Editorial Overview

The first paper in this issue, written by Andrew Tanenbaum, is an exceptionally easy-to-read tutorial on the programming language ALGOL 68. This treatment of the language has been long needed by students and teachers who until now have not had available to them much more than reference literature on the subject.

It is possible to read the entire paper in one sitting.

The second paper, by Michael Marcotty, Henry Ledgard, and Gregor Bochmann, surveys in tutorial fashion the various well-known methods used in the formal definition of programming languages. It is also a well-written paper but the subject is more difficult than that of the first paper and therefore requires more care when reading. The effort is also very ambitious and covers a topic in which the interest of readers is ever expanding. One referee described the paper as a reference work. Another concurred, saying that it would be difficult to study it from beginning to end. Its main virtue, he felt, is as a tutorial for someone interested in one of the methods discussed and as a *reference* for someone who needs to look something up. Both referees asked that readers be so forewarned. The readers will, of course, be the ultimate judges. Successive drafts of this paper led to increased clarity, continuity, and accuracy. I trust that readers will find the printed version of the paper considerably easier to read than the manuscript on which the referees (and I) and especially the authors worked many hours.

The third paper, by S.S. Reddi and Edward Feustel, was originally considered for and properly belongs in the recent special issue of *COMPUTING SURVEYS* on computer system architecture edited by the Guest Editor Professor Suhas Patil (December, 1975). It was not practical to include the paper in that issue due to timing constraints faced by the authors and the editor.

We hope the readers will find each of these three papers a welcome addition to their library of readable and useful papers.

—Elliott I. Organick, Editor-in-Chief