

dymax

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GAMES WITH THE POCKET CALCULATOR

Sivasailam Thiagarajan and Harold D. Stolovitch
Dymax, 1976, 48 pp. paperback \$2.00

A review by Dr. Ruth Hoffman, Professor of Mathematics, University of Denver

Elementary and junior high school teachers should get this book for arithmetic games for their students. The content contains real games, not tricks. Each one involves competition and challenge on an arithmetic operation and/or estimation. The games can well be used to introduce students to the calculator, but also to build computational skills, understanding and estimation.

The book is not an open, "see-at-a-glance" format as would be true with calculator tricks. As with all games, directions must be read and understood. Teachers will find it worth their while to use this resource book, presenting games one at a time as they relate to the skills and concepts the students are learning.

GAMES, TRICKS, AND PUZZLES FOR A HAND CALCULATOR

Wallace Judd
Dymax, 1974, 100 pp. paperback \$2.95

Do you own a hand calculator? You do? Good! This informative, entertaining, and very useful volume was written just for you.

The author has covered many of your favorite mathematical games and recreations. He shows you how a calculator can be used to perform many of the more common operations, such as how to extract square roots and percents, how to get the power of a number, and even how to generate random numbers. You are also shown how to perform tricks unique to the calculator and its keyboard. In addition to all of this, a typical calculator's insides are exposed to view and explained so that you can learn how it was put together and how it functions, and thus more readily understand the hints given by the author on how to detect and correct some of the more common malfunctions hand calculators are prone to. The author ends his book by answering the questions asked in the text, of which there are many, and by giving the solutions to all of the problems and puzzles he posed to the reader.

This book is a necessity for anyone who owns, or intends to purchase a hand calculator, from the most sophisticated to the basic "four banger."

MY COMPUTER LIKES ME

Bob Albrecht
Dymax, 1975, 64 pp. paperback \$2.00

In an easy going, conversational style, this 64 page workbook introduces BASIC to young or old. Designed to be used with frequent access to a timeshare terminal (learn by doing!), we use this large format book in our introductory workshops for people with no previous computer experience or knowledge of programming. The teaching examples are oriented around population problems and demographic data.

CONTENTS -

TTY, Begin, Strings? Numerical expressions, Mistakes, Shorthand, Too Many People, Boxes, Division of Labor, Follow the Signs, READ & DATA, Demography, Beware Mathematical Models, Sorcerer's Apprentice, The Sorcerer Returns, World of IF, INT, Race to Oblivion, Your Turn, Count to N, Do I Always Have to Step by 1? The Handy Dandy Super-Versatile FOR-NEXT Loop, Subscripted Variables, Building Blocks, Information Retrieval, Double Subscripts, Things to Do -

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