

Figure 8. How Enigma decrypts

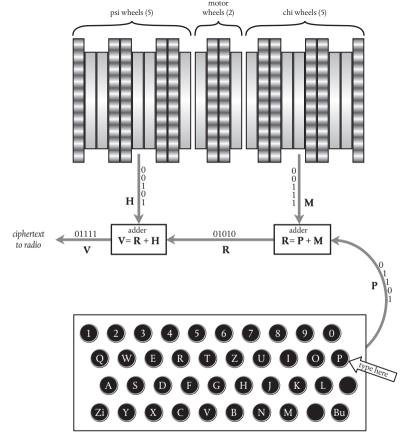


Figure 17. How the Tunny machine encrypts a letter

동안 다 같은 것						
이 동안 같아요.						
성 없는 것이 같아. 것						
영상 전통 오늘 것이다.						
한 동물 영양한 것을 가지 않는 것을 수 없다.						
이야기에는 것 않는						
i san an a						
for a subtraction of the	 					
S. C. Stones I.						
	 	1111	 	 		

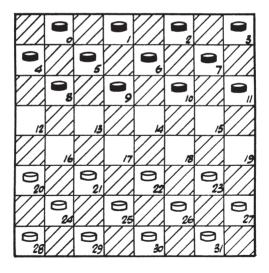


Figure 31. The Manchester computer playing draughts (checkers). This is probably the first time a computer screen was used for gaming. Strachey's hand-drawn diagram explains the symbols on the screen. The computer is Black.

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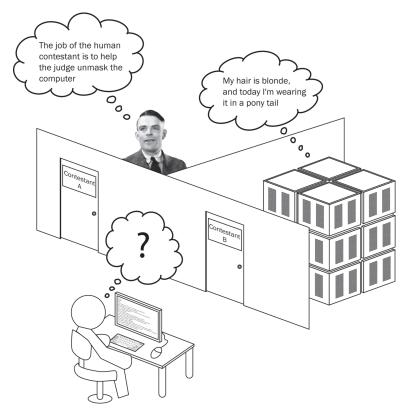


Figure 34. The Turing test

State	Scanned square	Operations	Next state
i	blank	P0, R	ii
ii	blank	R	iii
iii	blank	P1, R	iv
iv	blank	R	i

Figure 38. A simple program for a Turing machine. A machine acting in accordance with this table of instructions toils on endlessly, printing the desired sequence of numbers and leaving alternate squares blank