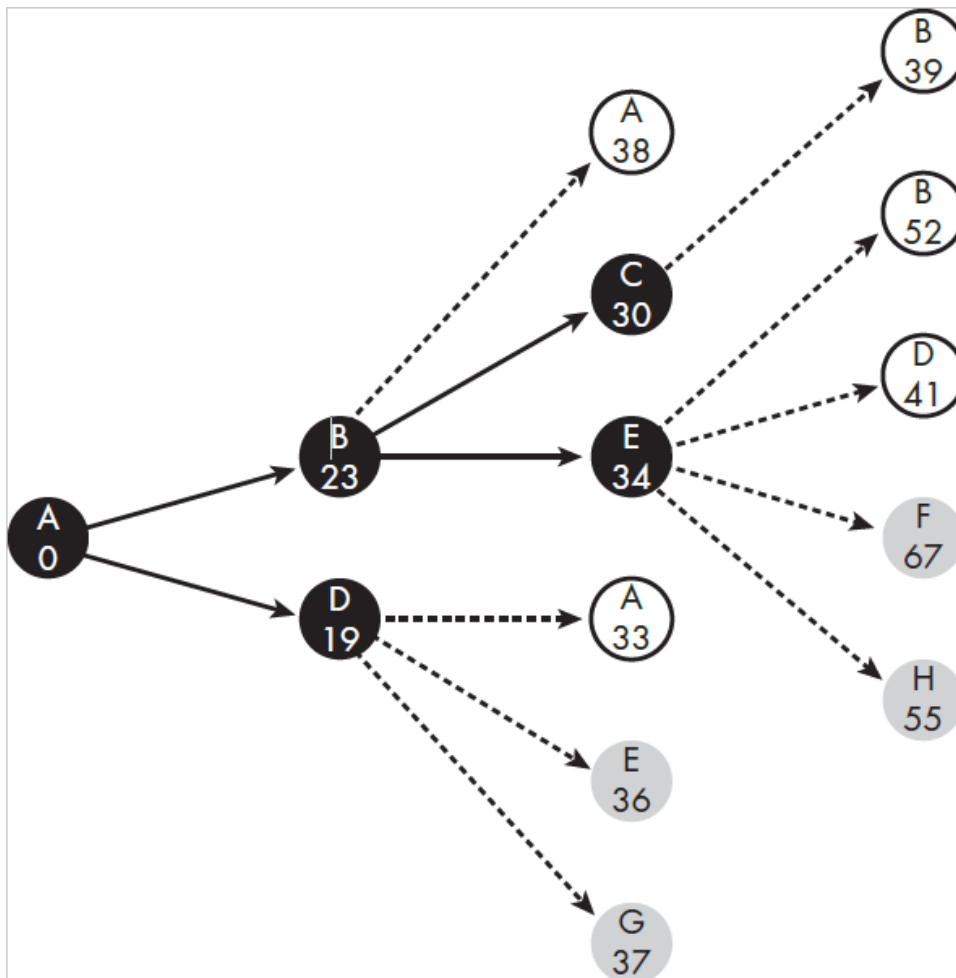


Errata for *How Software Works* (updated to 3rd printing)

Page xvi: The name of Chapter 5 in the Topics Covered list that reads “**V**ideo Game Graphics” should now read “Game Graphics.”

Page 128: In row 7 of Table 6-7, in the “coefficient” column, “-23.559” should now read “23.559.”

Page 180: In Figure 9-7, a couple of node numbers and shadings are incorrect. The corrected figure is as follows:



Page 181: In Figure 9-8, a couple of node numbers and shadings are incorrect. The corrected figure is as follows:

