

Sheet1

CATALOG_ID,C,26		MAGAZINE,C,30	DATE,C,8
PGJ	10	PROGRAMMER'S JOURNAL	05-1990
PGJ	12	PROGRAMMER'S JOURNAL	05-1991
PGJ	13	PROGRAMMER'S JOURNAL	05-1991
PGJ	6	PROGRAMMER'S JOURNAL	08-1990
DDJ	4	DR. DOBB'S JOURNAL	08-1990
DDJ	1	DR. DOBB'S JOURNAL	08-1990
DDJ	2	DR. DOBB'S JOURNAL	08-1990
DDJ	3	DR. DOBB'S JOURNAL	08-1990
PGJ	14	PROGRAMMER'S JOURNAL	05-1991
PGJ	15	PROGRAMMER'S JOURNAL	05-1991
PGJ	16	PROGRAMMER'S JOURNAL	11-1990
PGJ	11	PROGRAMMER'S JOURNAL	05-1990
PGJ	17	PROGRAMMER'S JOURNAL	11-1990
PGJ	18	PROGRAMMER'S JOURNAL	11-1990
PGJ	5	PROGRAMMER'S JOURNAL	01-1989
PGJ	7	PROGRAMMER'S JOURNAL	01-1989
PGJ	8	PROGRAMMER'S JOURNAL	01-1989
PGJ	9	PROGRAMMER'S JOURNAL	01-1989

Sheet1

ART_TITLE,C,40	PACAUTHOR,C,30
PIXEL PANNING	21 PEDER JUNGCK
HARDWARE ASSISTED DEBUGGERS	26 BRETT SALTER
OBJECT-ORIENTED SCSI PROGRAMMING	32 BRETT GLASS
PORTING C PROGRAMS TO 80386 PROTECTED MD	16 WILLIAM F. DUDLEY, JR.
ENCAPSULATING C MEMORY ALLOCATION	24 JIM SCHIMANDLE
AWK AS A C CODE GENERATOR	36 WAHHAB BALDWIN
IMPLEMENTING BICUBIC SPLINES	48 RAYMOND G. LAUZZANA
EXTENDING PRINTF()	60 JIM MISCHEL
VIRTUAL REALITIES	51 STEPHEN M. KUHN
HASHING FUNCTIONS	69 JOHN OTKEN
VGA COLOR PAGING	20 MICHAEL ABRASH
WRITING AN ANSI C PREPROCESSOR	58 W. SUMERLIN
B-TREE INDEXING	42 M.STEVEN BAKER
OPTIMIZATION STRATEGIES	79 JOHN OTKEN
HIGHER 256-COLOR RESOLUTION ON THE VGA	18 MICHEAL ABRASH
SMART TERMINAL EMULATION IN WINDOWS	74 WILLIAM S. HALL
WHICH CODE IS FASTER?	64 ETHAN WINER
MY KINGDOM FOR AN OVERLAY	54 BILL MADISON

Sheet1

ART_CAT,C,20	QKKEY1,C,20	QKKEY2,C,20
GRAPHICS	MOTION	ANIMATION
HARDWARE	NONMASKABLE	INTERRUPT
HARDWARE	HARDWARE INTERFACES	SCSI
PROGRAMMING	C PROGRAMS	ANSI COMPILER
PROGRAMMING	MEMORY ALLOCATION	MALLOC() FREE()
PROGRAMMING	CONVERT CODE	UNIX
GRAPHICS	SMOOTH CURVE	SPLINE
C PROGRAMMING	PRINTF()	VARIABLE ARGUMENTS
C PROGRAMMING	VIRTUAL MEMORY	640K LIMIT
ASM PROGRAMMING	STRING HASHING	TABLE LOOKUP
GRAPHICS	COLOR PAGING	16 COLOR
C PROGRAMMING		
DATABASE	DBASE CLIPPER	FOXPRO
ASM PROGRAMMING	PERFORMANCE	CODE AND DATA
GRAPHICS	320 X 400	MODE 13H
WINDOWS PROGRAMMING	C LANGUAGE	MODEM
BASIC PROGRAMMING	QUICKBASIC	STRING OPERATIONS
PASCAL PROGRAMMING	OVERLAY MANAGER	TURBO PASCAL 5.0

Sheet1

QKKEY3,C,20	QKKEY4,C,20	QKKEY5,C,20	ARTICLE,M
ARCADE GAMES	SMOOTH ACTION IMAGES		
386MAX	DEBUGER		
CAM	TURBO PASCAL		
REAL-MODE ASSEMBLY	EMS PAGE		
MEMORY LEAKAGE			
PATTERN-ACTION			
DRAWING OBJECTS	TOOLBOX		
OUTPUT FORMATTED	VPRINTF()		
EMS PAGING	DISK STORAGE		
HASH TABLE	ASSEMBLY LANGUAGE	WINDOWS 3.0	
PALETTE RAM	DAC	COLOR SELECT	
INDEXING NDX FILE			
ALIGNMENT			
MCGA			
TERMINAL EMULATOR	H-19 TEMNINAL		
ARRAY MANIPULATION	CODEVIEW	INTEGER MATH	
THRASHING	EMS		