
This is a collection of fourteen articles from the periodical *American libraries*, originally published between April 1979 and October 1980. The 'articles' vary from short notes of two sides to a lengthy piece of eighteen pages – the fact that the whole work, including preface, index, etc., amounts to just under eighty-five pages of generously spaced printing, gives some indication of the depth of coverage. Subjects dealt with range from the philosophical side of video to a glossary of video terms, from a discussion on hardware to examples of video in use in public, academic and special libraries. The videodisc, cable and large screen TV as well as videotext services are also caught in the net, which has obviously been cast very widely.

Like any publication on an area undergoing constant technological change, the articles are in grave danger of losing their immediacy, even their accuracy, and as such this collection's subtitle is an unfortunate choice. Moreover one can legitimately query the value of such collections, especially when taken as in this case, from only eighteen months of one periodical. Can it really be representative of developments; is its own internal balance of articles acceptable? Being largely descriptive, they contain few references, and no bibliography has been added by the editor to help readers really interested in furthering their knowledge of video in libraries.


This textbook is designed to teach librarians and information scientists programming using realistic and familiar problems. The programming languages used are PL/1 (Programming language/One) and the Cornell University Compiler, PL/C. There are sixteen graded problems which include SDI, journal routing and keyword indexing. Suggested and tested solutions, together with brief analyses, are given for each problem. A short bibliography covering PL/1 and PL/C as well as the use of computers in libraries is provided.