Figure 7. How the Enigma machine encrypts a letter
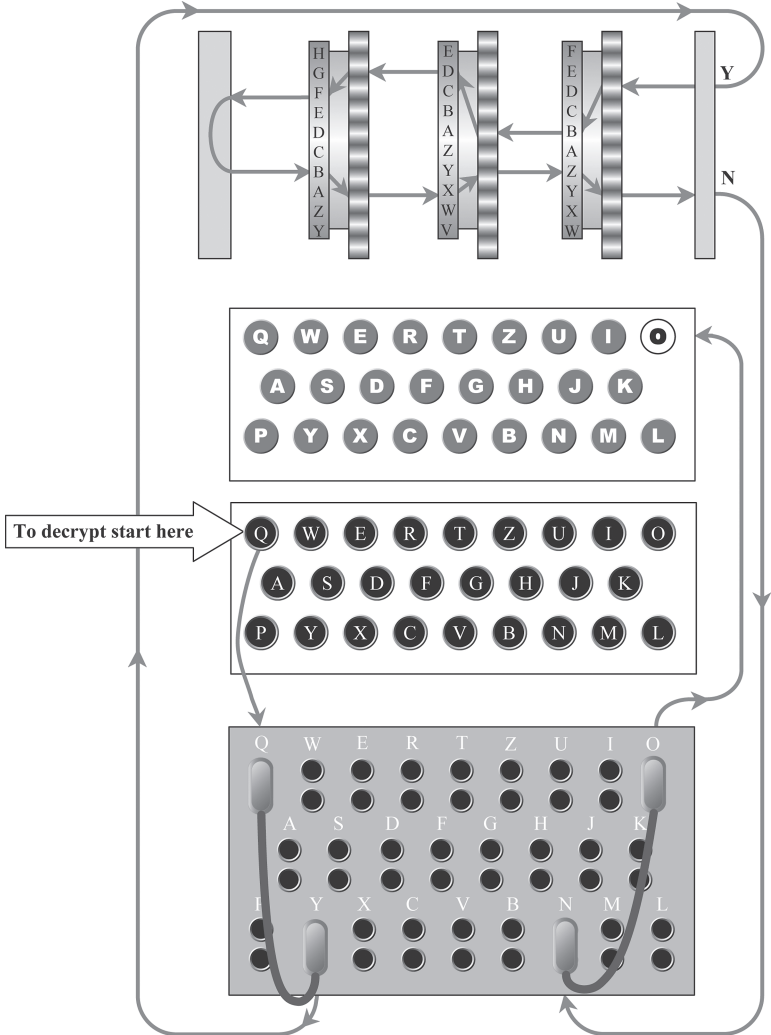
Figure 8. How Enigma decrypts
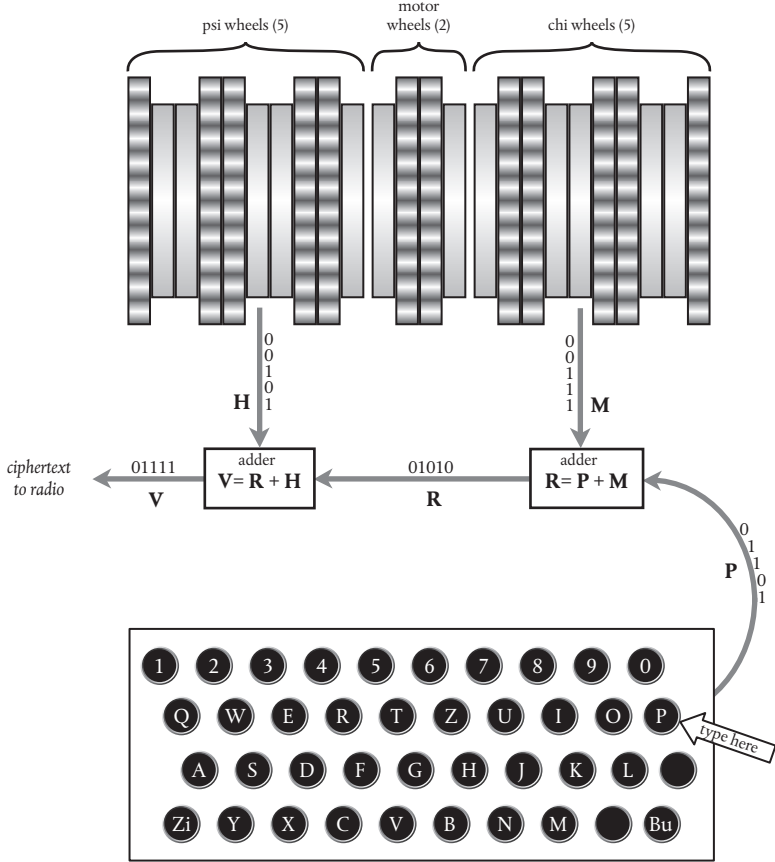
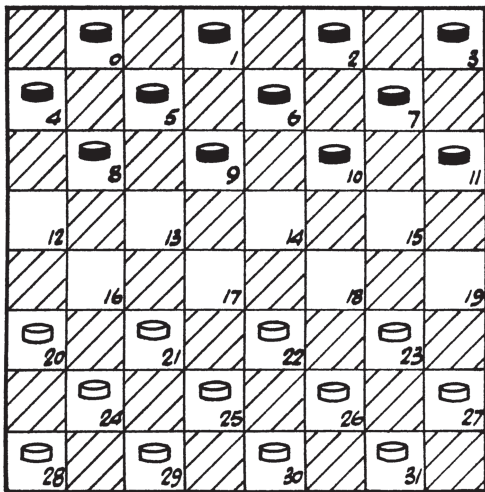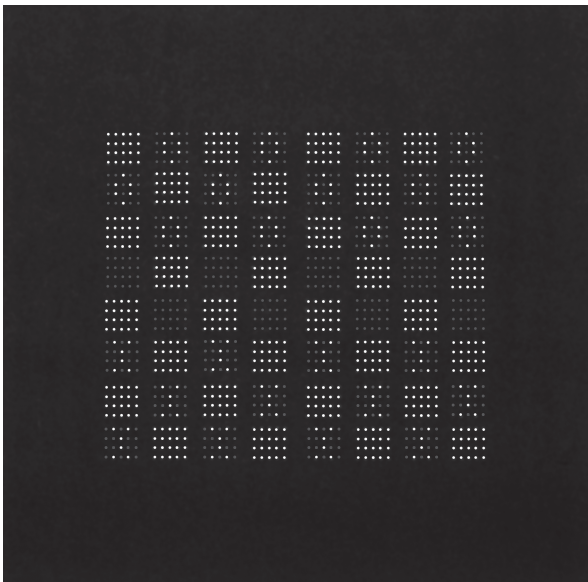**Figure 17.** How the Tunny machine encrypts a letter

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.
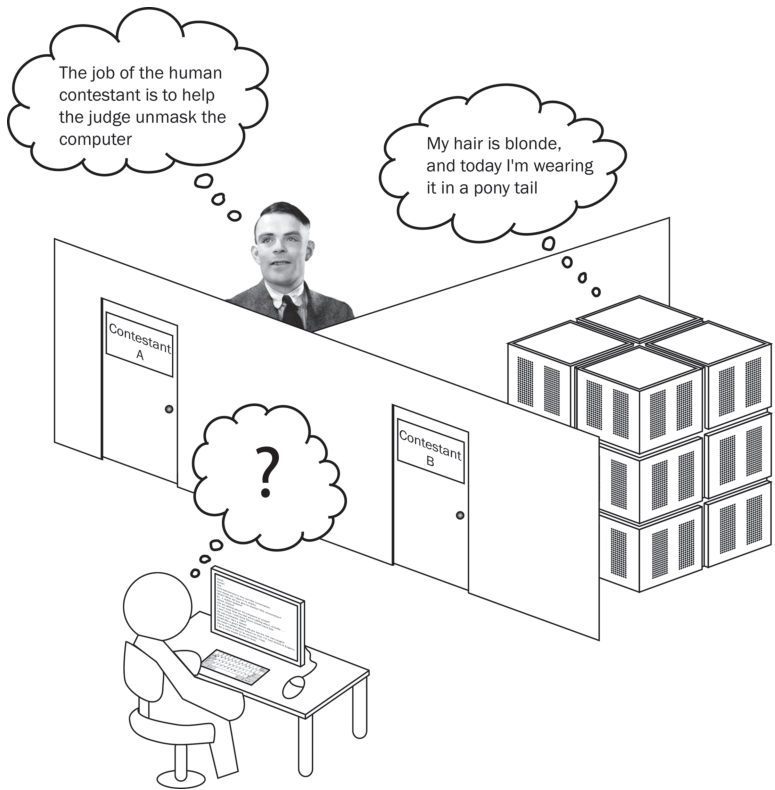
Figure 34. The Turing test

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