

A72 B162(157) C52286(3.24) D84 币匝 Vol. III 24

Now there be square objects in one bundle,
going once around the outer perimeter
there be thirty-two objects.
We ask: how much be the area?

匝: 周也; around
币, 子答切, chaap8 / za

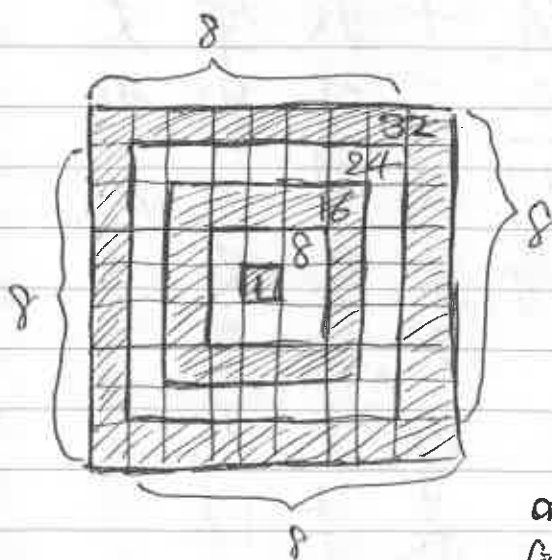
Answer saith: eighty-one objects.

Method saith: put it into a stack of two places.
Subtract eight from the upper place, and add the
remainder to the lower place, unto the empty end.
Adding one, we are done.

$$32 + (32-8) + (32-2 \times 8) + (32-3 \times 8) + (32-4 \times 8)$$

$$+ 1$$

$$= 81$$



In essence, each ^{successive} layer has eight fewer than the layer ~~outside~~ outside it.

Version C has no full step (0) after 盡虛. I think there should be, meaning that one should not add one if zero is not reached; if the final number of objects is even, the

algorithm will result in an upper place of four, not zero.

Ver. B. has 左位 and 右位 for 上位 and 下位.

答積一今
曰: 幾匝有
八何? 有方
十 三物
一 十 一
枚。 二束
枚。 外
問 周

虛減術
加八曰:
一, 餘重
即加置
得下二
位, 位。
至上
盡位

END 24