

TeX 原稿 英文校閲サンプル

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 (ten points) some other data in a memory cell.
If you can imagine 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(address).
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 $A$ to read an {\em integer} 1,
or the other variable $B$ to check if it remembers a {\em letter} "A".
\margin{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.]
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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 (ten 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 $A$ to read an {\em integer} 1,
or another variable $B$ to check whether it remembers the {\em letter} "A".
\margin{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.]
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修正箇所



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- 「The next aspect of an array is called a "pointer."」: 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.
- 「you have learned the basics of a data structure」: コメント: I learnt-learned the basic
- 「you have learned the basics of a data structure」: コメント: I had - good notion
- 「you have a good understanding of an array and do not know the pointer, I strongly recommend to learn it」: コメント: I learnt-learned the basic
- 「you can imagine the notion of the RAM model, it is not difficult to understand the notion of a pointer」: コメント: I can imagine the notion-acti...
- 「you can use your favorite name to identify and access your data」: コメント: I can use your favorite name to identify and access your data
- 「the integer 1 and the letter A are represented by binary data, that is, a sequence of 0 and 1」: コメント: the other-othet variable

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