

# Contents

1. Introduction: Softwarily.....	1
2. Opening code: Expression and execution in software.....	21
3. Algorithms: Sequence and convolution.....	43
4. Kernel: Code in time and space.....	67
5. Java: Practical virtuality.....	91
6. "Pits" and "traders": Infrastructures in software.....	115
7. Extreme programming: Code as prototype for software.....	139
8. Conclusion.....	169
Notes.....	185
References.....	193
Index.....	205