8 replacement	<p>Figure 9-8: The ninth and final step in our best-first search reaches point I.</p>	Print 2																