From the Preface to the First Printing		v
From the Preface to the Seventh Printing		viii
Pref	Preface to the Second Edition "How to Solve It" list	
"Ho		
Fore	Foreword	
Intre	Introduction	
	PART I. IN THE CLASSROOM	
	Purpose	
1.	Helping the student	1
2.	Questions, recommendations,	57
-	mental operations	1
3-	Generality	2
4-	Common sense	3
5-	Teacher and student. Imitation and practice	3
	Main divisions, main questions	
6.	Four phases	5
7.	Understanding the problem	6
8.	Example	7
9.	Devising a plan	8
10.	Example	10
11.	Carrying out the plan	12

12.	Example	13
13.	Looking back	14
14.	Example	16
15.	Various approaches	19
16.	The teacher's method of questioning	20
17.	Good questions and bad questions	22
	ace to the Second Edition	
	More examples	
XII.	brown	
18.	A problem of construction	23
19.	A problem to prove	25
20.	A rate problem	29
	PART II. HOW TO SOLVE IT	
	Helping the student	
A dialogue		33
	mental operations	
	PART III. SHORT DICTIONARY OF HEURISTIC	
Ana	Analogy	
Aux	Auxiliary elements	
Aux	iliary problem	50
Bolz	zano Panese	57
Brig	tht idea	58
Can	you check the result?	59
Can	Can you derive the result differently?	
Can you use the result?		64
Carrying out		68

Condition myondan and the de	72	
Contradictory†	73	
Corollary	73	
Could you derive something useful from the data? 7		
Could you restate the problem?†	75	
Decomposing and recombining	75	
Definition The Property of the	85	
Descartes	92	
Determination, hope, success	93	
Diagnosis Diagnosis	94	
Did you use all the data?	95	
Do you know a related problem?	98	
Draw a figure†	99	
Examine your guess	99	
Figures guidorna do es	103	
Generalization Communication C	108	
Have you seen it before?	110	
Here is a problem related to yours		
and solved before	110	
Heuristic Show engineero	112	
Heuristic reasoning	113	
If you cannot solve the proposed problem	114	
Induction and mathematical induction	114	
Inventor's paradox	121	
Is it possible to satisfy the condition?		
Leibnitz	123	
Lemma Tousday to incommend from The possible to a	123	
† Contains only cross-references.		

Look at the unknown	123
Modern heuristic	129
Notation	134
Pappus	141
Pedantry and mastery	148
Practical problems	149
Problems to find, problems to prove	154
Progress and achievement	157
Puzzles assum segon moltani	160
Reductio ad absurdum and indirect proof	162
Redundant†	171
Routine problem	171
Rules of discovery	172
Rules of style	172
Rules of teaching	173
Separate the various parts of the condition	173
Setting up equations	174
Signs of progress	-1-
Specialization	190
Subconscious work	197
Symmetry	199
Terms, old and new	200
Test by dimension	202
The future mathematician	205
The intelligent problem-solver	206
The intelligent reader	207
The traditional mathematics professor	208

Variation of the problem	209	
What is the unknown?	214	
Why proofs?	215	
Wisdom of proverbs	221	
Working backwards		
PART IV. PROBLEMS, HINTS, SOLUTIONS		
Problems	234	
Hints	238	
Solutions	242	