1. Command Set.
   a. Format discussion.
   b. Pathfinder.
   c. Floating divide (normalized and unnormalized).
   d. Noisy mode.

   Rounding for single precision

2. Interrupt System.
   a. Pathfinder.
   b. Address match and mis-match.
   c. Bit 25.
   d. 1's and 0's in mask bits.
   e. Operator's signal.
   f. Bit 17 (programmer's tag).

3. Flow Chart of Computer.
   a. Pathfinder.
   b. Look-ahead.
   c. Error detection and correction.

   is each checkout repeated?
   simulation?

4. Console.
   a. Pathfinder.
   b. Unconditional interrupt button.
   c. Physical appearance.

5. I/O Progress Report.

6. Space Requirements.

7. Program Library and Automatic coding.

Test prob - progress report,
Simulator