A bug in my book!

On page 191, at the end of Chapter 24 of "A Discipline of Programming" (Prentice-Hall, 1976) the following Note should be added:

Note 3. In the program as published above, Mark Bebie has found an error. In order to maintain the convention

"set(i) = 2 and set(-i) edge i is a processed edge of the clockwise boundary of the light cap"

the values of set(i) and set(-i) have to be adjusted when edge i is processed, i.e. b:hiext(i) takes places. In "extend b and refresh xx" this has been done (in the third line), in "inspect face along -xx", however, it has erroneously been omitted. Its tenth line

\[ \text{do } b: \text{dom} = 0 \rightarrow b: \text{hiext(lumen * yy) od } \]

should therefore be replaced by

\[ \text{do } b: \text{dom} = 0 \rightarrow b: \text{hiext(lumen * yy); set: (b.high) = 2; set: (-b.high) = 0 od } \]

(End of note 3.)

Two further corrections.

On page 159, line 21 from above

\[ \text{begin glocon N, to, lcr; glovar from, uvl, suv, min, h; privar len; } \]

should be replaced by

\[ \text{begin glocon to, lcr; glovar from, uvl, suv, min, h; privar len; } \]

On page 141, line 11 from above

\[ x^2 + y^2 \leq r \text{ and } x^2 + (y + 1)^2 \leq r \]

should be replaced by

\[ x^2 + y^2 \leq r \text{ and } x^2 + (y + 1)^2 > r \]

Edsger W. Dijkstra