point: figurate numbers, the Euclidean algorithm for finding the greatest common divisor, perfect numbers, amicable numbers, the Pythagorean problem, ancient systems of numeration, and Mersenne numbers.

On the other hand, up-to-date developments are not neglected. There is an interesting discussion of the largest primes discovered by the factorization of Mersenne numbers. In connection with number bases, computers and their mode of arithmetic are introduced.

Finally, the author has introduced interest features throughout the book: magic squares, games with digits, days of the week as related to congruences, tournament schedules.

The book contains problems to be solved and has a section entitled "Solutions to Selected Problems."

The list price is $1.95.

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SOLUTIONS TO PROBLEMS

2.
$$2(-1)^n$$

3.
$$L_{2n} + (-1)^n$$

4.
$$L_{4n} + (-1)^n L_{2n} + 1$$

5.
$$L_{2n} + (-1)^{n+1}$$

6.
$$L_{4n} + (-1)^{n+1} L_{2n} + 1$$

7.
$$T_n = \frac{10 + \sqrt{5}}{5} r^n + \frac{10 - \sqrt{5}}{5} s^n$$

8.
$$F_n = 2^{-n+1} \left[n + 5 \binom{n}{3} + 5^2 \binom{n}{5} + 5^3 \binom{n}{7} \cdots \right]$$

9
$$L_n = 2^{-n+1} \left[1 + 5 \binom{n}{2} + 5^2 \binom{n}{4} + 5^3 \binom{n}{6} \cdots \right]$$

10.
$$F_{2n+1}$$

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