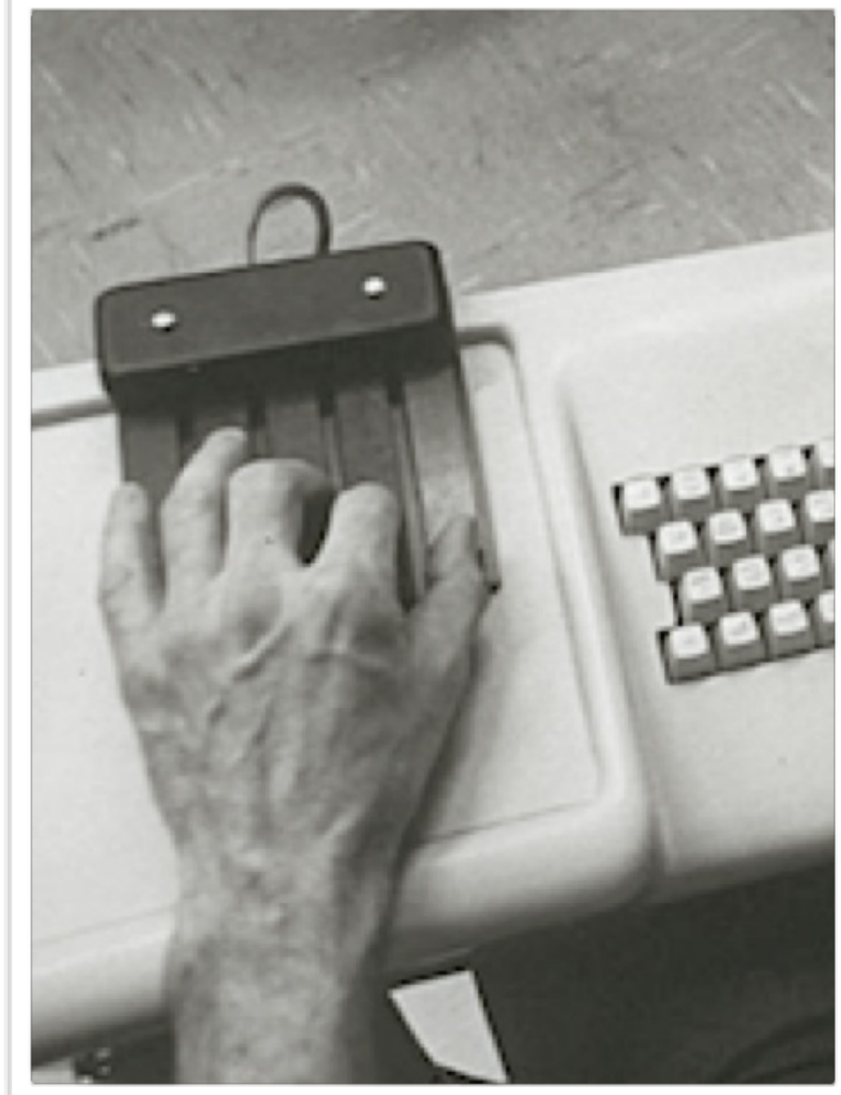
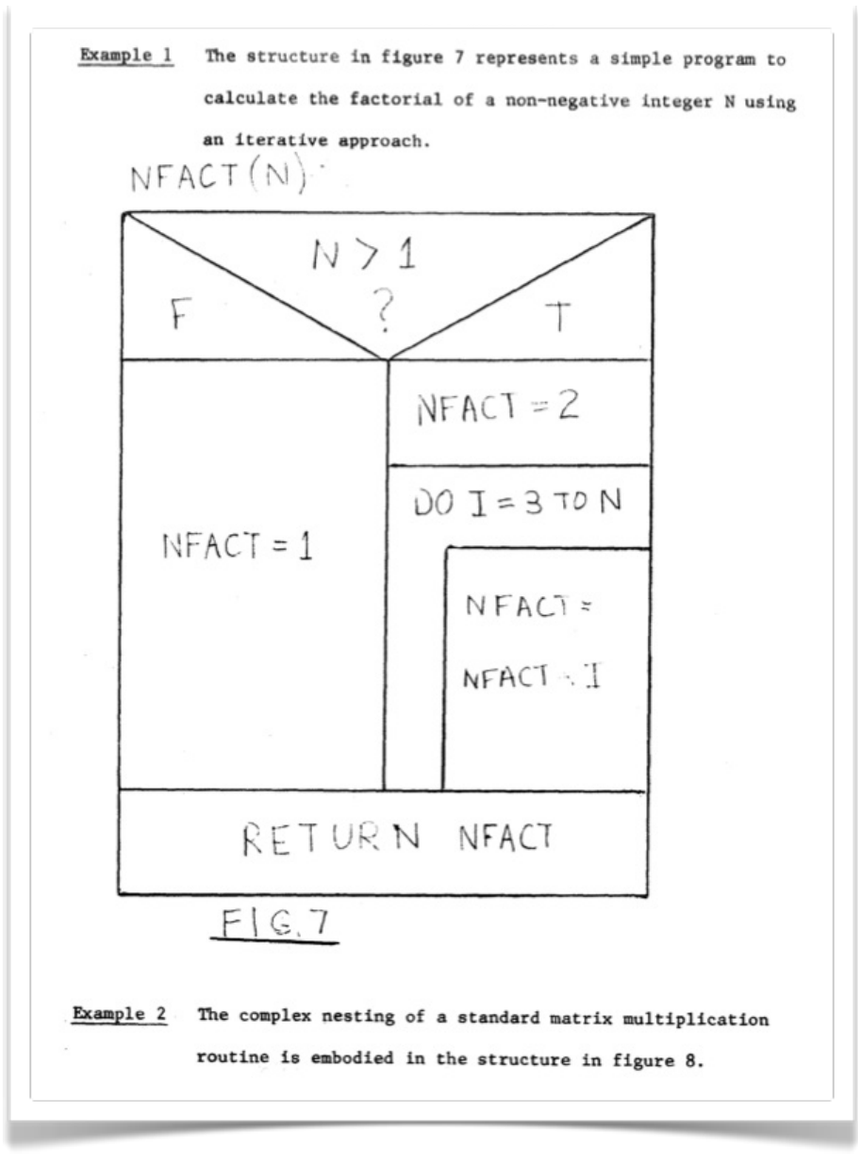
# 1967

Doug Engelbart and his team at SRI develop innovative ways to interact with computers with the intention of augmenting the human intellect.



# 1972

Graduate student Ben Shneiderman invents an area dividing representation for a computer program that exploits properties of structured programs and encourages top-down design.



Example 1 The structure in figure 7 represents a simple program to calculate the factorial of a non-negative integer N using an iterative approach.

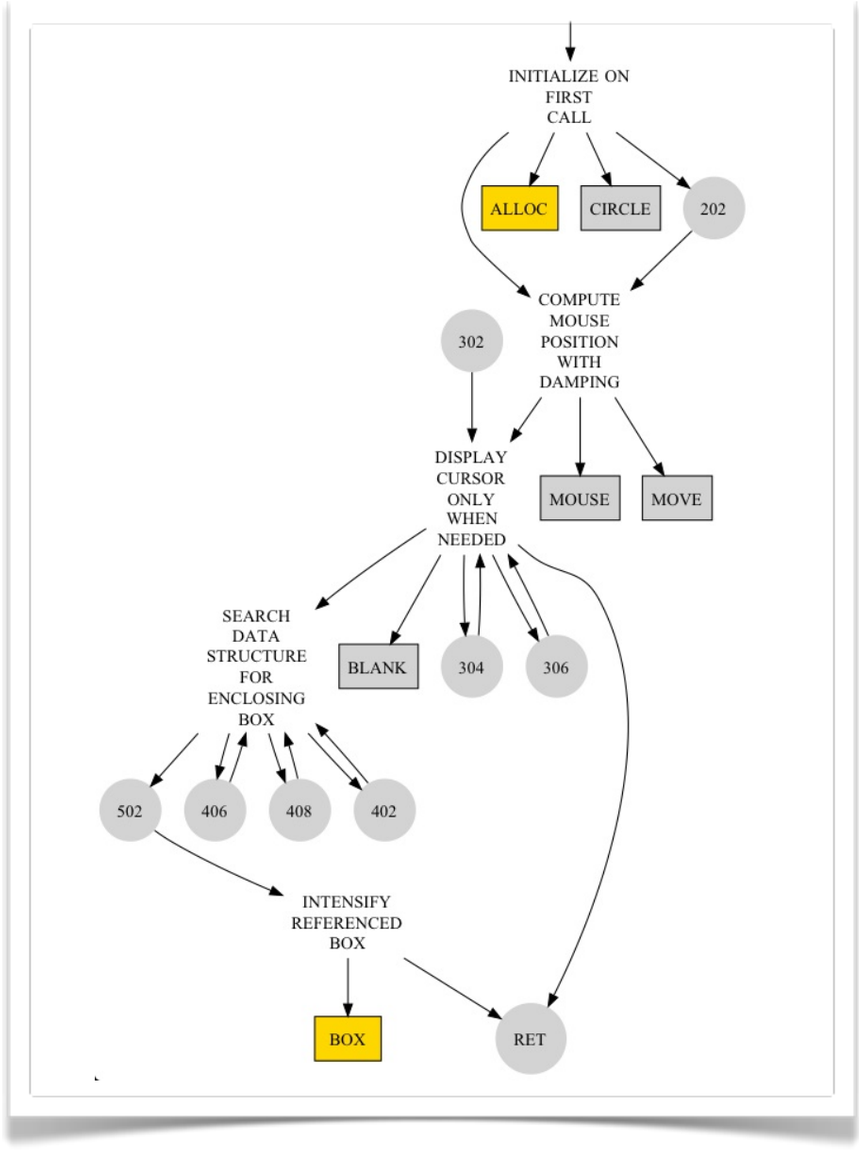


FIG. 7

Example 2 The complex nesting of a standard matrix multiplication routine is embodied in the structure in figure 8.

# 1976

Ward Cunningham programs Imlac PDS-1 computer using Doug's devices to edit Ben's diagrams. Limited lab access means each iteration has to work. Coding techniques he used influence Agile software today.



# 2011

We present this program as an experiment in software preservation. You can browse the processes used to restore it as well as the exploratory exhibits they produce.