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book features an  
appendix providing a  
thorough

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there are underlying  
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puzzles are  
challenging (and  
perhaps why they are  
so much fun). They  
also show that games

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serve as powerful  
models of  
computation-quite  
different from the  
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How Hansel and  
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Holmes, the movie  
Groundhog Day,  
Harry Potter, and  
other familiar stories  
illustrate the concepts  
of computing. Picture  
a computer scientist,  
staring at a screen  
and clicking away  
frantically on a  
keyboard, hacking  
into a system, or  
perhaps developing  
an app. Now delete

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that picture. In *Once Upon an Algorithm*, Martin Erwig explains computation as something that takes place beyond electronic computers, and computer science as the study of systematic problem solving. Erwig points out that many daily activities involve problem solving.



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concepts in  
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examples from daily  
life and familiar  
stories. Hansel and  
Gretel, for example,  
execute an algorithm  
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structures when  
solving a crime; the  
magic in Harry  
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