List of Text Boxes

1. Box 1.1: Creating the Graphics
2. Box 1.2: Printing in Colour
3. Box 1.3: Recording the Places
4. Box 2.1: Drawing the Maps
5. Box 2.2: Storing the Geometry
6. Box 2.3: The Areal Hierarchy
7. Box 3.1: The Mercator Projection
8. Box 3.2: The Algorithm at Work
9. Box 3.3: Deriving a Constant
10. Box 3.4: Many-dimensional Cartograms
11. Box 4.1: Storing the Census
12. Box 4.2: Working Definitions
13. Box 4.3: Two-dimensional Smoothing
14. Box 5.1: Linking the Censuses
15. Box 5.2: How Closely Connected?
16. Box 5.3: Measuring the Changes
17. Box 6.1: Storing the Flows
18. Box 6.2: A Significant Flow
20. Box 7.1: The Electoral Triangle
21. Box 7.2: The Perspective Projection
22. Box 7.3: Travel Time Surface
23. Box 8.1: Areal Interpolation
24. Box 8.2: Trees and Pyramids
25. Box 8.3: Constructing Face Glyphs
26. Box 9.1: Three-dimensional Smoothing
27. Box 9.2: The Electoral Tetrahedron
28. Box 9.3: Three-dimensional Structure