

Contents

| | |
|-----------------|-----|
| Preface | vii |
| Acknowledgments | xi |
| Introduction | 1 |

Part I ALGORITHMS

Computation and Algorithms — *Hansel and Gretel*

| | |
|--|----|
| 1 A Path to Understanding Computation | 19 |
| 2 Walk the Walk: When Computation Really Happens | 33 |

Representation and Data Structures — *Sherlock Holmes*

| | |
|--|----|
| 3 The Mystery of Signs | 49 |
| 4 Detective's Notebook: Accessory after the Fact | 63 |

Problem Solving and Its Limitations — *Indiana Jones*

| | |
|---|-----|
| 5 The Search for the Perfect Data Structure | 83 |
| 6 Sorting out Sorting | 103 |
| 7 Mission Intractable | 121 |

Part II LANGUAGES

Language and Meaning — *Over the Rainbow*

| | |
|---|-----|
| 8 The Prism of Language | 141 |
| 9 Finding the Right Tone: Sound Meaning | 159 |

Control Structures and Loops — *Groundhog Day*

| | |
|--------------------------------|-----|
| 10 Weather, Rinse, Repeat | 175 |
| 11 Happy Ending Not Guaranteed | 189 |

Recursion — *Back to the Future*

| | |
|-----------------------------------|-----|
| 12 A Stitch in Time Computes Fine | 205 |
| 13 A Matter of Interpretation | 225 |

Types and Abstraction — *Harry Potter*

| | |
|--|-----|
| 14 The Magical Type | 245 |
| 15 A Bird's Eye View: Abstracting from Details | 263 |

| | |
|----------|-----|
| Glossary | 287 |
|----------|-----|

| | |
|-------|-----|
| Notes | 303 |
|-------|-----|

| | |
|-------|-----|
| Index | 313 |
|-------|-----|