

TeXファイル(サンプル)

①作業前のTeX

```
\begin{kakomi}[Next data structure of array?].  
The next step of array is called a "pointer."  
If you understand arrays and pointers properly, you have learnt the basic of data structure.  
You can learn any other data structure by yourself.  
If you have had a good notion of array and do not know the pointer, I strongly recommend to learn it.  
Actually, a pointer corresponds to an address of the RAM machine model.  
In other words, a pointer (\em points) some other data in memory cell.  
If you can image the notion of the RAM model, it is not difficult to get  
the image of the notion of a pointer.  
\end{kakomi}.  
  
\subsection{Variable}.  
\label{subsec:variable}.  
In an ordinary computer, as show in the RAM model, there is a series of memory cells.  
They are organized and each cell consists of a word, which is a bunch of bits.  
To identify each cell, they have distinct \Def{addresses}.  
However, when you write a program, it is not a good way to identify these addresses directly.  
The program will not be readable, and it has no portability.  
Therefore, instead of identifying the address directly,  
we usually identify a memory cell by some readable name.  
This alphabetical name is called \Def{variable}.  
That is, you can identify your data by your favorite name to access it.  
For example, you can check the variable $$S$ to read an {\em integer} 1,  
or the other variable $$$ to check if it remembers the {\em letter} "A."  
\mymargin[ASCII code and Unicode][Essentially, these an integer 1 and  
a letter A are represented by binary data, or a sequence of 0 and 1.]
```

②作業後のTeX

```
\begin{kakomi}[Next data structure of array?].  
The next aspect of an array is called a "pointer."  
If you understand arrays and pointers properly, you have learned the basics of a data structure.  
You can learn any other data structure by yourself.  
If you have a good understanding of an array and do not know the pointer, I strongly recommend to learn it.  
Actually, a pointer corresponds to an address of the RAM machine model.  
In other words, a pointer (\em points) to some other data in a memory cell.  
If you can imagine the notion of the RAM model, it is not difficult to  
understand the notion of a pointer.  
\end{kakomi}.  
  
\subsection{Variable}.  
\label{subsec:variable}.  
In an ordinary computer, as shown in the RAM model, there is a series of memory cells.  
They are organized and each cell consists of a word, which is a collection of bits.  
Each cell is identified by a distinct \Def{address}.  
However, when you write a program, it is not a good approach to identify these addresses directly.  
The program will not be readable, and it has no portability.  
Therefore, instead of identifying an address directly,  
we usually identify a memory cell by some readable name.  
This alphabetical name is known as a \Def{variable}.  
That is, you can use your favorite name to identify and access your data.  
For example, you can use the variable $$S$ to read an {\em integer} 1,  
or another variable $$$ to check whether it remembers the {\em letter} "A."  
\mymargin[ASCII code and Unicode][Essentially, the integer 1 and  
the letter A are represented by binary data, that is, a sequence of 0 and 1.]
```

修正箇所



TeX上では修正箇所が分からないため、
修正された箇所を示したMS-Wordファイルを
英文校閲後のTeXファイルと共に納品します。

Comparison of TeX source code and its MS-Word rendering. The MS-Word version shows red boxes around the corrected text and a comment box at the top right.

コメント [A1]: I suggest to replace this with "Next structural aspect of an array" to ensure this "heading" is aligned with the contents of the paragraph.
削除: step
削除: learnt_earned the basic
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英文校閲された箇所をご確認いただくために作成したMS-Wordファイルのため、
レイアウト、フォント、記号等が実際の表記とは異なっております。